Usenet Newsgroup Archive: comp.sys.atari.st

1994-01 - 1994-03

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Date span: 1994-01-01 through 1994-03-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,018

Message records with no readable body available in the source text: 9

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: High resolution color for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 00:00:38 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1994Jan1.000038.14651@mnemosyne.cs.du.edu>
Source record: 195951

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CII5EF.JDr@bdt.com>, John E. Peters writes:
>> Wouldn't it be great to be able to hook up a high resolution color
>> monitor to your ST (that includes monochrome, of course)? Is there
>> just no economical way to do this? There must be a few other ST
>> owners out there besides me who would shell out a few bills for the
>> hardware----as demonstrated by our delight in being able to upgrade
>> TOS, RAM capacity, etc. (so that our beloved software [like Pagestream,
>> etc] runs even better!]

>It's very painful to upgrade _anything_ on an ST. Putting a high-res
>colour display on such a slow computer would be very frustrating... The
>low-res resolutions that the ST supports out of the box are pretty much
>all it can drive at a reasonable speed.

If you want better video you will have to get a MegaSTe or TT or a
Falcon. There are a number of VME slot video boards available for the
MegaSTe and TT and they run quite quickly as a matter of fact. At least
my Crazy Dots does at even 32K colors and resolutions as high as
1280x1024 which is about all that poor IBM monitor can handle. The Falcon
is easily capable of 800x600 at 256 colors on a SVGA monitor and I've
personally seen it go to 1600x600 on an SC1224. That resolution is not
for the faint of heart or anyone wishing to keep their eyesight intact.

Dan

--
dcable@nyx.cs.du.edu

2. Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 00:12:03 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan01.001203.166470@zeus.aix.calpoly.edu>
Source record: 195954

Hi All,

I've just finished downloading what I think to be all of the necessary files to get a gcc compiler up and working, along with the latest version of make. Not one to start small, I've decided to start by compiling MiNT (actually, I did that because I really don't have any other compilable code of any considerable size - it passes hello world ok :}).

Anyway, I've got these errors that are pretty cryptic to me (having only had UNIX C experience, I don't know where to look for missing functions...). I get the following output trying to make MiNT 1.08 (I am using TCSH 6.02, Gcc 2.2.2 PL3 [waiting for the 2.5.x to settle], MiNT incl/libs pl39, on a TT with 16/2MB RAM runnig MTOS (Mint 1.04)):

```
----------8<---------------------------->8----------------------
%make -f makefile
gcc -G -Wall -O2 -fomit-frame-pointer -mshort -DMULTITOS -DDEBUG_INFO -c
bios.c -o bios.o
bios.c: In function `bconstat':
bios.c:136: unknown register name `memory' in `asm'
bios.c:136: warning: `retvalue' may be used uninitialized in this function
bios.c:136: warning: `retvalue' may be used uninitialized in this function
bios.c: In function `bconin':
bios.c:185: unknown register name `memory' in `asm'
bios.c:191: unknown register name `memory' in `asm'
bios.c:185: warning: `retvalue' may be used uninitialized in this function
bios.c:185: warning: `retvalue' may be used uninitialized in this function
bios.c:191: warning: `retvalue' may be used uninitialized in this function
bios.c:191: warning: `retvalue' may be used uninitialized in this function
bios.c: In function `bconout':
bios.c:257: unknown register name `memory' in `asm'
bios.c:264: unknown register name `memory' in `asm'
bios.c:274: unknown register name `memory' in `asm'
bios.c:290: unknown register name `memory' in `asm'
--------------8<------------------>8--------------------
```

There was more, but I decided I'd seen enough and cntl-c'd out.

BTW, do you need to put something in setenv to just be able to type make in a directory so that any file named makefile is automaticaly "make"d? Right now, I have to do the make -f to get it to run.

Thanks for any help!

-MikeB

3. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 00:12:21 UTC
From: dcable@nyx.cs.du.edu
Message-ID: <1994Jan1.001221.15061@mnemosyne.cs.du.edu>
Source record: 195952

Desmond_Liu@mindlink.bc.ca (Desmond Liu) writes:

>I'm a new Falcon user (yay!) with some miscellaneous questions.

>(1) To move software over from my ST to my Falcon, I've hooked up a null
>modem cable between the two. I've been able to get the two machines talking
>at 19200, but I can't seem to get Z-modem to work (I've used Stalker, FZT,
>and STorm without success.) Has anyone else successfully transferred files
>over a direct serial connection?

LittleNet and a couple of midi cables did the job quite nicely for me.
You should be able to find it at Atari Archive. If I am not mistaken (and
someone here will be sure to correct me in no uncertain terms if I am)
LittleNet will give you 38400 speed and error free transfers in either
direction. At least it did for me.

>(2) How do you lower the !@#$% volume in Breakout? It seems to keep setting
>the volume of the internal speaker to maximum.

Cut the wires and remove the speaker. Go get a pair of cheapo (or better
if you wish) PC speakers with a volume control/amplifier. You'll be much
happier. These can be had for as little as $10US a pair.

I don't have a clue about the rest of your questions, so I won't show my
ignorance by commenting upon them.

Dan

--
dcable@nyx.cs.du.edu

4. Re: GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 00:29:46 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan01.002946.172351@zeus.aix.calpoly.edu>
Source record: 195955

In article <2g088r$dcj@u.cc.utah.edu>,
Eric Jolley <ewj8218@u.cc.utah.edu> wrote:
>My point
>is this, GSZRZ is an excellent program, German or not. It takes a little
>effort to learn how to use it, but it beats the hell out of XYZ and many
>other Zmodem implementations. It deserves no criticism, unless you want
>to blame Michael Ziegler for being born in Germany.

Just out of curiosity, what advantage do you get using GSZRZ over XYZ,
other than the fact that GSZRZ can run as an acc?

>--
>\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
> \ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
> \ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

-MikeB

5. Top Ten List

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 01:16:26 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2g2ita$139@charm.magnus.acs.ohio-state.edu>
Source record: 195956

Well the month is almost up and so is the voting. Due to several requests I will take submissions through the first week of January, so as to accomodate people returning from winter break. But don't let this stop you from sending me your list now.

I have received a number of votes so far, but the more I get the more accurate this list will be. So please take the time if you haven't already and send me a list of your personal favorite programs that came out in 1993.

The criterea is simple, the program must have had an upgrade or version released sometime in 1993.

In your list please send the following

Name of program
Category (application/game whatever)
Author
Shareware/PD/Commercial status
Reason you like this program

You can send as many nominations as you like as long as the aren't overlapping categories.

Thank you for you time and interest in this effort.

Thanks again to all that have helped so far.

And of Course Happy New Year!

Dan Ackerman

ackerman.29@osu.edu

6. STEs for sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 01:31:49 UTC
From: bryedewa@news.delphi.com
Message-ID: <2g2jq5$2cs@news.delphi.com>
Source record: 195957

I have the following for sale:

Package: posted for a friend.
1040STE 2 Meg
1224 Color Monitor
Supra 20 Meg HD
SX212 Modem
Disks, joysticks

Make offer.

Stuff I'm selling:
Mega STE 2 MB w/ 120 Meg HD (Quantum) - $500 obo
1040STE 4 meg w/ AdSpeed & TT touch - $350 obo
SC1224 Color monitor - $125
External 80Meg HD. (ICD HA, Seagate, Small Shoebox) - $170

Leave mail if interested.
-Bry
bryedewaard@delphi.com

7. SLM and TT memory

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 02:10:53 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2g2m3d$fc3@vulcan.nrlssc.navy.mil>
Source record: 195972

I ran across a curiosity last week - my SLM laser printer seems to work directly from TT memory now... It didn't used to - if I ran pagestream from tt memory and printed, the page would be corrupted in various ways. So I made two copies of the pagestream binary and set the TT flags on one of them and the ST flags on theother. (Run the TT version to create the document, then exit and run the ST version to print...) That worked for several months until last week I printed from the TT-flagged version by mistake. And it came out fine. So I've started printing from it regularly now without a problem.

From everything I've read (and seen in the past), this should not be possible... Any ideas on why this works now? The only thing that's been changed in the last few weeks is I installed MultiTOS, but I usually deactivate it at bootup when I'm running pagestream. Is there something about multitos (even when disabled) that allows the use of tt memory with the laser printer?

Weird.

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+---+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+---+

8. Re: SC1224 Monitor Brightness

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 03:33:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2g2qua$aui@mailer.fsu.edu>
Source record: 195958

lannie@ins.infonet.net wrote:
> In article <1993Dec31.190547.4354@mnemosyne.cs.du.edu>, vrao@nyx.cs.du.edu (Vinay Rao) writes:
> >I just bought a used SC1224 color monitor. When the controls are set to
> >maximum brightness and contrast, the screen still seems a little dimmer than
> >I would like it. Is the "brightness" factor something that can be adjusted
> >with each monitor? I have been using a monochrome monitor for the past few
> >years and have had no "brightness" problem with it. I would appreciate any
> >help for my question. Thanks.
>
> You can take the cover off and adjust the POT on the circuit board
> and increase the size, and brightness and etc. Please let someone
> who knows what he is doing, do it. I have fixed a dozen or so monitors
> this way.

Two notes.

1. DEATH WARNING! DEATH WARNING! Monitors can hold a lethal charge for some time EVEN WHEN UNPLUGGED. There is some serious high voltage in there. Use a plastic screwdriver, touch nothing but the pots (particularly the thingy on the back of the CRT).

2. In some sense, brightness and focus are synonymous with monitors. Thus, if you tweek up the brightness internally, you will probably screw up the focus. You could probably diddle with the other pots and make it acceptable, but the only real way to do it is with an oscilloscope and a manual for that particular CRT. I have done this (the "Conan method", sans scope and manual) with several Sun 3/50 monitors, and managed to make them usable (and bright enough to see). I suggest that you make a mark or scratch on all the pots before you move them, so you can punt if you need to.

I don't mean to disuade you from this strategy, I only wish to clarify that you need to be REALLY careful and that you are not guaranteed better results.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

9. Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 03:42:57 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2g2rg1$aui@mailer.fsu.edu>
Source record: 195959

I am considering the purchase of a used Mega STe. My understanding is that one can switch between 8 and 16mHz CPU modes. My questions:

1. What software does work on a regular STe, but not on a Mega STe? I have seen lists of showing what works on regular ST's, but not STes. However, I have yet to see one that differentiates between STe and Mega STe models.

2. Is the Mega STe upgradable with SIMMs or SIPPs?

3. How fast can one push the serial port without hardware modifications?

4. It is the case that the MegaSTe offers stereo sound without having to do anything special, right? I am a big MOD file fan, and would like to hear stereo mods as they were intended by the authors. Has anyone run the STe version of Protracker ST on a Mega STe (successfully)?

Thanks in advance for any assistance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

10. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 04:03:42 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2g2smu$c6d@golem.wcc.govt.nz>
Source record: 195961

```
] 1. What software does work on a regular STe, but not on a Mega STe? I hav
] seen lists of showing what works on regular ST's, but not STes. However,
] I have yet to see one that differentiates between STe and Mega STe models.

AFAIK, a Mega-STE in 8Mhz No cache mode, is basically an STE. Anything
that is TOS 2.06 compatible will work with it!

] 2. Is the Mega STe upgradable with SIMMs or SIPPs?

SIMM's usually

] 3. How fast can one push the serial port without hardware modifications?

MODEM1 is still good old slow 19.2K

] 4. It is the case that the MegaSTe offers stereo sound without having to
] do anything special, right? I am a big MOD file fan, and would like to
] hear stereo mods as they were intended by the authors. Has anyone run the
] STe version of Protracker ST on a Mega STe (successfully)?

I've had/seen/heard a Mega-STE playing MOD files at 50Khz, which is
better than they were usually intended for! 8-)

(These will require 8Mhz, no Cache mode as they do some pretty intensive
stuff!) I can't remember which MOD-player/tracker it was, it may
have Been 50-play or CD-Player (CD-Player usually sounds better!))

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

11. Request for information.

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 04:42:00 UTC
From: scott@BigBird.dmi.stevens-tech.edu
Message-ID: <SCOTT.93Dec31234200@BigBird.dmi.stevens-tech.edu>
Source record: 195960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

Was wondering if some one out there has the answer to a few questions.

1. I am currently using multitos (AES 4.0 + MiNT 1.09 [+ net patches]) and
was wondering if anyone was able to get the WF_NEWDESK feature of loading
an alterante OBJECT_TREE for a desktop background to work. It is documented
in the Atari Compendium, but I was not able to get it to work.

2. Anyone know the status of AES 4.1, it seems to have a few new features,
namely: arbitrary Speedo fonts for the system fonts, and Iconization, that
actually put GEM in the class of other window systems. I have not heard of
it being out, or even a possible release date?

3. I also currently have Atari Works 1.2 + a coupon for a free upgrade,
is there a newer version out?

Thanks in advance for any information.

Cheers,
Scott Kolodzieski
scott@dmi.stevens-tech.edu

12. Re: None

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 04:42:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIxp2L.4By@cix.compulink.co.uk>
Source record: 195966

In message <1994Jan01.002946.172351@zeus.aix.calpoly.edu>, mbaffoni@farad.elee.calpoly.edu said:
>
>Just out of curiosity, what advantage do you get using GSZRZ over XYZ,
>other than the fact that GSZRZ can run as an acc?
>

I just find it more reliable and versatile.

Ofir ogal@cix.compulink.co.uk

13. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 05:07:23 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2g30eb$su3@terminator.rs.itd.umich.edu>
Source record: 195962
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 791224 Dec 21 06:00 ./Demos/froggie1.lzh
-rw-r--r-- molin 517619 Dec 21 06:01 ./Demos/froggie2.lzh
-rw-r--r-- molin 752581 Dec 21 06:03 ./Demos/froggie3.lzh
-rw-r--r-- molin 571212 Dec 21 05:59 ./Demos/tikbgbb1.lzh
-rw-r--r-- molin 183701 Dec 21 05:59 ./Demos/tikbgbb2.lzh
-rw-rw-r-- weiner 8570 Dec 26 13:38 ./Demos/0index
-rw-r--r-- molin 217044 Dec 18 13:44 ./Games/minif1-e.tos
-rw-r--r-- molin 256896 Dec 18 13:44 ./Games/minif1-f.tos
-rw-r--r-- lenn 16774 Dec 26 13:34 ./Games/0index
-rw-r--r-- molin 34240 Dec 15 07:05 ./Graphics/hpcd051b.zoo
-rw-r--r-- entropy 11929 Dec 26 13:26 ./Graphics/0index
-rw-r--r-- weiner 3581 Dec 26 13:41 ./Sound/0index
-rw-r--r-- molin 28392 Dec 21 04:03 ./Utilities/searcher.zip
-rw-rw-r-- entropy 22605 Dec 26 13:50 ./Utilities/0index
-rw-r--r-- molin 60364 Dec 23 09:21 ./Utilities/MTOS/mdial103.zip
-rw-rw-r-- weiner 8633 Dec 28 10:19 ./Demos/0index
-rw-rw-rw- weiner 276 Dec 28 10:18 ./Demos/erotica.readme
-rw-rw-r-- weiner 157008 Dec 28 11:41 ./Games/biglife3.zoo
-rw-r--r-- lenn 16745 Dec 28 11:42 ./Games/0index
-rw-rw-rw- weiner 1680 Dec 28 10:23 ./Languages/test
-rw-rw-r-- weiner 2554 Dec 28 10:14 ./Ste/0index
-rw-r--r-- weiner 6243 Dec 28 11:35 ./Telecomm/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

14. Re: GP Graphics engine - Where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 05:25:53 UTC
From: balkcgw1@netnews.jhuapl.edu
Message-ID: <CIxr35.4w@netnews.jhuapl.edu>
Source record: 195963

The GP Graphics engine has been renamed to something like "Mage". It is distributed by the same company that makes the buttonz-basic GFA basic shell, Magic-Soft. They advertise in either Current Notes or ST Informer; I'm not sure which. I believe it costs around $150 US.

-Devin

E-mail: balkcgw1@aplmail.jhuapl.edu

15. Re: FREEZE DRIED TERMINAL 3.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 05:30:48 UTC
From: ABARBIERO@delphi.com
Message-ID: <940101.01848.ABARBIERO@delphi.com>
Source record: 195964

Atari United will be carrying version 2.30 of freeze dried term, which is mainly a bug/compatability fix with the screens cleaned up and unused features reworked. Aaron is now working on version 3.0 which he has big plans for, namely writing it in assembler, send/rec fax... and more. since these and other features are not written in stone (or code) I cannot go into them further, but expect to see some news on FZDT in January.

Andreas@AEO
ABARBIERO@Delphi.com

16. Re: Request for information.

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 05:35:07 UTC
From: ABARBIERO@delphi.com
Message-ID: <940101.02107.ABARBIERO@delphi.com>
Source record: 195965

1.2 is the current version, future revs are still in beta stage, and are coming along nicely, with the Jaguar-mania at Atari, Pradip has not had much time to work on it, as he is developing Jag tools. Anyway AtariWorks looks good!

Andreas@AEO
ABARBIERO@Delphi.com

17. Re: GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 06:00:37 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2g33i5$884@u.cc.utah.edu>
Source record: 195967

In article <1994Jan01.002946.172351@zeus.aix.calpoly.edu>,
Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
> Just out of curiosity, what advantage do you get using GSZRZ over XYZ,
>other than the fact that GSZRZ can run as an acc?

Well I seem to get slightly faster transfers, but there are those who
say XYZ gives them better transfers. I like that fact that it is GEM
based, I hate the look of XYZ. I also had trouble with errors during XYZ
transfers which I don't seem to have with GSZRZ. But I'm not making
absolute claims, I just happen to like it better. I don't really know if
GSZRZ really "beats the hell out of XYZ", perhaps I shouldn't have said
that. But I like it much better.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

18. Stacy

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 07:11:06 UTC
From: jperez@Hawaii.Edu
Message-ID: <CIxvyI.611@news.Hawaii.Edu>
Source record: 195968

I got a STacy 4 a while ago and I really would like to get the darned screen to brighten up a bit. Is there anyone out there than knows how to modify the voltage regulation to the screen light so it will be visible in a lit room? The voltage that is going to the screen seems to be AC so I therefore have NO idea what to do.
Drop me E-mail if you have any ideas... Also, can I replace the Stacy screen with a brighter or reflective one?

borg
jperez@uhunix.uhcc.hawaii.edu

PS - Stacy owners, Fast Technologies makes a special Stacy version of the Turbo25 accelerator! Does anyone out there have one?

19. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 07:26:53 UTC
From: jperez@Hawaii.Edu
Message-ID: <CIxwot.66u@news.Hawaii.Edu>
Source record: 195969

: 1. What software does work on a regular STe, but not on a Mega STe? I have
: seen lists of showing what works on regular ST's, but not STes.

Primarily, games will have trouble running at 16mhz w/cache if they are
heavily protected. Those darned copy protection schemes use some timing
specific code or something. Other than such games (there are quite a few
that do work well, and the 16mhz is great!) the only programs that I know
of that have trouble are: Photochrome (won't display pictures correctly
in 16mhz mode), Spectum 512 (same problem), and Timworks DTP (won't print
in 16mhz).

: 2. Is the Mega STe upgradable with SIMMs or SIPPs?

The Mega STE uses SIMMS (the Stacy uses SIPPS)

: 3. How fast can one push the serial port without hardware modifications?

To my knowledge, the serial port is limited to 19,200 unless you want to
do some hacking.

: 4. It is the case that the MegaSTe offers stereo sound without having to
: do anything special, right? I am a big MOD file fan, and would like to
: hear stereo mods as they were intended by the authors. Has anyone run the
: STe version of Protracker ST on a Mega STe (successfully)?

The Mega STE has Stereo RCA outputs on the back. There are a number of
excellent MOD player/creators out there that work on the Mega STE.
CD-Player is one of my favorites (and is STE only). Paula II works as a
program or as an accessory (so you can play music in the background).
Esion, Octalyser, and EPSS are stereo trackers - a few of them support
MIDI input, MIDI files, and up to 8 channels of polyphony. DeskTracker
works like Paula but isn't quite as compatible with various MODS (although
it can do playback at 50khz (Paula can only handle 25khz on the Mega STE)
and it has a Spectrum analyser and an O-scope.

Mega STE's are great (can you tell I have one) and with
the Fast Tecnologies Tiny Turbo 030 board, you can accelerate it to 50mhz,
about equivalent to a TT, faster in some respects.

borg
jperez@uhunix.uhcc.hawaii.edu

Send me E-mail if you get the system and need these programs.

20. Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 10:00:09 UTC
From: kfason@csn.org
Message-ID: <CIy3sA.DDL@csn.org>
Source record: 195970

I just got me a Falcon030 today. Thing is I got the 1/0 and got a 4megs module (from the guy who bought my Mega 'E) and I have a gig SCSI. I only got the atari Utils to boot from it though its slower them hell, almost 1.5 minutes. ICDs don't even let me install it on the drive. comes back saying "no partitions that allow autobooting" or something, I'm talking to ICD about it. But anyways my probs are is there some jumpers to set so it bypasses the IDE?? It still tries to boot from it them drops to the SCSI if the IDE is not online.. Like on my mega you had some jumpers you could use if the internal controller was not there so you can use the ASCI port...

thank you.

-Kevin Fason "kfason@CSN.Org"

```
---------------------------------------------------------------------
| Atari Mega/STe w/FPU | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| Above Mega 'E for Sale!! | Proudly Supporting Atari! |
---------------------------------------------------------------------
```

oh ya, gotta change that...

21. FOR SALE: *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 10:23:57 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2g3ivt$j09@canopus.cc.umanitoba.ca>
Source record: 195971
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=========================================================================
SOFTWARE
=========================================================================
*NEW* Smooth Talker.............$ 10.00 (great speech synth, no box&docs)
*NEW* Michtron BBS..............$ 5.00 (classic bbs software, no box&docs)
Rings of Medusa.................$ 12.00
The Pawn........................$ 10.00
TV Sports Football..............$ 10.00
10th Frame Bowling..............$ 10.00

=========================================================================
MISCELLANEOUS
=========================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Volume discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
=========================================================================
```

22. Re: DL, GL, and MPG files

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 12:33:03 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CIyAv3.A3p@cix.compulink.co.uk>
Source record: 195975

```
There are'nt any as far as I'm aware, I've been hunting for those programs
myself for 6 month's or so. Also searching for something to play AVI
animation files.
================================================================================
= .---. FALCON .---. = Post....: Daron Brewood =
= / \ __ / \ = 7, Crescent Road, Portwood, =
= / / \( )/ \ \ = Stockport, Cheshire. SK1 2QG =
= ////// ' \/ ` \\\\\\ = United Kingdom. =
= //// / // : : \\ \ \\\\ = Fax.....: +44 (061) 429-9803 =
= // / / /` '\ \ \ \\ ========================================
= // //..\\ \\ = InterNet: dbrewood@cix.compulink.co.uk =
= ====UU====UU==== = NeST....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet: 51:500/0.0@atarinet.ftn =
= ''`` = Fido....: 2:255/401.0@fidonet.org =
================================================================================
gfx (c) K.Osborne
```

23. MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 12:51:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d2571ee@troed.ct.se>
Source record: 195991

When will MAG!X be released?

Will it support english from the beginning?

Are all the normal keyboard layouts supported?

Cost?

...questions questions .. but MAG!X is said to be a FAST multitasking
alternative ...

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

24. Atari STuff for sale: SM124 and Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 16:14:27 UTC
From: darmok@cats.ucsc.edu
Message-ID: <2g47h3$brh@darkstar.UCSC.EDU>
Source record: 195974

I have an SM124 Monochrome monitor and Spectre GCR 3.0, both of which are now useless on my Falcon. I offer the SM124 to you for $75, and the complete Spectre package (with 128K ROMS, disks, cables, etc.) for $215. First offer gets the prize! Email to: darmok@cats.ucsc.edu, and I will ship them to you for no extra price.

25. For Sale: Spectre GCR 3.0 $200 - Price Lowered!

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 18:08:23 UTC
From: selick@cs.bu.edu
Message-ID: <2g4e6n$o9q@news.bu.edu>
Source record: 195976

```
Title says it all...I have a Spectre GCR v3.0 for sale for $200+s&h.
Contains all documentation, mac roms, and the GCR hardware as well as
Gadgets newsletters, etc.

Contact me at <selick@csa.bu.edu> or call 617-782-2219
```

26. Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 18:15:04 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757465378.AA02349@byte.bbs.no>
Source record: 195986

```
>1. What software does work on a regular STe, but not on a Mega STe?
>seen lists of showing what works on regular ST's, but not STes. Howev
>I have yet to see one that differentiates between STe and Mega STe mod

Most games and demoes work in 8 Mhz mode without cache
All others "nice" programs work
Some games need a kayboard routine patch to work

>2. Is the Mega STe upgradable with SIMMs or SIPPs?

Same system as on all other STEs

>3. How fast can one push the serial port without hardware modificatio

The default port is as on STE, but there are 2 faster extra ports

>4. It is the case that the MegaSTe offers stereo sound without having
>do anything special, right? I am a big MOD file fan, and would like t
>hear stereo mods as they were intended by the authors. Has anyone run
>STe version of Protracker ST on a Mega STe (successfully)?

ProTracker (and most other players) work on MEGA STE
Some even gives better sound (they can use 50 kHz on MEGA STE,
but on standard STE 26 kHz is the fastest replay rate), and
with ACCs like Backtrack and DeskTracker you will still have
processor time left for other programs (unlike on the STE :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

27. GCR-MAC items For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 18:37:23 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2g4ft3$kcv@samba.oit.unc.edu>
Source record: 195977

FOR SALE for the GCR Mac Emulator

Mac SEE (Reeve Software, Ver. 2.0)
Read and Write to Mac HFS Disks from your ST.
Note the Transverter - Gadgets by Small - forces you to use
the older MFS disk format.
$25.00

SLM 804 INIT from Fearn
print GCR Mac emulator on your SLM 804 Laserprinter.
$50.00

Don Nelson
e-mail don.nelson@launchpad.unc.edu
phone 919-315-4331 (W) or 919-942-2764 (H)

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

28. For-Sale, SM124 BW Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 18:41:36 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2g4g50$kkm@samba.oit.unc.edu>
Source record: 195978

FOR SALE

for Atari ST STe TT

Monochrome Monitor, Atari SM124, works fine.

$75.00 takes it. You pay shipping, wt. approx 7 lbs

Don Nelson
e-mail don.nelson@launchpad.unc.edu
phone 919-315-4331 (W) or 919-942-2764 (H)

--
The opinions expressed are not necessarily those of the University of
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Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

29. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 18:43:41 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CIys0t.Go1@cix.compulink.co.uk>
Source record: 195984

>Has anyone managed to make any _real_ money in Elite II yet? I've been
>playing it for days on end, and can't seem to scrape anything
>substantial together. And has anyone won a battle yet?
>
Money: yep, made loads of it. Stopped bothering with making money for now, and am exploring. The biggest tip is to upgrade your ship quickly. The fighter you start in just doesn't have the space. Here's how I started out:

Trade between Sol and Barnard's star - you can afford to sell your gun for extra cargo space, since these are safeish systems. Take computers/robots to sol, and luxury goods to barnard's.

After you've upgraded a bit, try a bit of smuggling. You seem to get caught about half the time, so save the game before docking/landing and reload if you get caught.

Winning battles: I started playing on an A600, and found it close to impossible to fight manually. The following (together) helped:

1) get a better laser. Start with a 5Mw pulse laser, and then upgrade to a 4Mw beam laser. The extra power seems to give you extra range, which lets you hit people before they hit you.

2) Lock your autopilot onto the enemy ship and let it do the chasing for you - just fire when appropriate. I still do this on the Falcon version (if I'm in a hurry, or its a boring battle) despite the fact that the smoother gameplay makes proper combat attainable.

What ships are people using? I'm in an asp now, and find it the best combination of speed and cargo size (45-50 tons free even with loads of shields, lasers, odds and sods). I like the idea of a souped up freighter, but I'm curious as to how they'd handle.

Also, has anyone found any planets selling military drives above class 3? Or for that matter found any places selling (or in other ways making available) any non-standard equipment? The manual hints at such places, but...

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

30. For Sale Migraph Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 18:46:05 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2g4gdd$kmu@samba.oit.unc.edu>
Source record: 195979

FOR SALE

for Atari ST STe TT

Migraph HandScanner with TouchUP Software original box and Manuals.

Scan-Lite (from Dr. Bob) for hand scanners -
Migraph, Geniscan/ST, Golden Image, DAATAscan.
100-400dpi, Program or Accessory.

Coalesce - the image merger (Chet Walters) use with Scanlite
to join up two parallel scans for a full page image.

all original disks and docs.

$80.00 takes all three. You pay shipping, wt. approx 7 lbs

Don Nelson
e-mail don.nelson@launchpad.unc.edu
phone 919-315-4331 (W) or 919-942-2764 (H)

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North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

31. For Sale DeskTop Pulb, Progs

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 18:51:07 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2g4gmr$kpv@samba.oit.unc.edu>
Source record: 195980

FOR SALE

for Atari ST STe TT

PageStream 2.2, disks, manuals, 200 fonts (16 disks).
$ 65.00 takes it. You pay shipping, wt. approx 7 lbs

Calamus 1.09N, disks and Manual
$ 45.00

Calamus Vector Font Editor from ISD Marketing (Ditek Int'l)
$ 25.00

Atari Ultrascript Postscript interpreter for SLM 804 Laser printer.
program disk, font disk, manual,
and addn'l Font Type Collection PS 35 Pkgs 1 - 7.
$ 25.00

Don Nelson
e-mail don.nelson@launchpad.unc.edu
phone 919-315-4331 (W) or 919-942-2764 (H)

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internet: laUNChpad.unc.edu or 152.2.22.80

32. Re: GNU Fax

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 20:11:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A10869@MS.maus.de>
Source record: 195906

In article <1993Dec29.064850.168935@zeus.aix.calpoly.edu>, Michael Baffoni (mbaffoni@farad.elee.calpoly.edu) wrote:
> Actually, this is being done as we speak. :) As it happens,
Wolgang
>is busy working on CoNnect 2.50 which will support sending faxes through
>CoNnect. I would imagine that this requires a GNU fax compiled first....
>
> Now, all we need is a speedoGDOS FAX driver...

No problem at all, as soon as Wolfgang tells me how to integrate it into
his
driver concept.

33. Bigscreen driver

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 20:28:20 UTC
From: alien@clinet.fi
Message-ID: <2g4md4INNnr8@clinet.fi>
Source record: 195981

I'm looking for Atari BigScreen driver version 1.1

Where and how I can get it?

```
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/
_/ _/ _/ _/ _/ _/_/ _/
_/_/_/_/ _/ _/ _/_/_/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/_/
_/ _/ _/_/_/_/ _/ _/_/_/_/ _/ _/
VISUAL ART PRODUCTION
```

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
fax.358-(9)0-69414693

34. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 21:25:29 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan01.212529.117316@zeus.aix.calpoly.edu>
Source record: 195982

In article <2g2rg1$aui@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>4. It is the case that the MegaSTe offers stereo sound without having to
>do anything special, right? I am a big MOD file fan, and would like to
>hear stereo mods as they were intended by the authors. Has anyone run the
>STe version of Protracker ST on a Mega STe (successfully)?

Right. Although I haven't seen Protracker on a MSTe, I have seen both
Jukebox and Paula running without problems on a MSTe (turn on the cache/16MHz
to get better throughput with the higher sampling rates with interpolation
turned on). Of course it sounds much better on a TT since you can run them
at 50KHz with stereo interpolation (and still have enough CPU juice left to do
something useful at the same time).

BTW, does anyone have a good listing of MOD sites? Also, .AVR (that is
the sound format, right?), .WAV and of course raw .SND files.

Aw heck, while I'm at it, does anyone know where to get the THX.snd? I
had it awhile back (it was on a Mac at the time) and over the course of 2 moves
and a theft of my precious (first) TT, I have lost it. Also, someone posted
having a .WAV of the Star Treck (intro?), and I was wondering what its name is
and where to ftp it? I too would love to have it playing while my computer
is loading up .... (yes, a true sign of decadence :}).

>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

-MikeB

35. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 21:31:18 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan01.213118.119205@zeus.aix.calpoly.edu>
Source record: 195983

```
In article <2g2smu$c6d@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>] 3. How fast can one push the serial port without hardware modifications?
>
>MODEM1 is still good old slow 19.2K

Hey, I thought the MSTe offered a second serial port that was the same
as Modem2 (or was that Serial1?) on the TT (which means up to 156k bps)?

>] 4. It is the case that the MegaSTe offers stereo sound without having to
>] do anything special, right? I am a big MOD file fan, and would like to
>] hear stereo mods as they were intended by the authors. Has anyone run the
>] STe version of Protracker ST on a Mega STe (successfully)?
>
>I've had/seen/heard a Mega-STE playing MOD files at 50Khz, which is
>better than they were usually intended for! 8-)
>
>(These will require 8Mhz, no Cache mode as they do some pretty intensive
>stuff!) I can't remember which MOD-player/tracker it was, it may
>have Been 50-play or CD-Player (CD-Player usually sounds better!))

Try Paula or Jukebox - they are both cacheable.

> /------------------------------------------------------------\
> | If there's a 50/50 chance of something going wrong, O O |
> | you can be 100% sure that it will! o |
> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
> \- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
>

-MikeB
```

36. Re: GSZRZ 2.28 now sharew

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 21:57:55 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan01.215755.127261@zeus.aix.calpoly.edu>
Source record: 195985

In article <10498.1288.uupcb@nezuld.com>,
Dirk Vandenheuvel <dirk.vandenheuvel@nezuld.com> wrote:
>Michael are you still handling Wolfgang's US registrations? And if so
>can you post a translated version of the upgrade notice that came with
>the new version? I'd like to upgrade but I'd kinda like to know how much
>and where to send it and (last but not least) what I'm getting for it.

Yes, I am still handling US upgrades, at the same Bat-address [a big
:) for all you Batman fans]. The upgrade changes are in the
help section of CoNnect (ie, run CoNnect, hit the Help key, select the "paper"
icon so that all the help subjects are listed alphabetically by subject, select
"History", and you can look at the changes for connect).

For those who don't wish to download the whole thing, here is the
contents of the "Changes in 2.40" which I just pasted, then minor editing to
look pretty (2.42 just added English support).:

The upgrade to CoNnect 2.40 is not free
(DM 10,U$ 8) for the first time.

Help System updated.

Online time display does not flicker.

CompuServe B and B+ finally work. Thanks
to CompuServe Munich for the friendly
support.

Scripts run a lot faster now.

Z-Modem Autostart works fine now when you
are using the internal z-modem - even if
the terminal window is in the background
(lots of Mag!X users asked for that)

After a file transfer the correlated
terminal window will top automaticly.

Z-modem Upload got lots of faster. TT->TT
runs at 15000cps (under Mag!X 2.0)

Mouse interupts are disabled now when enabling
the box: 'No Multitasking' during file trans-
fers.

Multiple-file up- or download will get a
better display now in the transfer window.

Crazy Sound will now cooperate with CoNnect
and vice versa.

You can use the mouse in online editors.

The ALT key becomes more emacs19 friendly.
M->, M-< and M-C-x finally work.

The new hs-modem is supported. Users
not able to install the new hs-modem due to
a lack of english docs should at least
remove the old hsmodem from their auto-
folders as this one will bomb CoNnect.

Transfer priorities became flexible. Windows
are more easy to use when transfer is in
progress.

'Z-Modem rename' changed! Now the old file
will become renamed. The received file with
keep it's name.

get, getkey and waitfor got a new parameter
(-c) to enable carrier checking in these
commands.

>Lastly, is the fax option for 2.50 just for Zyxel modems (I hope not,
>I'm already mad that I can't use the answering machine stuff--looks
>awfully cool).

As I understand it, the 2.50 support will just be a front-end for using
the GNUfax software, so if GNUfax only supports the Zyxel modems, then so
will CoNnect (being a Supra user, I hope that this is not the case!).

>--Dirk--
>
>---
>. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY
>

-MikeB

37. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 22:22:09 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan1.222209.2661@t.hfb.se>
Source record: 195987

In article 15017@multiline.com.au, davecook@multiline.com.au (Dave Cook) writes:
>Desmond Liu (Desmond_Liu@mindlink.bc.ca) wrote:
>: I'm a new Falcon user (yay!) with some miscellaneous questions.
>
>: (1) To move software over from my ST to my Falcon, I've hooked up a null
>: modem cable between the two. I've been able to get the two machines talking
>: at 19200, but I can't seem to get Z-modem to work (I've used Stalker, FZT,
>: and STorm without success.) Has anyone else successfully transferred files
>: over a direct serial connection?
>
I used Mikenet.... (available on a.a.u.e, I'll think!)
Mikenet mounts the other ST's drives (Floppy/HD) thru MIDI... Works fine!

>: (2) How do you lower the !@#$% volume in Breakout? It seems to keep setting
>: the volume of the internal speaker to maximum.
>
Kill the speaker!!! You don't need it, the sound of your Fslcon is too GOOD to be
played thru something like that.... The speakers connector is easy to remove,
just open your Falcon and pull out the speakers connector from the motherboaard.
(I did it 5-mins after I got mine....)

----- stuff deleted, I know nothing about it!! -----
>: --
>: Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
>: Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
>: Junior Software Designer TCP/IP: a3148@mindlink.bc.ca
>
>
>In answer to your question re: the internal speaker - i have just disabled it
>using a cpx prog that allow you to config settings (cpu speed, cache, etc)
>I find this is an acceptable solution - unlike speakof2.prg which has its
>downfalls.
>

See my answer... who wants to listen to that FU***NG speaker????

>Cheers,
>Dave Cook (davecook@multiline.com.au)[BBBBD

The same, and a Happy new year!
---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

38. Re: None

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 22:23:13 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <CENKBS1K@isys-hh.hanse.de>
Source record: 195997

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>[...]
>Yes, I'm from Sweden. Yes, I believe English should be made a world-language.

Hurray to that! Count me in if it ever comes to an according movement! I
could easily live without this here language island.

rgds, Eddi

P.S. Wonder into which newsgroup this discussion should really belong...

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

39. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 22:39:10 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan1.223910.2823@t.hfb.se>
Source record: 195988

In article 66u@news.Hawaii.Edu, jperez@Hawaii.Edu (John Perez) writes:
>: 1. What software does work on a regular STe, but not on a Mega STe? I have
>: seen lists of showing what works on regular ST's, but not STes.
>
>Primarily, games will have trouble running at 16mhz w/cache if they are
>heavily protected. Those darned copy protection schemes use some timing
>specific code or something. Other than such games (there are quite a few
>that do work well, and the 16mhz is great!) the only programs that I know
>of that have trouble are: Photochrome (won't display pictures correctly
>in 16mhz mode), Spectum 512 (same problem), and Timworks DTP (won't print
>in 16mhz).
>

CYBERPAINT doesn't work on TOS > 1,6* :^(((

---- stuff deleted ----

> borg
> jperez@uhunix.uhcc.hawaii.edu
>
>Send me E-mail if you get the system and need these programs.
>

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

40. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 22:50:25 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan1.225025.2975@t.hfb.se>
Source record: 195989

In article DDL@csn.org, kfason@csn.org (Kevin Fason) writes:
>
>I just got me a Falcon030 today. Thing is I got the 1/0 and got a 4megs
>module (from the guy who bought my Mega 'E) and I have a gig SCSI. I only
>got the atari Utils to boot from it though its slower them hell, almost
>1.5 minutes. ICDs don't even let me install it on the drive. comes back
>saying "no partitions that allow autobooting" or something, I'm talking to
>ICD about it. But anyways my probs are is there some jumpers to set so it
>bypasses the IDE?? It still tries to boot from it them drops to the SCSI
>if the IDE is not online.. Like on my mega you had some jumpers you could
>use if the internal controller was not there so you can use the ASCI port...
>
I talked with a friend today just about using ICD for autobooting, he told me
to set the partition size to < 32Mb of the boot partition, this should do
the trick getting ICD to autoboot a SCSI drive, but I have not tested this yet...

I saw some PRG that turned of the IDE drive but you had to boot with a
floppydisk. The Prg executes from bootblock of disk! (Sorry don't know the
name of the file.... I'll got an IDE :^D)

>thank you.
>
>-Kevin Fason "kfason@CSN.Org"
>
> ---
> | Atari Mega/STe w/FPU | Representative Run PC Computers |
> | US Robotics Dual Standard | The STore that ==Runs To You! |
> | Multi-Game Hunter ASIC |Higher Educations Computer Source|
> | Above Mega 'E for Sale!! | Proudly Supporting Atari! |
> ---
>
>oh ya, gotta change that...
>

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

41. HD driver problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 22:55:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d25ff46@troed.ct.se>
Source record: 195992

Hiya all, anyone out there with knowledge on HD-Drivers?

I have a problem ... 2 years ago I bought a Protar Progate HD, and I'm still using its SCSI interface and the Protar HD-drivers ... but since support seems to have vanished (I have v4.04) I want to switch to AHDI. (I'm told ICD Utilities and the Protar SCSI interface can't cope)

Problem: The Protar uses the bootblock for its driver .. no files on disk ... and AHDI doesn't seem to give me the option to "Replace driver" ....

Can I switch driver without having to re-format all my harddrives? (not possible - no backups ...)

If so, to what? I want the drivers to be well known and supported though .. :-/ (Preferable AHDI)

Help very much needed!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

42. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 22:55:03 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan1.225503.3068@t.hfb.se>
Source record: 195990

```
In article 119205@zeus.aix.calpoly.edu, mbaffoni@farad.elee.calpoly.edu (Michael Baffoni)
writes:
>In article <2g2smu$c6d@golem.wcc.govt.nz>,
>Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>>] 3. How fast can one push the serial port without hardware modifications?
>>
>>MODEM1 is still good old slow 19.2K
>
> Hey, I thought the MSTe offered a second serial port that was the same
>as Modem2 (or was that Serial1?) on the TT (which means up to 156k bps)?
>
Yepp it does.... But it is the LAN port....

>
>>] 4. It is the case that the MegaSTe offers stereo sound without having to
>>] do anything special, right? I am a big MOD file fan, and would like to
>>] hear stereo mods as they were intended by the authors. Has anyone run the
>>] STe version of Protracker ST on a Mega STe (successfully)?
>>
>>I've had/seen/heard a Mega-STE playing MOD files at 50Khz, which is
>>better than they were usually intended for! 8-)
>>
>>(These will require 8Mhz, no Cache mode as they do some pretty intensive
>>stuff!) I can't remember which MOD-player/tracker it was, it may
>>have Been 50-play or CD-Player (CD-Player usually sounds better!))
>
> Try Paula or Jukebox - they are both cacheable.
>
Try Octalyser.... It's GOOD!
>> /------------------------------------------------------------\
>> | If there's a 50/50 chance of something going wrong, O O |
>> | you can be 100% sure that it will! o |
>> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
>> \- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
>>
>
>-MikeB
>

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030
```

43. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 23:02:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2g4vdf$grf@golem.wcc.govt.nz>
Source record: 195995

] CYBERPAINT doesn't work on TOS > 1,6* :^(((

Works fine on TOS 1.62

I can't think why Cyberpaint 2 shouldn't work on new TOS's, It
doesn't do anything terribly fancy.... Of course, a lot of programs
that don't are non TOS portable....

It's a pity Atari hasn't distributed TOS 1.4 (Disk version) as public
domain. Then people could increase compatibility a bit....

Mind you, I've got a IMG loader, but the only way I've got of getting
the IMG's onto disk is with WINX, which insists on modifying the
data first, which confuses the loader no end! (e.g. it doesn't work!)

There is a program somewhere which will just do a straight dump of
the ROM's onto disk, does anyone know where I can get this!?

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

44. Wanted: ST BASIC, True vs Hisoft vs GFA 2 or others?

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 23:20:06 UTC
From: ocia@tekig5.pen.tek.com
Message-ID: <13017@tekig7.PEN.TEK.COM>
Source record: 195993

All this is for a mathematician friend of mine who solves problems for me.

I am looking for a BASIC that is faster than ST BASIC at doing floating point.
(faster in other areas would be ok too)

Not being TOO different from ST BASIC might be an advantage to port some of
the work done in the past.

I have been offered TrueBasic, Hisoft Basic, told about the free GFA V2.0 Basic.
Is one of these considerably better than the others?
Or does someone have yet another Basic that would have advantages?

Someone did tell me there is an old pre-commercial version of Matlab for the ST
on a machine in Germany, if there are any other mathematically inclined folks
out there. And then there is Derive (for MSDOS) that will run under PC-Ditto.
Educational versions of that are VERY inexpensive and Derive is about the best
thing I have seen to do simpler forms of symbolic mathematics.

please reply by email if at all possible
thanks
ocia@tekig5.pen.tek.com

45. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-01 23:38:10 UTC
From: Lexicor@world.std.com
Message-ID: <CIz5nn.32x@world.std.com>
Source record: 195994

In article <2d2571ee@troed.ct.se>,
Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
>When will MAG!X be released?

MAG!X has been out for quite a while already....

>
>Will it support english from the beginning?

It's all German up to now....always has been...don't see it change for a while

>...questions questions .. but MAG!X is said to be a FAST multitasking
>alternative ...

If you want an English Alternative that is good give GENEVA a try..its cert.
faster than MultiTOS <grin>

Cheers

Yat
* -- *
* Internet : Lexicor@world.std.com *
* Compuserve: 73073,142 *
* Delphi : LEXICORWORLD *
* Genie : Y.SIU *
* -- *
* 36 Queensberry Street, nr.6 *
* Boston, MA 02215, U.S.A. *
* Tel: (617) 437 0414 / Fax: (617) 437 0414 *
* -- *
* Internet: lexicor-request@world.std.com *
* to subscribe to the lexicor graphics list *
* -- *

46. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 00:25:57 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <2g54al$3gp@charm.magnus.acs.ohio-state.edu>
Source record: 195996

In article <1994Jan1.225503.3068@t.hfb.se> d93rkr@t.hfb.se writes:
>In article 119205@zeus.aix.calpoly.edu, mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
>>In article <2g2smu$c6d@golem.wcc.govt.nz>,
>>Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>>>] 3. How fast can one push the serial port without hardware modifications?
>>>
>>>MODEM1 is still good old slow 19.2K
>>
>> Hey, I thought the MSTe offered a second serial port that was the same
>>as Modem2 (or was that Serial1?) on the TT (which means up to 156k bps)?
>>
>Yepp it does.... But it is the LAN port....

In addition to the LAN port and the standard ST Modem1 port, the MSTe
has a Modem2 and Serial2 port which give up to 158K bps.

--Jeff

47. GSZRZ 2.28 now sharew

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 01:13:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <10541.1288.uupcb@nezuld.com>
Source record: 195909

In article <10498.1288.uupcb@nezuld.com>,
Dirk Vandenheuvel <dirk.vandenheuvel@nezuld.com> wrote:
Michael are you still handling Wolfgang's US registrations? And if
so can you post a translated version of the upgrade notice that
came with the new version? I'd like to upgrade but I'd kinda like
to know how much and where to send it and (last but not least) what
I'm getting for it.

MB>Yes, I am still handling US upgrades, at the same Bat-address [a big

Thnks Mike my check will be off to you next week. Is there an English
set of files on atari archive at Umich? The one I got recently (NOT for
a.a.) only had the German RSC..

--Dirk--

. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY

48. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 01:45:10 UTC
From: kfason@csn.org
Message-ID: <CIzBJA.5MB@csn.org>
Source record: 195998

Robert Krenn (d93rkr@t.hfb.se) wrote:
: I talked with a friend today just about using ICD for autobooting, he told
: to set the partition size to < 32Mb of the boot partition, this should do
: the trick getting ICD to autoboot a SCSI drive, but I have not tested this yet...
Its at 15megs so that is not the problem. I talked to Tom on GEnie (From
ICD) and he said they'll fix it.

: I saw some PRG that turned of the IDE drive but you had to boot with a
: floppydisk. The Prg executes from bootblock of disk! (Sorry don't know the
: name of the file.... I'll got an IDE :^D)

I'll look for it. Thanx!

-Kevin Fason "kfason@CSN.Org"

```
-------------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| | Proudly Supporting Atari! |
-------------------------------------------------------------------
```

49. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 02:13:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIzCun.1rE@cix.compulink.co.uk>
Source record: 195901

Mag!x will be avilable in English very soon.

Ofir ogal@cix.compulink.co.uk

50. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 02:37:13 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.757478233@wolfcreek.cs.ualberta.ca>
Source record: 195999

kfason@csn.org (Kevin Fason) writes:

>Robert Krenn (d93rkr@t.hfb.se) wrote:
>: I talked with a friend today just about using ICD for autobooting, he told
>: to set the partition size to < 32Mb of the boot partition, this should do
>: the trick getting ICD to autoboot a SCSI drive, but I have not tested this yet...
>Its at 15megs so that is not the problem. I talked to Tom on GEnie (From
>ICD) and he said they'll fix it.

>: I saw some PRG that turned of the IDE drive but you had to boot with a
>: floppydisk. The Prg executes from bootblock of disk! (Sorry don't know the
>: name of the file.... I'll got an IDE :^D)

>I'll look for it. Thanx!

>-Kevin Fason "kfason@CSN.Org"

> ---
> | Atari Falcon030 4/1.052gig | Representative Run PC Computers |
> | US Robotics Dual Standard | The STore that ==Runs To You! |
> | Multi-Game Hunter ASIC |Higher Educations Computer Source|
> | | Proudly Supporting Atari! |
> ---

say I was thinking about picking up an SCSI for my Falcon (I don't have an
internal IDE drive anyway), and I was wondering if I am going to have any
trouble auto-booting from an SCSI if there is no IDE present..

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_______________________________

51. Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 04:18:56 UTC
From: rswanson@amber.utah.edu
Message-ID: <2g5hvg$hh1@u.cc.utah.edu>
Source record: 196000

ok, here goes. i have a discovery cartridge (from happy computers) which supposedly allows me to copy anything under the sun..... i purchased it about 3 years ago so i have no idea how it works on newer software (seems as though i've been out of the loop for a while)

anyways, since i purchased a new computer, i don't need this any more. is it worth anything and if so, is there anyone out there who would like to purchase it? i paid about $150 for it back then. i did purchase it direct from the company, so i have all original software and docs, etc.

e-mail responses/offers to rswanson@mines.utah.edu

rob

52. Re: DL, GL, and MPG files

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 05:21:34 UTC
From: davecook@multiline.com.au
Message-ID: <1994Jan2.052134.3581@multiline.com.au>
Source record: 195907

Thanks for the answer Daron - Maybe someone should write a program :)
BTW - love your sig!

Cheers, Dave Cook (davecook@multiline.com.au)

53. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 07:49:20 UTC
From: kfason@csn.org
Message-ID: <CIzsE9.F5K@csn.org>
Source record: 195902

Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:

: say I was thinking about picking up an SCSI for my Falcon (I don't have an
: internal IDE drive anyway), and I was wondering if I am going to have any
: trouble auto-booting from an SCSI if there is no IDE present..
It'll work fine if you use ATari Utils to boot. Only thing is it takes
almost 1.5minutes before you hit the desktop (or autoprograms). Its
really wierd, but it sits for about 10seconds, then the Atari booter comes
up, then it sits again for a few seconds, then the IDs are shown and your
on your merry little way... ICD should be able to cut that time down by
half if it doesnt pause before scanning IDs. I think it tries the IDE
again...

l8

-Kevin Fason "kfason@CSN.Org"

```
-----------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| | Proudly Supporting Atari! |
-----------------------------------------------------------------
```

54. Falcon030, one more

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 07:50:25 UTC
From: kfason@csn.org
Message-ID: <CIzsG1.FB8@csn.org>
Source record: 195903

I am wondering if I should use FPATCH2 and/or BMAPFIX2. RIght now I am using both, but is only one necessary???

thanx

-Kevin Fason "kfason@CSN.Org"

```
---------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| | Proudly Supporting Atari! |
---------------------------------------------------------------
```

55. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 08:39:08 UTC
From: otohnspa@indirect.com
Message-ID: <CIzup9.Crs@news.direct.net>
Source record: 195904

Now that I've gotten my 486-DX2 50, necessary due to office needs, I wonder if the Gemulator REALLY works. Anyone with any experience or comments ?? Thanks.....

56. newsgroups.

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 09:44:52 UTC
From: bainesr@cix.compulink.co.uk
Message-ID: <CIzxqs.6oH@cix.compulink.co.uk>
Source record: 195908

With cixcomm/cixread runing on a atari ste.How do you download the newsgroup list offline.Any help would be very helpfull.

TIA.

BainesR.

57. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 10:43:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d26a534@troed.ct.se>
Source record: 195927

In a message of 02 Jan 94 00:38:10, Yat W Siu wrote:

YW> >When will MAG!X be released?
YW>
YW> MAG!X has been out for quite a while already....
YW>
YW> >Will it support english from the beginning?
YW>
YW> It's all German up to now....always has been...don't see it change for a
YW> while

I guess that (for me) means it's not out .. ;) .. <grin> ...

(Is there a Falcon version? And wil I have to buy one version for my STE and
then one for my Falcon?)

Hmm ... I guess I can live with german menues if only it accepts my swedish
keyboard layout ... anyone? (And it's v2.0, right?)

YW> >...questions questions .. but MAG!X is said to be a FAST multitasking
YW> >alternative ...
YW>
YW> If you want an English Alternative that is good give GENEVA a try..its
YW> cert.
YW> faster than MultiTOS <grin>

Well ... no offence, but according to the ones who should know Geneva is *CRAP*
compared to MAG!X v2.0 .. (no offence to Geneva addicts, it's just that MAG!X
is said to be *MUCH* better ...)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

58. Re: Falcon030, one more

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 12:25:03 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ055r.9AG@cix.compulink.co.uk>
Source record: 195912

```
In message <CIzsG1.FB8@csn.org>, kfason@csn.org said:
>
>I am wondering if I should use FPATCH2 and/or BMAPFIX2. RIght now I am
>using both, but is only one necessary???
>

One should do, I use FPatch2. But maybe Don Maple can give more info.

Ofir ogal@cix.compulink.co.uk
```

59. Re: HD driver problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 12:55:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2d26c5d4@kockens.ct.se>
Source record: 195854

In a strange ;-) little letter Rickard Troedsson wrote:

RT> Hiya all, anyone out there with knowledge on HD-Drivers?
Well ;D

RT> Problem: The Protar uses the bootblock for its driver .. no files on disk
RT> ... and AHDI doesn't seem to give me the option to "Replace driver"
RT> ....
RT> Can I switch driver without having to re-format all my harddrives? (not
RT> possible - no backups ...)
RT>
Well.. I formated my newly bought Seagate ST1100 with ICD Pro Utilites..
Then i simply installed the AHDI 4.04 driver instead of the Icdboot.sys file..
Worked like a charm.. But there can be a problem with your Protar having the
boot in the bootblock and not in a file.. hmm.. have you tried to install an
AHDI driver on your harddisc..?? What happens..? (I guess it still reads the
bootblock eeehh??)

Grtz from Sweden:


```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

60. Re: High resolution color for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 13:38:50 UTC
From: jhurwitz@access2.digex.net
Message-ID: <2g6ipa$77c@access2.digex.net>
Source record: 195910

In article <1994Jan1.000038.14651@mnemosyne.cs.du.edu>,
Dan Cable <dcable@nyx.cs.du.edu> wrote:
>
>If you want better video you will have to get a MegaSTe or TT or a
>Falcon. There are a number of VME slot video boards available for the
>MegaSTe and TT and they run quite quickly as a matter of fact. At least
>my Crazy Dots does at even 32K colors and resolutions as high as
>1280x1024 which is about all that poor IBM monitor can handle. The Falcon
>is easily capable of 800x600 at 256 colors on a SVGA monitor and I've
>personally seen it go to 1600x600 on an SC1224. That resolution is not
>for the faint of heart or anyone wishing to keep their eyesight intact.
>
>Dan
>
>--
>dcable@nyx.cs.du.edu
>

Yeah the Carzy Dost is a really nice Video Board. But tell everyone what you
paid for that sucker.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

61. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 15:22:15 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2g6or7$5b7@charm.magnus.acs.ohio-state.edu>
Source record: 195911

ICD's Pro Utilities (ver. 6.2.4) allows you to skip IDs scanning.
Sorry Kevin, but we have to bring the public up to speed on this issue.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

62. Re: DL, GL, and MPG files

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 16:18:16 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJ0FyG.Doy@cix.compulink.co.uk>
Source record: 195913

Glad to be of assistance Dave. Glad you like the sig, I keep thinking of doing a smaller version, but there are limits as to what you can do with ASCII!

BTW I've heard of a program that can take a picture and turn it into the nearest ASCII equivalent, have you seen it at all?

```
=============================================================================
= .---. FALCON .---. = Post....: Daron Brewood =
= / \ __ / \ = 7, Crescent Road, Portwood, =
= / / \( )/ \ \ = Stockport, Cheshire. SK1 2QG =
= ////// ' \/ ` \\\\\\ = United Kingdom. =
= //// / // : : \\ \ \\\\ = Fax.....: +44 (061) 429-9803 =
= // / / /` '\ \ \ \\ ========================================
= // //..\\ \\ = InterNet: dbrewood@cix.compulink.co.uk =
= ====UU====UU==== = NeST....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet: 51:500/0.0@atarinet.ftn =
= ''`` = Fido....: 2:255/401.0@fidonet.org =
=============================================================================
gfx (c) K.Osborne
```

63. GIF borders

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 16:18:18 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJ0FyI.DpJ@cix.compulink.co.uk>
Source record: 195914

Does anyone out there have a progam for adding a black border round a GIF file? Needed to make some X-IMG 256 colour files for Dawn 1.25.

```
==========================================================================
= .---. FALCON .---. = Post....: Daron Brewood =
= / \ __ / \ = 7, Crescent Road, Portwood, =
= / / \( )/ \ \ = Stockport, Cheshire. SK1 2QG =
= ////// ' \/ ` \\\\\\ = United Kingdom. =
= //// / // : : \\ \ \\\\ = Fax.....: +44 (061) 429-9803 =
= // / / /` '\ \ \ \\ ========================================
= // //..\\ \\ = InterNet: dbrewood@cix.compulink.co.uk =
= ====UU====UU==== = NeST....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet: 51:500/0.0@atarinet.ftn =
= ''`` = Fido....: 2:255/401.0@fidonet.org =
==========================================================================
gfx (c) K.Osborne
```

64. Re: Falcon030, one more

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 17:49:57 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJ0K79.FLC@cix.compulink.co.uk>
Source record: 195918

It would be appreciated if Don could give some pointers on this as I always use BMAPFIX as well as FPATCH2. I also use FOLDRFIX set to 40 folders although I'm not sure it's needed or not.

BTW whilst talking about AUTO programs, should GEMRAM, W!nx, and SH_BUF go at the front of the AUTO folder? At the moment I've got GEMRAM and W!nx just after XBOOT, and SH_BUF at the end of the files.

```
==========================================================================
= .---. FALCON .---. = Post....: Daron Brewood =
= / \ __ / \ = 7, Crescent Road, Portwood, =
= / / \( )/ \ \ = Stockport, Cheshire. SK1 2QG =
= ////// ' \/ ` \\\\\\ = United Kingdom. =
= //// / // : : \\ \ \\\\ = Fax.....: +44 (061) 429-9803 =
= // / / /` '\ \ \ \\ ========================================
= // //..\\ \\ = InterNet: dbrewood@cix.compulink.co.uk =
= ====UU====UU==== = NeST....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet: 51:500/0.0@atarinet.ftn =
= ''`` = Fido....: 2:255/401.0@fidonet.org =
==========================================================================
gfx (c) K.Osborne
```

65. Dawn 1.25 problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 17:50:00 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJ0K7C.FLx@cix.compulink.co.uk>
Source record: 195919

Has anyone out there had any problems with Dawn 1.25? I used to use it all the time before I upgraded the memory to the full 16/14 megs on the Falcon, and now it seems to cause crashes when in use.

Anyone else seen this problem or got a fix for it?

```
==============================================================================
= .---. FALCON .---. = Post....: Daron Brewood =
= / \ __ / \ = 7, Crescent Road, Portwood, =
= / / \( )/ \ \ = Stockport, Cheshire. SK1 2QG =
= ////// ' \/ ` \\\\\\ = United Kingdom. =
= //// / // : : \\ \ \\\\ = Fax.....: +44 (061) 429-9803 =
= // / / /` '\ \ \ \\ ========================================
= // //..\\ \\ = InterNet: dbrewood@cix.compulink.co.uk =
= ====UU====UU==== = NeST....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet: 51:500/0.0@atarinet.ftn =
= ''`` = Fido....: 2:255/401.0@fidonet.org =
==============================================================================
gfx (c) K.Osborne
```

66. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 18:52:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2d271846@kockens.ct.se>
Source record: 195855

In a strange ;-) little letter Rickard Troedsson wrote:

RT> When will MAG!X be released?
It is released.

RT>
RT> Will it support english from the beginning?
German only.. :-(

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

67. Re: SC1224 Monitor Brightness

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 19:05:50 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2g75ue$o51@ucunix.san.uc.edu>
Source record: 195915

In article <2g2qua$aui@mailer.fsu.edu> boyd@math.fsu.edu writes:
>lannie@ins.infonet.net wrote:
>> In article <1993Dec31.190547.4354@mnemosyne.cs.du.edu>, vrao@nyx.cs.du.edu (Vinay Rao) writes:
>> >I just bought a used SC1224 color monitor. When the controls are set to
>> >maximum brightness and contrast, the screen still seems a little dimmer than
>> >I would like it. Is the "brightness" factor something that can be adjusted
>> >with each monitor? I have been using a monochrome monitor for the past few
>> >years and have had no "brightness" problem with it. I would appreciate any
>> >help for my question. Thanks.
>>
>> You can take the cover off and adjust the POT on the circuit board
>> and increase the size, and brightness and etc. Please let someone
>> who knows what he is doing, do it. I have fixed a dozen or so monitors
>> this way.

Ok....I wouldn't go that far. Any Joe Moron can do this job....don't bother spending your hard earned money on this...

>Two notes.
>
>1. DEATH WARNING! DEATH WARNING! Monitors can hold a lethal charge for
>some time EVEN WHEN UNPLUGGED. There is some serious high voltage in there.
>Use a plastic screwdriver, touch nothing but the pots (particularly the
>thingy on the back of the CRT).

True True True.....If you don't have a plastic screwdriver, I would recommend getting one specially designed for turning pots. It is a handy tool to add to your collection.

However, if you don't have one, just take a (long [narrow]) neck) screwdriver, flat head, and stick insulation around it.....this is what I did....worked great.

>2. In some sense, brightness and focus are synonymous with monitors. Thus,
>if you tweek up the brightness internally, you will probably screw up the
>focus. You could probably diddle with the other pots and make it acceptable,
>but the only real way to do it is with an oscilloscope and a manual for that
>particular CRT.

NO No no! Don't worry about this.......remember, this is an Atari monitor. We are not talking about high quality delicate circuitry here, the made in Taiwan sticker really says it all.

Just go in there (with you monitor ON -- be careful so you don't kill yourself) and start moving pots around. Use you head when you do this, don't move pots

that you KNOW won't fix the job: You will be able to figure it out (IE, the pots on the picture tube).

SIMPLE RULE OF THUMB: If it makes you picture better, continue.
If it makes you picture worse, turn it back.

Remember, be careful....

>I don't mean to disuade you from this strategy, I only wish to clarify that
>you need to be REALLY careful and that you are not guaranteed better results.
>--
>* Mickey Boyd *

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Cincinnati, Ohio in the US of A]	
+-------------------------------------+ |
'-------------------------------------'

68. Desktop picture

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 19:24:35 UTC
From: f90-jos@byse.nada.kth.se
Message-ID: <1994Jan2.192435.27104@kth.se>
Source record: 195916

```
What is the best Shareware/PD program for making a backdrop picture on
the desktop?
I have a Mega/STE with swedish TOS 2.05.

Johan

--
```


+-----------------------------------+-----------------------------------+
Johan Sm�ros	Nothing travels faster than the speed
Scout	of light with the possible exception
f90-jos@nada.kth.se	of bad news. Douglas Adams
+-----------------------------------+-----------------------------------+

69. Re: GSZRZ 2.28 now sharew

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 20:28:04 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CJ0rIt.Mwu@dscomsa.desy.de>
Source record: 195917

In article <10541.1288.uupcb@nezuld.com> dirk.vandenheuvel@nezuld.com (Dirk Vandenheuvel) writes:
>
>Is there an English
>set of files on atari archive at Umich? The one I got recently (NOT for
>a.a.) only had the German RSC..

You will find a complete archive in Enlish language on a.a. as well as
on ftp.uni.kl (the current version is 2.42)

Wolfgang
.

70. GNU Zip problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 20:47:24 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.sWompExnBmE@harvee.billerica.ma.us>
Source record: 195923

I was trying to recompile gnu zip and I get a warning about undefined
symbol _DIRENTSIZ. what library am I missing?

thanks for the help
--- eric

--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

71. Re: GNU Zip problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 20:50:42 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.Je6_M84v3DI@harvee.billerica.ma.us>
Source record: 195924

In <H.eg.sWompExnBmE@harvee.billerica.ma.us>, Eric S Johansson writes:
>I was trying to recompile gnu zip and I get a warning about undefined
>symbol _DIRENTSIZ. what library am I missing?

oops, forgot to add that I am using gcc2.4.4 and libolb93.zoo

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

72. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 22:12:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.4M6L4KGkDno@yonder.equinox.gen.nz>
Source record: 195929

In <2g0dq9$61k@golem.wcc.govt.nz>, Roger Sheppard writes:
>This Serial fix from Germany has been around for a number of years, its being
>updated all the time, its now called HSMODA01.xxx , its now modula, what ever
>that meens as the Docs are still in German, the HSMODEM1 is called HSMOD105.xxx
>from what I can gather its far better than SERFX20..

Any ideas on where I can find a copy? I had a search of the main
FTP sites last night, and couldn't find it.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

73. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 22:42:45 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.757550565@wolfcreek.cs.ualberta.ca>
Source record: 195925

rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:

>ICD's Pro Utilities (ver. 6.2.4) allows you to skip IDs scanning.
>Sorry Kevin, but we have to bring the public up to speed on this issue.

>Raymond Collins
>rcollins@magnus.acs.ohio-state.edu
>Atari TT030, 4/4Meg RAM, 245Meg HD

where can someone pick this up?

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

74. Re: GSZRZ 2.28 now sharew

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 22:55:33 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan02.225533.104856@zeus.aix.calpoly.edu>
Source record: 195926

In article <10541.1288.uupcb@nezuld.com>,
Dirk Vandenheuvel <dirk.vandenheuvel@nezuld.com> wrote:
>
>Thnks Mike my check will be off to you next week. Is there an English
>set of files on atari archive at Umich? The one I got recently (NOT for
>a.a.) only had the German RSC..

Yes, the CoNnect 2.42 named conne242.lzh on A.A. is in English. The
conng242.lzh is the German files.

>--Dirk--
>
>---
>. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY
>

-MikeB

75. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 23:04:02 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan02.230402.108103@zeus.aix.calpoly.edu>
Source record: 195928

In article <757551800.AA02371@byte.bbs.no>,
Lars-Erik Osterud <lars-erik.osterud@byte.bbs.no> wrote:
>>Hey, I thought the MSTe offered a second serial port that was the same
>>as Modem2 (or was that Serial1?) on the TT (which means up to 156k bps
>
>Actually the MEGA STE has TWO extra serial ports....
>
>Modem 1 is the old standard port (but in a 9 pin connector version)
>Modem 2 has much higher speed but lacks DCD and CTS (i.e. no modem)

Who would want to go above 9600bps without CTS? That seems pretty
silly to me.

>Serial 1 is only on TT's

You aren't missing much. It also has a 19.2kbps max.

>Serial 2 has all signals, and are much faster (this is THE ONE to use)
>
>There also is a RS-422 LAN connector (very fast, Appletalk compatible)

This (if I remember correctly) can only be used if one is not also
using Serial2. Is this correct, or was that Serial1? BTW, if it is Appletalk
compatible, does that mean it is lacking hardware handshaking like Macs?

> Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
> Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
> SysOp ABK-BBS /
>
>-- ReadMail ST
>

-MikeB

76. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 23:26:49 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan2.232649.14218@t.hfb.se>
Source record: 195930

```
In article grf@golem.wcc.govt.nz, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] CYBERPAINT doesn't work on TOS > 1,6* :^(((
>
>Works fine on TOS 1.62
>
Yepp, it worked on mine 4M STe with tos 1.62, then i switched to tos 2.05,
funny it doesn't work....

>
>I can't think why Cyberpaint 2 shouldn't work on new TOS's, It
>doesn't do anything terribly fancy.... Of course, a lot of programs
>that don't are non TOS portable....
>
>It's a pity Atari hasn't distributed TOS 1.4 (Disk version) as public
>domain. Then people could increase compatibility a bit....
>
>Mind you, I've got a IMG loader, but the only way I've got of getting
>the IMG's onto disk is with WINX, which insists on modifying the
>data first, which confuses the loader no end! (e.g. it doesn't work!)
>
>There is a program somewhere which will just do a straight dump of
>the ROM's onto disk, does anyone know where I can get this!?
>
>
>
> /------------------------------------------------------------\
> | If there's a 50/50 chance of something going wrong, O O |
> | you can be 100% sure that it will! o |
> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
> \- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
>

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030
```

77. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 23:35:37 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan2.233537.14338@t.hfb.se>
Source record: 195931

In article 757478233@wolfcreek.cs.ualberta.ca, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>
>say I was thinking about picking up an SCSI for my Falcon (I don't have an
>internal IDE drive anyway), and I was wondering if I am going to have any
>trouble auto-booting from an SCSI if there is no IDE present..
>
The only problem is that the Falcon check if there is any IDE drive *BEFORE* it checks if you have any SCSI devise mounted, this takes about 10 - 15 secs, you can live with it.... I didn't, I bought a 20M 2.5 inch IDE...

The answer to your question should be:

No problemo!!!

>
>--
>|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
>| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
>|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

78. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 23:47:43 UTC
From: wells_s@jethro
Message-ID: <2g7mev$n0e@golem.wcc.govt.nz>
Source record: 195932

```
] Well ... no offence, but according to the ones who should know Geneva is *C
] compared to MAG!X v2.0 .. (no offence to Geneva addicts, it's just that MAG
] is said to be *MUCH* better ... )

How big is Magix. Geneva is only about a 200k file.

Try using something before claiming it's better, even after being told
by the ones who should know. Quite often they say so because it does
what *they* want, and nothing anyone else wants quite often!

Anyone want to give us some specs on magix!?

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

79. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1994-01-02 23:54:43 UTC
From: wells_s@jethro
Message-ID: <2g7ms3$n0e@golem.wcc.govt.nz>
Source record: 195933

What patches do I need so that I can upload using RTS/CTS.

As it stands, as soon as I try to send anything at high speed, the
modem decides to hang up. (This happened with the 9600 i used to have,
).

I've got an STE. What patches do I need so I can send anything
with a higher-than-plain-2400 modem!?

(Such a STUPID bug, I can't believe Atari was so stupid to leave it
in after TOS 1.xx, are their TOS programmers thick or something!? And
why don't they give the users these patches with the machines!?)

I've tried most of the patches, but they make no difference at all.
(I haven't tried Serial-Fix with the CPX, as I don't have a Hard-Drive
waiting for X-Control and the CPX's to load is a nuisance, so I never
use it, but I have tried it without the CPX. WHy isn't there an .ACC
version of the RTS/CTS locking program (If in fact, it does work!))

Uploading at plain-old 2400 is horrible. (I've only got MNP-4, but
due to this bug, I can't even upload or quote text with that turned
on, as the modem hangs up as soon as I try to do so!)

I'd like to sort this out, as High-speed modems are becoming so
affordable, I may have to buy one. (Even though there is only 1 BBS
I would use it with, which has stuff-all new files being sent to it....)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

80. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 00:03:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ11IA.ox@cix.compulink.co.uk>
Source record: 195939

> Speaking of SCSI Ethernet, has anyone finished a ethernet.xfs or
>IP.xfs yet? Even if it only supports the TT/MSTe's lan port...?

Has anybody *started* a port yet ;-)

Roland.

@cix

81. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 00:47:10 UTC
From: kfason@csn.org
Message-ID: <CJ13IM.FoM@csn.org>
Source record: 195934

Raymond Collins (rcollins@magnus.acs.ohio-state.edu) wrote:
: ICD's Pro Utilities (ver. 6.2.4) allows you to skip IDs scanning.
: Sorry Kevin, but we have to bring the public up to speed on this issue.
Let me clarify a little more. If I like run ICDBOOT.PRG from the desktop
or from the Auto folder on A:, it sees the drives and works fine. The
problem is if I use HDUTIL to set the boot drive, and select C: (my 15meg
SCSI partition since i have no IDE) It comes back saying "Auto Boot Error!
None of the partitions on your Hard drive support autobooting" (or damn
close). I even tried my 50megger that came stock in my old Mega/STe, and
it HAD the boot sector already on it, came back with the same thing. I
told Tom (GEnie) about it and he said that ICD will fix it.

But the Atari Utils work fine (booter is 6.061 I beleive)

-Kevin Fason "kfason@CSN.Org"

```
-------------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| | Proudly Supporting Atari! |
-------------------------------------------------------------------
```

82. Re: Dawn 1.25 problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 01:21:36 UTC
From: bill@main.morris.org
Message-ID: <1994Jan2.202136.171@main.morris.org>
Source record: 195935

In article <CJ0K7C.FLx@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>Has anyone out there had any problems with Dawn 1.25? I used to use it all
>the time before I upgraded the memory to the full 16/14 megs on the Falcon,
>and now it seems to cause crashes when in use.
>

Works fine on my 16mb Falcon, even works great with the ScreenBlaster, and worked with MTOS the last time I ran MTOS... TOS 4.04 if that will make any difference, and an 84mb drive.

83. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 01:24:04 UTC
From: bill@main.morris.org
Message-ID: <1994Jan2.202405.172@main.morris.org>
Source record: 195936

In article <1994Jan2.233537.14338@t.hfb.se>, d93rkr@t.hfb.se (Robert Krenn) writes:

>live with it.... I didn't, I bought a 20M 2.5 inch IDE...

Too bad your in Sweden :-) but anyone know where I can get a large
2.5" IDE drive to replace the measly 84mb? A bummer is that left over
from my now trashed-and-good-riddance MS-DOS machine is a 340mb 3.5"
IDE drive...

84. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 01:34:04 UTC
From: kfason@csn.org
Message-ID: <CJ15os.IKH@csn.org>
Source record: 195937

Billy D'Augustine (bill@main.morris.org) wrote:

: Too bad your in Sweden :-) but anyone know where I can get a large
: 2.5" IDE drive to replace the measly 84mb? A bummer is that left over
: from my now trashed-and-good-riddance MS-DOS machine is a 340mb 3.5"
: IDE drive...

or where in the US I can get a 20megger or so... I'm gonna get a 'Shopper
today and look in it...

-Kevin Fason "kfason@CSN.Org"

```
-------------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| | Proudly Supporting Atari! |
-------------------------------------------------------------------
```

85. Falcon030 Boot sector PRGs

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 01:35:06 UTC
From: kfason@csn.org
Message-ID: <CJ15qI.lp3@csn.org>
Source record: 195938

Besides FBOOT, what other boot sector programs are there for the
Falcon030?? SPecially that IDE one that a gentleman mentioned in another
thread I started...

thanx

-Kevin Fason "kfason@CSN.Org"

```
---------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| | Proudly Supporting Atari! |
---------------------------------------------------------------
```

86. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 01:41:36 UTC
From: annmarie@apanix.apana.org.au
Message-ID: <2g7t4g$kaj@olivaw.apanix.apana.org.au>
Source record: 195940

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>I'd be interested in that too. The only SLIP I've seen is KA9Q - which
>seems to work quite well.

It is a port of ka9q, which veered away from the PC version sometime ago.
Where'd you manage to get binaries of ka9q that work from?

Kerick

--
"Good heavens, Miss Sakamoto,
You're beautiful!"

87. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 02:23:00 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16F3211EC2.SPERNA1@ua1vm.ua.edu>
Source record: 195941

In article <CIzsE9.F5K@csn.org>
kfason@csn.org (Kevin Fason) writes:

>Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
>
>: say I was thinking about picking up an SCSI for my Falcon (I don't have an
>: internal IDE drive anyway), and I was wondering if I am going to have any
>: trouble auto-booting from an SCSI if there is no IDE present..
>It'll work fine if you use ATari Utils to boot. Only thing is it takes
>almost 1.5minutes before you hit the desktop (or autoprograms). Its
>really wierd, but it sits for about 10seconds, then the Atari booter comes
>up, then it sits again for a few seconds, then the IDs are shown and your
>on your merry little way... ICD should be able to cut that time down by
>half if it doesnt pause before scanning IDs. I think it tries the IDE
>again...
>
>l8
>
>-Kevin Fason "kfason@CSN.Org"
>
I believe a program called AHDICONF wil allow you to choose which ID's
to search with AHDI. However it is a german program and I have not
been able to figure out many of the configuration options. Maybe if
some kind German speaking Atari Friend would translate the docs... :)
I found it on an European FTP site (ftp.uni-kl.de)
I learned this from a posting October 14, 1993 by Uwe Seimet, maybe
he could be more helpful.

Sam Perna, III
sperna1@ua1vm.ua.edu
Member, Alabama Atari Computer Enthusiasts

88. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 03:14:46 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2g82j6$6gg@charm.magnus.acs.ohio-state.edu>
Source record: 195942

Mailorder Atari:

D & P Computer Orders (800) 535-4290 9am-9pmEST
P. O. Box 811 Tech info & FAX (216) 926-3842
Elyria, Ohio 44036

Toad Computers Orders (800) 448-8623
570-F Gov. Ritchie Hwy. Info (410) 544-6943
Severna Park, Maryland 21146 FAX (410) 544-1329
BBS (410) 544-6999

Micro Computer Depot Orders (800) 845-3070 Mon-Fri 9am-6pmEST
741 Bultman Drive Tech support (803) 775-5165 Sat 10am-2pmEST
Sumter, South Carolina 29150

Computer Studio Orders (800) 253-0201
Westgate Shopping Center Phone (704) 251-0201
40 Westgate Parkway, Suite D
Asheville, NC 28806

Front line support for the Atari platform.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu

89. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 03:19:33 UTC
From: miff@apanix.apana.org.au
Message-ID: <2g82s5$kti@olivaw.apanix.apana.org.au>
Source record: 195944

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>>Someone said recently that although the Falcon has a SCSI 2 interface it
>>>can't physically reach the 10 Mb speed that SCSI 2's can achieve. Is

>AFAIK there are at least 4 different types of SCSI2

>1) Basic SCSI 2
>2) Fast SCSI 2 (whats being talked about here)
>3) Wide SCSI 2 (32bit path)
>4) Fast Wide SCSI 2

May I suggest you go snarf the spec and read? 8)

>Almost everything is currently limited to types 1 and 2. The fact that
>the Falcon's SCSI 2 interface is a type 1 is no great loss considering that
>this is still better than the internal IDE interface (or at least it should
>be).

And then someone else said :

>>Someone said recently that although the Falcon has a SCSI 2 interface it
>>can't physically reach the 10 Mb speed that SCSI 2's can achieve. Is
>>there anyway of changing the interface controller to a much faster one ??
>> Are there any companies doing this or has anyone changed it themselves
>>???
>
>That doesn't make sense, since there's virtually no hard drive yet (no
>affordable one, at least) that drives the NCR chip to its limits.

The controller in the falcon is limited to around 1.1M a sec, _flat_strap_,
depending on various annoying timing considerations. (NCR5380)

There are plenty of drives around that will happily go faster than this.
If you want an example, say 'seagate' and 'barracuda' to any halfway
educated disk reseller, and watch them drool. - And there are plenty
of cheaper ones too.

I have a disk here that I can get about 990K/sec through on the TT - I know
for a fact that it's the TT slowing it down, because I have had the disk
running at around 1.3M/sec on other hardware. It's nothing special, and
about 5 years old.

There is no 'speed' for SCSI-2. SCSI is (in it's simplest form, don't bother
telling me about synchronous mode, I know) asynchronous - the speed of a
transfer is dependant on the hardware at both ends, and their interaction.
The spec defines signal timing which limits the upper speed limit, no more.

Yes, SCSI is _much_ better than IDE - with IDE the processor has to shift
every single byte itself, which is not a very rapid way of doing things.
(yes, there are IDE drives appearing that actually seem to grok DMA, but
they are few and far between if you actually want it to work as per spec)

>Roland.

"Argh," quoth he - a little knowledge is a dangerous thing.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

90. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 03:21:11 UTC
From: Lexicor@world.std.com
Message-ID: <CJ1AnC.Jz2@world.std.com>
Source record: 195943

In article <1994Jan2.232649.14218@t.hfb.se>,
Robert Krenn <d93rkr@t.hfb.se> wrote:
>In article grf@golem.wcc.govt.nz, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>>] CYBERPAINT doesn't work on TOS > 1,6* :^(((
>>
>>Works fine on TOS 1.62
>>
>Yepp, it worked on mine 4M STe with tos 1.62, then i switched to tos 2.05,
>funny it doesn't work....
>

Cyberpaint does some "illegal" things in order to speed up the screen display
and allow a quicker delta compression...direct screen write...dismissing the
atari guidelines completely <g>.

It makes Cyberpaint one of the fastest and powerful animation tools around...
however only for 320x200 in 16 colors.

Oh well..can't have everything...

Cheers

91. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 03:27:42 UTC
From: miff@apanix.apana.org.au
Message-ID: <2g83be$m40@olivaw.apanix.apana.org.au>
Source record: 195945

wells_s@jethro (Steve Wells) writes:

>Why bother. We all know who are right against any comms program not
>written by Allen Page or with 'Flash' in its name, so as you don't
>like FreeZe Dried, Don't bother!

You really haven't improved ofer the years, have you? I remember about the third message I ever read here was one of yours - you and Chris Mauritz really set the tone for my youth 8)

>(v3 has been reported to be going to be in 100% assembler. Built in
>Protocols, so you won't need ARCV/ARGV which you don't currently need
>anyway (I've NEVER EVER needed it). As I'm sure the majority of users
>20years+ would appreciate being called teenagers! (Even though, by
>your reasoning, anyone younger than 50 is immature.... duh!)

Well, I guess you've never tried to send more than about ten files in a single hit. As for the majority of users? We just had a conservative government voted in here - go figure.

> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

92. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 03:33:35 UTC
From: miff@apanix.apana.org.au
Message-ID: <2g83mf$l10@olivaw.apanix.apana.org.au>
Source record: 195947

paetau@mits.mdata.fi (Rasmus Paetau) writes:

>In article <2frml3$mh3@golem.wcc.govt.nz>,
>Roger Sheppard <sheppard_r@jethro> wrote:
>>
>>One of the Big problems with FZD is its programed in Basic, and there
>>is no support for Zmodem, only XYZ and that is far to slow for high
>>speed modems, also no background support, and no extended command line,
>>(arcv) Aaron did not know what I was on about when I asked him...

>I don't see a problem in FzDT being programmed in basic (or in any
>other language for that matter), as long as it works well. BTW, what
>basic is it that it has been programmed in? At least I wouldn't think
>it's a slow one, because the ANSI-emulation of FzDT is the fastest I
>have seen.

The I suggest you look at TT running CoNnect. What's that you say? I should
use FzDT on my TT? Funny, it does't work. At all. Even slightly.

Now, maybe it's the 19" mono monitor. Or maybe MiNT. Or maybe...

You get the picture? Fizzy is cute, and I palm it off on people who are
impressed by bizarre user interface design but don't really care about
compatability or emulation quality. I just don't consider it at all.

>About protocol support, you can install any external protocol in FzDS,
>not just XYZ. Also, I don't understand why you say XYZ is far too slow
>with high-speed modems; it gives me up to about 1930 CPS when
>transferring compressable files with my v.32bis modem. I think it's
>fast enough if it can keep up with 19200 bps.

Hmm. I run two 38k4 links out of this system. The last version of fizz I
looked at wouldn't even acknowledge the _existence_ of the other ports on
this machine. And don't bitch about not needing 38k4 - you'd be
surprised just how much of a difference it makes to a v.32bis modem.

>About backgroudn transfers and ARGV you are of course correct. So
>let's hope they will appear in future versions of FzDT. No terminal
>progarm that I have seen has been perfect.

Have to agree with you there - oh, are they working on Fax support yet? 8)

>| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental

```
# those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #
```

93. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 03:37:49 UTC
From: miff@apanix.apana.org.au
Message-ID: <2g83ud$l0i@olivaw.apanix.apana.org.au>
Source record: 195948

sheppard_r@jethro (Roger Sheppard) writes:

>In article <2fsjgn$l0u@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>>After exchanging email with the author of GSZRZ (excellent GEM Zmodem

>>BTW, I have seen it posted that the Zmodem in the newest Connect is
>>blazingly fast (I have not seen it). Of course, you cannot use its Zmodem
>>with other programs. GSZRZ can be retrofited to many modem programs, like
>>FZDT, Uniterm, etc.

>No ! it can't, I have 3.4, it needs a Shell for the sz to work, you need to
>pass info when using sz, like file names and other commands, (argv) for batch
>uploads etc...

Sounds like Your Favorite Terminal Program doesn't get it right eh? You mean
to say that you can't pass this info out in a user-configurable manner?

>The other Big problem is how do I upgrade it to version 4....???
>What will version 4 give me over 3.4..??
>But what is the point of all this, its all most usless with out a sz shell...

Or a decent terminal 8)

>Roger W. Sheppard

Hmm, should have looked before replying...

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

94. Re: None

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 03:46:49 UTC
From: miff@apanix.apana.org.au
Message-ID: <2g84f9$omt@olivaw.apanix.apana.org.au>
Source record: 195949

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>It is very frustrating to see all these great German programs and have no
>idea how to use them. I guess the Germans just like their language. The
>only way to change such trend is to stop dubbing films and use sub-titles.
>The effect of this is remarkable and can be noticed by anyone visiting
>Israel. Almost everyone speaks English. Starskey and Hutch American English
>of course :-)

People : I've been doing a bit of a roaring trade in unofficial german-english
translations of late (currently working on SCSItoolJR fwiw).

If you have Your Favorite Program (or something that just may be...) let me
know about it, and I'll see what I can do for you.

Authors - if you have a german-only program, and you're afraid the world will
laugh at your english, why not toss it at me, and laugh at my german?

If you're trying to get something as widely popular as possible, having
an internationalised version is a Great Thing!

(and if you're not sure how to make it easy for me, look at the way Upoint
is done - _all_ of the useful strings are in the resource file - sheer
heaven, because I can _change_their_length_ without breaking it!)

>Ofir ogal@cix.compulink.co.uk

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

95. FORSALE 1040ST & SC1224: $150

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 03:48:48 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2g84j0$b3d@usenet.INS.CWRU.Edu>
Source record: 195946

subject says it all. reply via e-mail.

96. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 04:13:47 UTC
From: Lexicor@world.std.com
Message-ID: <CJ1D30.66u@world.std.com>
Source record: 195950

In article <1994Jan2.202405.172@main.morris.org>,
Billy D'Augustine <bill@main.morris.org> wrote:
>In article <1994Jan2.233537.14338@t.hfb.se>, d93rkr@t.hfb.se (Robert Krenn) writes:
>
>>live with it.... I didn't, I bought a 20M 2.5 inch IDE...
>
>Too bad your in Sweden :-) but anyone know where I can get a large
>2.5" IDE drive to replace the measly 84mb? A bummer is that left over
>from my now trashed-and-good-riddance MS-DOS machine is a 340mb 3.5"
>IDE drive...
>

The Falcon internal IDE drive...happens to be for notebooks or? This would
mean that a 340 mb 2.5" IDE would cost a lot of money...

Yat @ Lexicor

97. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 05:54:29 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Jan3.055429.907@solaris.rz.tu-clausthal.de>
Source record: 195858

-----BEGIN PGP SIGNED MESSAGE-----

Scott Dunham (dunham@src.honeywell.com) wrote:
> I am also _very_ interested in SLIP for the ST! I just got done looking at the
> KA9Q package from a.a.u.e, but it seems less that complete, and not easily
> implemented by a novice... If anyone is operating SLIP on an ST, send up a
> flare and show us the way!

Hello!

I'm using the ka9q-package on my Atari. The (working)
package is available at ftp.tu-clausthal.de (139.174.2.10)
/pub/atari/telecomm/tcpip/sticp.lzh. Access via FTP,
FSP (port 21) or email ("mail-server@ftp.tu-clausthal.de").
To get a more complete documentation get also the archive
ka9q_st.lzh.

I will try to give some "samples" on how to setup ka9q.
Remember to change hostnames/ip-addr/gateways etc...

Sample configuration:
* put all the stuff in a dir "net" in one of your root-dirs
* create inside this "\net"-dir the following dirs
- finger
- mail
- mqueue
- rqueue
- spool
- tmp
* customize your "\net\autoexec.net" file, sample:
```
#
# ...your internet-address
#
ip address [139.174.8.2]
#
# ...your hostname
#
hostname hiwist.rz.tu-clausthal.de
#
# ...configuration of MIDI interface
#
attach asy 3 1 slip midi 4096 576 31250
#
# ....configuration of SERIAL interface
attach asy AUX: 2 slip sl0 4096 576 19200
```

```
#
# ...link speeds (only need if differ from the one
# selected in the attachh cmds)
param midi 31250
param sl0 19200
#
# ...routing table
#
route add default sl0
route add thilo midi
route add claas midi
#
# ...time-to-live value
#
ip ttl 50
#
# ...loggin to which file?
#
log D:\net\spool\net.log
#
# ...delete old (smtp-)locks
#
delete D:\NET\MQUEUE\*.LCK
#
# ...some enviroment-vars
#
# mailer-config-file
setenv BMRC D:\NET\BM.RC
# default path
setenv PATH=C:\BIN\,D:\ARCHIVER\,C:\GUCK\,D:\SHELLS\CMDS\,D:\NET\
# your favorite shell
shell =D:\NET\COMMAND.PRG
#
# SMTP (mailing) options
#
# ...time to check for mail delivery
smtp timer 60 60
# ...mailing gateway
smtp gateway sun.rz.tu-clausthal.de
#
# ....start services
#
start telnet
start ftp
start smtp
start echo
start discard
start finger
# ...r(emote)cmd on a "secret" port
start rcmd 3746
```

```
#
# ...now try to deliver old mail
smtp kick
=========================================================================
* create a file "hosts.net" with the IP-numbers to use
(there might be working versions with nameserver-support but that's
the way I'm using the package). Sample file:
(ip-addr name aliases...)
=========================================================================
128.214.6.100 nic.funet.fi
132.206.2.1 cs.mcgill.ca
139.174.1.1 ibm.rz.tu-clausthal.de ibm ibm.rz rzibm
139.174.2.10 sun.rz.tu-clausthal.de sun sun.rz rzsun
139.174.2.11 helios.rz.tu-clausthal.de helios helios.rz rzhelios
139.174.8.3 thilo.rz.tu-clausthal.de thilo
139.174.8.4 claas.rz.tu-clausthal.de claas
139.174.1.10 cisco.rz.tu-clausthal.de cisco cisco.rz rzcisco
139.174.1.102 qms.rz.tu-clausthal.de qms qms.rz rzqms
139.174.2.2 next.rz.tu-clausthal.de next next.rz rznext
139.174.2.5 solaris.rz.tu-clausthal.de solaris solaris.rz rzsolaris
139.174.41.1 fbrcad1.geotec.tu-clausthal.de fbrcad1 fbrcad1.geotech
139.174.41.2 fbrcad2.geotec.tu-clausthal.de fbrcad2 fbrcad2.geotech
139.174.41.3 fbrcad3.geotec.tu-clausthal.de fbrcad3 fbrcad3.geotech
139.174.41.4 fbrcad4.geotec.tu-clausthal.de fbrcad4 fbrcad4.geotech
139.174.101.14 next.in.tu-clausthal.de next.in innext
=========================================================================
* create a file "ftpusers" to allow ftp-logins and restrict
the dirs to use..., sample:
=========================================================================
root mypass c:\ 7 d:\ 7 e:\ 7 f:\ 7
bwwl password c:\ 3 d:\ 7 e:\ 7 f:\ 7
ftp * f:\ 1
=========================================================================
* create your mailer-config "bm.rc", sample:
=========================================================================
; configuration file for Bdale's Mailer... format is:
; host <space> this_host_name
; user <space> this_user_name
; fullname <space> your full name for mail headers (optional)
; reply <space> your reply address if not this machine (optional)
; useful for pc on large network off smart hosts
; smtp <space> path to mailboxes (optional)
; edit <space> path your editor (optional)
; maxlet <space> max number of message in mbox ( optional default 300)
;
;host hiwist.rz.tu-clausthal.de
host [139.174.8.2]
user bwwl
fullname Wolfgang Ley
reply Ley@rz.tu-clausthal.de
```

```
smtp D:\net\mail
edit D:\net\stevie.ttp
; zone MET
maxlet 100
======================================================================
* optional create the following files:
- alias (containing your mail-aliases "alias email-addr" once per line)
- finger\userid.txt (text displayed when fingering userid)
- autoexec.bat (or whatever your startup-script of your shell is)
- mail.bat (to call the 'bm' and return to ka9q) with the following lines:
D:\NET\BM.TOS %1 %2 %3
exit
(this way you are able to start bm with "!mail email-addr" to send
or "!mail -u userid" to read)
* other hints:
- the hosts inside your "autoexec.net" file must be listed in "hosts.net"
- to track down problems while connecting to other sites use the "trace"
cmd...
- the slip-connection must be started before starting ka9q (or within
ka9q if your shell supports direct AUX: access to dial and start slip).
- don't rely too much on the docs (a lot is not working in the Atari port)
- ask your local telecomm/unix-guru for further help

I hope that's all. This should be enough to setup your own site...

Bye,
Wolfgang.

- --
- ---------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ---------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLSey/PYBdBEQoy/9AQEOugP/WqDTg9IT2+hJ3fWb3DwIqm/vL7ZmMW4G
7WWTBwsctEvv/sQWGZms5xrgIJogWpPlV8AnOq3HV1ye6t9WquTmPHobAOmkGOkU
Tk5fUceAjakV9gQTqGWw18vBsI3Bii4SqoIwjNB0nqMHJevfsdQ1TbojTqCN2Gp8
xpsCkMGTmqE=
=pnz7
-----END PGP SIGNATURE-----
```

98. Gemulator..Does it work?

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 05:55:33 UTC
From: otohnspa@indirect.com
Message-ID: <CJ1HsM.6tn@news.direct.net>
Source record: 195851

Now that I've gone and gotten a MS-DOS/Windows machine (486DX2-50) so that I can work quickly with the office stuff, I'm wondering if the Gemulator REALLY works. If you have experience with it...would you pass along your thoughts pro/con...Thanks!

99. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 05:59:10 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Jan3.055910.1013@solaris.rz.tu-clausthal.de>
Source record: 195857

```
-----BEGIN PGP SIGNED MESSAGE-----

John Hobbs (jmax@panix.com) wrote:

> Is there a slip package for the ST that makes use of the GEM interface?

As far as i know: NO.
...but: there is a working (very slow) ACC-version of ka9q. Available
on ftp.tu-clausthal.de /pub/atari/telecomm/tcpip/sticp.lzh.

Bye,
Wolfgang.
- --
- ------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLSe0F/YBdBEQoy/9AQEibQP+InOWAO6nADMaeWU/Gdurec7DqBjNr39G
UGIaZ4aEGhN4T2c8lwo2oBy7yOzxPV3lnRIJy2nOg4UPseSI02KXsLQX53xKPYHl
XVMiyr7X5oy4+wrUiXVxxjSAYh0H1VyfDUP+8DwTVLn6N3c6IDcSsJjrh/rSLbV2
l3PHClE9Erg=
=MZS5
-----END PGP SIGNATURE-----
```

100. New GCC/mint libs - need aid!

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 06:19:14 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1994Jan3.061914.17175@mnemosyne.cs.du.edu>
Source record: 195853

Hi!

I just tried installing the newest version of GCC and mint libraries on my Falcon. I did this by merley extracting all of the new GCC and mint libraries over the old versions.

Now, the problem. Whenever I try to compile even the smallest hello world program, GCC does something for a little while, then stops - but no output of any kind is produced. I don't get any a.out, or even a .o file if I use -c.

When I tried to compile a larger file, it seemed to work on something for a while, but once again quit with no output, no error messages.

I seem to recall thsi problem comng up before, but do not remember the answer. My old GCC setup worked OK, so this is all very strange. Does anyone know what might be the problem? I'm pretty sure my env vars are in order... did something change in the new release?

Thanks,
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

101. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 06:20:51 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <940103.04851.BIBLINSKI@delphi.com>
Source record: 195852

>... oh, are they working on Fax support yet? 8)

Actually, Aaron does indeed want to add Fax support in v3.0...

Now, if I could find the specs for RIP, I think he could be persuaded to add
that to a future version as well. <g>

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

102. Looking for WordPerfect

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 06:24:49 UTC
From: alberto@terapin.com
Message-ID: <alberto.20q3@terapin.com>
Source record: 195856

I'm looking for anyone who wants to sell the latest version of WordPerfect made for the ST, and has original disks/manuals.

Please leave e-mail, as I don't read this group very often.

Thanks,

alberto@terapin.com

103. BETA-TESTERS NEEDED: MasterBrowse

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 07:07:50 UTC
From: mforget@elfhaven.pucnet.com
Message-ID: <H.ekK.47DARGiGpEk@elfhaven.pucnet.com>
Source record: 195673

Hello,

The news system was not working the last time I posted this, so the message never got out.

I am looking for a TT/Falcon user (with MultiTOS/memory protection) to test the new version of MasterBrowse. Once I know that the program will run on the Falcon/TT with the low-level changes I have made, then I can go ahead with my other plans to _really_ improve the program. The beta-testing (at first) would simply consist of running the program, and following a very short checklist.

Beta-testers receive a FREE, registered, optimized, personalized version of MasterBrowse (as well as some other programs) VIA electronic mail.

If you want to do this (and it would _really_ help me out) then just reply to this message and say so. BTW, I will of course be happy if more than one user replies (the more the merrier -- up to a point)...:)

--
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.pucnet.com () opinions, and pawned ()
() ess@PUCnet.com () them off for milk. ()
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

104. Re: DL, GL, and MPG files

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 07:17:19 UTC
From: davecook@multiline.com.au
Message-ID: <1994Jan3.071719.1724@multiline.com.au>
Source record: 195863

No I havent seen it Darron - The support for the Falcon is vertually non-exsistant over here (Australia - I was one of the first 20 people to get one in Western Australia)

BTW do you know if Eagle Sonic 32 (32 Mhz accelerator) is available yet - so how much is it and where can I get it from (mail order)?

Also - do you know of any _really_ good demos that show of the Falcon to full effect - if so where can I get them (ftp)

Cheers,
Dave Cook (davecook@multiline.com.au)

105. Re: Floppy Disk Noise ??????? Help....

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 07:35:10 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <2g8hre$cff@uniwa.uwa.edu.au>
Source record: 195859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

wells_s@jethro (Steve Wells) writes:

>TOS 2.06 trys to read disks at a (I think) 2ms seek rate, whereas
>normal 720K drives are only supposed to read at 3ms seek rate.

>There is a patch for this on atari.archive.umich.edu

>directory (Should be)

>atari/Ste/ or atari/Diskutils/

>the file should be in one or the other, and is called 'seekup.???'
>(probably an LZH or ZIP). Hmmm, maybe I'll be luck and the system
>won't crash if I try to look at my index file....

>Wow, yep, it is in the atari/Diskutils/ directory - filename seekup10.lzh!

>Bart:/

>send ./Diskutils/seekup10.lzh
>quit

>(Just in case!)

>
> /--\
> | If there's a 50/50 chance of something going wrong, O O |
> | you can be 100% sure that it will! o |
> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
> \- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
>

I got a patch (probably from atari.archive) that is called HD_FDC.PRG in
its uncompressed form and works quite nice. I've been using it for quite
a longe while now and never had any problems with it. It sits in the
AUTO folder and runs directly after my BootSelector and before anything else.
(It works together with all sorts of vector benders (digivec,beep, ...)
and even works fine with MiNT running after it. (I never checked if MiNT
actually needs it, but ...).

Hope you get a working patch, the 2ms noise is not nice.

Michael

106. Atari 1040ST & Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 08:22:11 UTC
From: lordthan@news.delphi.com
Message-ID: <2g8kjj$nak@news.delphi.com>
Source record: 195860

Got a broken or otherwise nonfunctional ST sitting around? I need the floppy drive mechanism (DS/DD; the kind with the long trapezoid-shaped button on the bottom, *NOT* the kind with the small rectangular button) and the power supply. Also interested in hearing from people who have DS/DD external floppy drives for sale. Reply in mail with your asking price(s). :)

-Steve

107. FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 08:56:21 UTC
From: MPELLEGRINO@CIPCINSA.INSA-LYON.FR
Message-ID: <MPELLEGRINO.11.2D27DDB5@CIPCINSA.INSA-LYON.FR>
Source record: 195861

I'm looking for some PD PRG but I don't know where to find them.

Please oh please , help me to find :

- st tools
- labeldisk
- lck
- kozmic
- key help

THANKS A LOT ;-) ;-)

108. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 08:56:29 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <2g8mjt$ft7@uniwa.uwa.edu.au>
Source record: 195864

Hi,

some months ago I bought a copy of STraightfax that was said to work
with my Maestro 9600XR Data/Fax modem.

Faxing to the machine in Dad's office (and receiving from it) always
worked fine.

The office machine worked fine with all sorts of other fax machines,
too.

Recently, I had a friend send a fax to my computer, and
the receiving seemed to work fine, except that when I looked at the fax,
nothing was there, not even the usual header (time, number etc).

Preveiously the same friend had sent something to the office machine and
it had worked. Since there is no header, she did not by accident send an
empty page (ie wrong side).

Testing the program again with the office, I discovered that the baud
rate dropped to 2400 with this (old) machine, while it was 9600 with the
friend's machine.

Has anybody an idea what could be wrong ? I have read somewhere, that
new fax machines usually run at 9600 baud, and that some have trouble
communicating with other machines (modems?).
Is it possible that my MegaST 2 (7 years old) cannot handle 9600 baud,
even though it appears to be working during transfer? (In comms mode
I can only run 2400 baud anyway).
Or does the STraightfax stuff up ? I cannot remember the version, and
running it to find out would kill my connection right now, but it says
on the pack that it runs with ST/TT/Falcon030. It supports SendFax,
ReceiveFax and Class2 modems.

Any suggestions, oppinions ? Please e-mail, as I might not be on in time
to see any follow-ups before they expire.

Thanks
Michael
(mjuschke@tartarus.uwa.edu.au OR
mjuschke@lethe.uwa.edu.au)

109. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 08:57:38 UTC
From: lafrance@iesd.auc.dk
Message-ID: <LAFRANCE.94Jan3095739@epsilon.iesd.auc.dk>
Source record: 195862

#> I tried several "freely" (in quotes because of shareware) available
#> backup programs for backing up my TT's harddisk, but none of them
#> works satisfactory. Here is a summary:

[C-k C-k C-k ..]

#> Summary: There seems to be no useful backup program available on the net.

Though I'm a 100% atari-fan, Ive had to do some backup on PCs (sight),
none of mine fortunatly.

But I've been using a very well-made arcers-program called ARJ. It contains
so many features and commands that EVERYTHING is possible. Like packing
for a specified size (eg. 1.44 mB), executing OS-commands or batchfiles
plus so much more.

So, as you might have guessed, Im gonna ask

HAS IT BEEN PORTED FOR THE ATARI ?

(cross here) ___ YES

___ NO

if yes, where can it be found.

And by the way, Happy Newyear everyone.

Sincerly
Lars Frandsen

110. Re: Printer recommendations (BJ, DJ, or other non-laser?)

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 09:01:49 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1994Jan3.100149.131681@mswe.dnet.ms.philips.nl>
Source record: 195825

In article <CIMpH6.4Kv@world.std.com>, dburns@world.std.com (David R Burns) writes:
> I can't afford a laser (or should I wait until I can?), but I need
> something better than my Panasonic 2123 24-pin. I'm using Atari Works,
> Notator SL, Pagestream 2.1, and Calamus SL.
>
> I see Desk Jets and Bubble Jets by Cannon, HP, and others for around
> $300. Is any one of these particularly good/bad with the above software
> on a 4-meg 1040STf?
>
> Thanks for your opinion!
>

I would until you have the money for a laser. The quality is so much better,
I speak from experience. I bought a HP Laserjet 4L recently ($600) which does
a much better job as the Olivetti JP350S (Inkjet) I had. I assume you are
printing scores, well I am doing the same with ScorePerfect and Calamus S.
Not only is the HP much better it is also MUCH faster than the inkjet.

Just something to think about...

Greetings from the Netherlands,
Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

111. PT_SRC3T now available at your favorite site

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 09:47:43 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.757590463@dtek.chalmers.se>
Source record: 195866

PT_SRC3 goes TRASHY .....

I have uploaded my new version och PT_SRC3 and since I have
added TRASH mode it's called PT_SRC3T.lzh and I have uploaded
it on following sites:

ftp.uni-kl.de
athene.uni-paderhorn.de
faui43.informatik.uni-erlangen.de

What is PT_SRC3T then ?

The archive PT_SRC3T.LZH contains the full sourcecode for a
TRUE 50kHz replay routine every effect in PT2.2 supported.
The new in this version is TRASH mode which is a really useful
technique. It's good since you don't have to count on the
replay's maxtime (which in case is somewhere around 34%
(sigh,it's too much)) but on the mean time it takes (which in
this case is 26%-28%).

Bugs (NO!!) , Suggestion , Questions , DONATIONS :-) , your
girlfriend have breaked up with you and you need someone to
talk to , or whatever then mail:

>>> d3marten@dtek.chalmers.se <<<

That's all folks

--
//// M}rten R}nge - d3marten@dtek.chalmers.se \\\\
\\\\ I have a mission (you have not) ////

112. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 09:59:12 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan3105913@issan.informatik.uni-dortmund.de>
Source record: 195865

In article <B2LKB9DO@heaven7.in-berlin.de>, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:

|> In <SCHWAB.93Dec27105936@issan.informatik.uni-dortmund.de>, Andreas Schwab (schwab@ls5.informatik.uni-dortmund.de) writes:
|> : As of version 1.38 gas does not accept Motorola syntax. Register
|> : post-increment has to be specified as a0@+, pre-decrement as a0@-, and
|> [...]

|> Can anyone enlighten me as to why anyone would to fuck up Motorola's
|> completely readable syntax and come up with THIS? (And not throw it out
|> with the Intel?)

It should be much easier to parse. Remember that assembler output of compilers is not intended to be read by human. The version 2.2 of gas can handle both syntax variants (even mixed).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

113. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 10:12:15 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan3111215@issan.informatik.uni-dortmund.de>
Source record: 195867

In article <1994Jan01.001203.166470@zeus.aix.calpoly.edu>, mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:

|> Hi All,
|> I've just finished downloading what I think to be all of the necessary
|> files to get a gcc compiler up and working, along with the latest version of
|> make. Not one to start small, I've decided to start by compiling MiNT
|> (actually, I did that because I really don't have any other compilable code of
|> any considerable size - it passes hello world ok :}).

|> Anyway, I've got these errors that are pretty cryptic to me (having
|> only had UNIX C experience, I don't know where to look for missing
|> functions...). I get the following output trying to make MiNT 1.08 (I am
|> using TCSH 6.02, Gcc 2.2.2 PL3 [waiting for the 2.5.x to settle], MiNT
|> incl/libs pl39, on a TT with 16/2MB RAM runnig MTOS (Mint 1.04)):
|> -----------8<---------------------------->8----------------------
|> %make -f makefile
|> gcc -G -Wall -O2 -fomit-frame-pointer -mshort -DMULTITOS -DDEBUG_INFO -c
|> bios.c -o bios.o
|> bios.c: In function `bconstat':
|> bios.c:136: unknown register name `memory' in `asm'

You should get at least gcc 2.4 for this error messages to disappear.
If you prefer to wait for gcc 2.5, you can just define the name
AND_MEMORY in $GNUINC/osbind.h to be empty during the mean time. The
"memory" pseudo register name apparently was introduced after gcc 2.2,
but there is no way to distinguish between gcc 2.2 and gcc 2.3
(nowadays we have __GNUC_MINOR__). The warning messages about the
uninitialized variable should go away after the change.

|> BTW, do you need to put something in setenv to just be able to type
|> make in a directory so that any file named makefile is automaticaly "make"d?
|> Right now, I have to do the make -f to get it to run.

Apparently your version of make is broken. It should look first at
"makefile", then (if not found) at "Makefile". The GNU version always
looks first at "GNUmakefile", and then trys the other names. All file
names are tried in the current directory.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

114. How can I get programs from FTP to my ST 520

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 10:15:42 UTC
From: xspes02@vse.cz
Message-ID: <xspes02.1@vse.cz>
Source record: 195874

I'm new user of ftp and Ilike to know how can I get programs from ftp-sites and use it on ST but only 520. I have no new products for ST and I'd like to get them.Please send answer to

xspes02@vse.cz

115. Re: SLM and TT memory

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 10:27:24 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan3112724@issan.informatik.uni-dortmund.de>
Source record: 195869

In article <2g2m3d$fc3@vulcan.nrlssc.navy.mil>, fox@vulcan.nrlssc.navy.mil (Dan Fox) writes:

|> I ran across a curiosity last week - my SLM laser printer
|> seems to work directly from TT memory now... It didn't used
|> to - if I ran pagestream from tt memory and printed, the
|> page would be corrupted in various ways. So I made two copies
|> of the pagestream binary and set the TT flags on one of them
|> and the ST flags on theother. (Run the TT version to create
|> the document, then exit and run the ST version to print...)
|> That worked for several months until last week I printed from
|> the TT-flagged version by mistake. And it came out fine. So
|> I've started printing from it regularly now without a problem.

Probably pagestream is getting low on TT memory and thus gets the memory for the print buffer from ST memory. (A program configured for ST memory will never get TT memory with Malloc(), but it's possible the other way round.) I don't think that there is any other possible explaination, since the ACSI-DMA cannot access TT memory (due to its 24 bits bus).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

116. Re: GIF borders

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 10:31:55 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan3113155@issan.informatik.uni-dortmund.de>
Source record: 195868

In article <CJ0FyI.DpJ@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

|> Does anyone out there have a progam for adding a black border round a GIF
|> file? Needed to make some X-IMG 256 colour files for Dawn 1.25.
|> [monster sig deleted :-/]

If you are willing to install the fairly large PBMPLUS package, you
will be able to do nearly everything with your pictures.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

117. Re: GNU Zip problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 10:37:17 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan3113718@issan.informatik.uni-dortmund.de>
Source record: 195870

In article <H.eg.Je6_M84v3DI@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:

|> In <H.eg.sWompExnBmE@harvee.billerica.ma.us>, Eric S Johansson writes:
|>> I was trying to recompile gnu zip and I get a warning about undefined
|>> symbol _DIRENTSIZ. what library am I missing?

|> oops, forgot to add that I am using gcc2.4.4 and libolb93.zoo

I think this should be a macro in dirent.h. Probably gzip is not
configured correctly (btw. what version of gzip are you compiling?),
or the GNUlib is not up to date with MiNTlib.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

118. Re: Desktop picture

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 10:39:49 UTC
From: jperez@Hawaii.Edu
Message-ID: <CJ1uyE.F2C@news.Hawaii.Edu>
Source record: 195871

Johan Sm�ros (f90-jos@byse.nada.kth.se) wrote:
: What is the best Shareware/PD program for making a backdrop picture on
: the desktop?
: I have a Mega/STE with swedish TOS 2.05.

: Johan

There's a program/accessory called Degadesk.arc over at the
atari.archive.umich.edu in the Atari, Graphics directory. I use it on my
Stacy but one of the versions should work on the Mega STE.

borg
jperez@uhunix.uhcc.hawaii.edu

119. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 10:47:41 UTC
From: jperez@Hawaii.Edu
Message-ID: <CJ1vBI.F5o@news.Hawaii.Edu>
Source record: 195875

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
: >the Fast Tecnologies Tiny Turbo 030 board, you can accelerate it to 50
: >about equivalent to a TT, faster in some respects.

: This sounds VERY interesting - Where can I get more info (would have
: been great if it can be used without throwing away my At-Once card).

Well, you never know... The TinyTurbo030 boards for the Mega STE are a solderless installation (you just remove your CPU and snap it into the CPU socket, from what I understand). They also retain a 68000 on board for compatibility switching.
For more information you can try to contact Fast Technologies at:
Fast Technologies
P.O. Box 578
Andover MA
01810
USA

Phone#- (508)-475-3810

E-Mail j.allen@genie.geis.com
(I think?)

borg
jperez@uhunix.uhcc.hawaii.edu

120. Re: Nettworking

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 10:51:15 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2g8tb3$2ikd@obelix.uni-muenster.de>
Source record: 195873

What kind of protocoll do you want to use? Normally a PC under DOS (or Windows)
serves NETBIOS (I think). Uner some UNIX OS it will use TCIP/IP.
There are people working on an TCP/IP implementation for MiNT, also a networking
file system is worked on.

Regards,
Ulrich

121. Re: DESKJET 550C

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 10:52:37 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jan3.105237.11959@ibr.cs.tu-bs.de>
Source record: 195872

In article <93364.115414HARRIS@SLACVM.SLAC.STANFORD.EDU>,
<HARRIS@SLACVM.SLAC.STANFORD.EDU> writes:
|> I received a DESKJET 550C for Christmas. Is color useful for a
|> 1040ST? I have the Turbojet printer driver for a DESKJET, but
|> I don't know whether it supports color. The only program that I
|> have that uses color is Easydraw. Are there drivers available
|> for the 550C? Much software that supports color?
|> Fred Harris

GhostScript does!
(2.5 supports the Deskjet 500C and the new 2.6 supports the 550C
(not official released, but the beta i have runs without problems))

GemView 3.xx will support color, there is a experimental driver
in the 3.01 distribution (including source)

Calamus SL and S supports color

Signum!3.3 is supposed to support color

There is a paintjet GDOS driver which may work with the Deskjet.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

122. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 11:12:04 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CJ1wG6.2Kx@hermes.hrz.uni-bielefeld.de>
Source record: 195876

In article <...>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:

|>] 3. How fast can one push the serial port without hardware modifications?
|>
|> MODEM1 is still good old slow 19.2K

Newer ports go up to 38K4, but not with built-in system software...

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

'If you have enjoyed the experience of this drink,' continued the machine,
'why not share it with your friends?'
'Because,' said Arthur tartly, 'I want to keep them.'

123. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 12:00:49 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1994Jan3.130049.816@cathy.ijs.si>
Source record: 195877

d93rkr@t.hfb.se (Robert Krenn) writes:
> I used Mikenet.... (available on a.a.u.e, I'll think!)
I have been unable to find mikenet on a.a.u.e. Could you please put
it there? Or, if you don't have ftp access, mail it to me,
and I'll put it there.

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

124. Re: Need Word Processor

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 13:03:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.paX3eZ_n89M@semprini.waterloo-rdp.on.ca>
Source record: 195710

In <1993Dec30.202013.16736@i88.isc.com>, Jonathan E. Quist writes:
>
> I'm looking for a cheap (or public domain) word processor
> for a 1040ST. Features desired: WSIWYG interface, spelling checker.
> If it runs on a 520ST also, that's a bonus. Doesn't need to
> be a full-blown publishing system, though of course
> that's always nice... :')

Word Writer II isn't public domain, but it should be really cheap by
now. It's WYSIWYG (but WYG is based on dot-matrix printers, not
multi-font laser printers), has a good spell checker, and (dun dun DUN!)
an online thesaurus (something I've seen in no other ST word processor,
but I've heard exists in some). Not bad for c. 1988 stuff. Works quite
fine on my system, and I've been using it for years (it used to be a 1M
system; it works fine on .5M systems too) in colour and monochrome.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

125. Re: Nettworking

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 13:04:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1KhmeyoT3DU@semprini.waterloo-rdp.on.ca>
Source record: 195709

In <757292600.AA02343@byte.bbs.no>, William Kent writes:
>
> Does anybody know of a network package that enables a Atari ST to be
> nettworked to a PC.
>
> The wish is to use one of them, prefrably the PC, as a server.

I'm pretty sure the only thing you could use is the serial port. The
Atari platform is severly lacking in networking software, even if some
models have the hardware.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

126. GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 13:38:12 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.48.757604292@rog1.rog.rwth-aachen.de>
Source record: 195878

Hi, there!

Due to public pressure, a new GEMINI-release has been published on Dec 31.
Since it does not yet include documentation files and appears to be buggy,
it is called GEMINI 1.99, which is at least better than nothing, and even
better than 1.21. It can be anonymous FTPd at ftp.uni-paderborn.de
(atari/tools/gemini).

Have fun

Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

WARNING!
This machine is subject to breakdowns during periods of
critical need.

127. Re: FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 13:40:20 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.49.757604420@rog1.rog.rwth-aachen.de>
Source record: 195879

In article <MPELLEGRINO.11.2D27DDB5@CIPCINSA.INSA-LYON.FR>
MPELLEGRINO@CIPCINSA.INSA-LYON.FR (Micha&#65533;l Pellegrino) writes:
>
> I'm looking for some PD PRG but I don't know where to find them.
>
>
> Please oh please , help me to find :
>
> - st tools
> - labeldisk
> - lck
> - kozmic
> - key help
>

Try anonymous FTP at ftp.uni-paderborn.de.

Greetings Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

WARNING!
This machine is subject to breakdowns during periods of
critical need.

128. Gemini 1.99

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 13:56:20 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2g9864$1j6f@obelix.uni-muenster.de>
Source record: 195880

Gemini 1.99 -- a prerelease of Gemini 2.00 -- has been posted to ftp.uni-muenster.de, pub/atari/Gemini. You'll need gmni2.tos and mupftl01.tos, both self-extracting ZIP files. Note that there's currently only a german version and most of the docs don't exist yet.

Gemini 1.99 supports MiNT, MTOS and Mag!x and has a 99% POSIX compliant shell.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

129. Re: Piracy

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 14:13:48 UTC
From: jonc@iconz.co.nz
Message-ID: <2g996s$jpo@iconz.co.nz>
Source record: 195892

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <19931221161239MIS0160@MVS.UDEL.EDU>, Roger Cole writes:
: > >
: > bank-selection technique, I believe these cartridges were pretty-much
: > copy-proof. Could this protection be used in the ST series?

: Again, useless (or a serious pain in the butt) for running multiple
: programs (remember that little thing... MultiTOS; and Geneva), not to
: mention the fact that you can't yank things out of the cartridge port
: while the machine is on...

When your prom in your cart port has a valid rom drive configured on it
the rom disk will boot before the floppy or any other device. So yes it could
be if it was in the boot rom. Having said this, there are many ways to
discourage people from copying things like games etc but hardware is only
as Chris says a pain in the butt.

Remember also a Mac 128k rom set will also go in a 4x32 rom cart and this
can also be banked switched so you have mac roms and then a few things in
your rom drive.

Boy I miss the Atari.

Here is a bit of fun on my Sun SPARC .. this is the boot drive

----> >dmesg

sd0: <SUN0669 cyl 1614 alt 2 hd 15 sec 54>
sd3 at esp0 target 0 lun 0
sd3: <Atari cyl 3712 alt 2 hd 15 sec 38>

People love my Atari drive in the Sun box here :) A 1 gig Atari drive
(must be true it on the sun [big grins])

Happy New Year people .....

_ _
( )o "Internet users equal 3 times the POPULATION of New Zealand ?" o( )
/\ \ Public Access Internet , jonc@iconz.co.nz Auckland NZL / /\
"No SIX times the population and growing daily"

130. Re: GCC >=2.5.7 not for 68000 ST�s ?????

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 14:29:15 UTC
From: christof@zarniwoop.world
Message-ID: <CHRISTOF.94Jan3152916@zarniwoop.world>
Source record: 195893

In article <H.eg.Vsu_lq5soCE@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CIG35t.7EL@muster.hrz.uni-giessen.de>, Konstantinos Xonis writes:
>> Hi all
>> I have heard some roumors saying that from GCC 2.5.7 the 68000
>> is no longer supported, and that there are plans to drop the 68k
>> out of the GCC.
>>
>> Any comments in that roumor ???
>>
>> I hope it is just a roumor !!!

>I've heard a similar rumour. Sounds like the Free Software Foundation's
>been bitten by the Microsoft Bug -> upgrade or forget about it.

Now wait a minute. Is this the 68000 _only_ or _all_ of the 68k
family? That would be bad news indeed. (Not that dropping the 68000
support would be good news...)

Why must new years always begin so depressingly?

Christoph
--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

131. Civilisation question.

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 14:44:34 UTC
From: ant@mks.com
Message-ID: <1994Jan3.144434.4727@mks.com>
Source record: 195809

From the City Display, what is the meaning of the trade symbols to the right of the gap? Is it the amount of corruption or surplus? From the manual, I thought that corruption was represented by a darken version of the trade symbol.

How much tax do Taxmen collect?

How much knowledge do Sciencetists generate?

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

132. Re: Desktop picture

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 15:06:17 UTC
From: avg@cwi.nl
Message-ID: <CJ27AI.6wy@cwi.nl>
Source record: 195881

f90-jos@byse.nada.kth.se (Johan Sm&#65533;ros) writes:

>What is the best Shareware/PD program for making a backdrop picture on
>the desktop?
>I have a Mega/STE with swedish TOS 2.05.

I will soon release a new version of AutoRaise, probably rebaptized to
something like 'GEM Gadgets', which includes, among other things, the
possibility to put bitmaps, GIF images and animations on the root object
of the desktop tree. Expect it to be out in, say, two months. The
program will be freeware and requires WINX or Falcon TOS.

It will be posted to or announced on comp.binaries.atari.st.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

133. How to auto-exec a GEM program?

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 15:38:56 UTC
From: duchene@9-800.frec.bull.fr
Message-ID: <368@vercors.frec.bull.fr>
Source record: 195578
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'd like to run a GEM program at boot time (as are run programs in the
auto folder). I have read that newer versions of TOS can do that but
I have got a MegaST2 TOS 1.2.

I have been told that AES was not started when executing programs from
the auto folder, so this should not be the right place. (Perhaps is there
a way to easily start the AES ?)

I have tried to run the program using a Pexec call from a very simple desk
accessory I have written, but this failed... The program didn't execute and
the accessory didn't work any more: I got the desktop without its menu item.

Any ideas?
Thanks in advance for your help!
--
+---+
| Jean-Jacques DUCHENE Email : J.J.Duchene@frec.bull.fr |
+---+

134. I played Atari Tempest on a PC this weekend!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 15:53:58 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CJ29oI.K7x@ryn.mro4.dec.com>
Source record: 195884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Folks,

I must say that I was "blown away" this weekend. My friend
invited me over, the day after New Years, and mentioned that
he had some new Atari games.

Well, I expected to see them on his ST, but he said that they
were Atari games, available on the PC. I expected some lousy
translations, but NO WAY...

My eyes popped out as I witnessed what must be a PORT of the
old(er) vector graphic games, TEMPEST, BATTLEZONE, and ASTEROIDS
running under MS-Windows. THEY MUST BE A PORT AS THEY PERFORMED
EXACTLY AS THE ORIGINALS.

I am syill amazed... He bought all 4 (Centupide included) for
$24, under the title Microsoft Arcade...

Jaw still open to floor,

John Miskinis

135. Re: Desktop picture

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 16:00:57 UTC
From: fpf@wmpi02.uni-wuppertal.de
Message-ID: <2g9ffp$3ss@wmwap1.math.Uni-Wuppertal.DE>
Source record: 195885

In article <1994Jan2.192435.27104@kth.se>, f90-jos@byse.nada.kth.se (Johan Sm&#65533;ros) writes:
|> What is the best Shareware/PD program for making a backdrop picture on
|> the desktop?
|> I have a Mega/STE with swedish TOS 2.05.

```
You can find what you're looking for at the ftp-server

Name: athene.uni-paderborn.de
Address: 131.234.2.32
Aliases: ftp.uni-paderborn.de

There's an archive
deskpic.lzh
in the directory
/pcsoft2/atari/tools/screen
that replaces desktop-gray with an imagefile.

It works well on MEGA ST and TT, so there shouldn't be any problems...

Peter
```


```
+-------------------------------------------------------------------------+
| ___/ __ / ___/ |
| / / / / |
| __/ ___/ __/ |
| / / / |
| _/rank _/eter _/euerstein |
| |
| Fachbereich 7 - Mathematik & Institut fuer Angewandte Informatik |
| Bergische Universitaet - Gesamthochschule Wuppertal |
| Gauss-Strasse 20 |
| D-42097 Wuppertal (Korrespondenz) |
| D-42119 Wuppertal (Lieferanschrift) |
| |
| Tel.: (0202) 439-2818 |
| Fax : (0202) 439-2853 |
| |
| e-mail: (internet) fpf@math.uni-wuppertal.de |
| or fpf@wmwap1.math.uni-wuppertal.de (if "host unknown") |
| |
+-------------------------------------------------------------------------+
```

136. Re: Gemulator/email address...

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 16:11:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan3.161122.8371@newshost.lanl.gov>
Source record: 195882

In article 13242@oclc.org, scruggs@oclc.org (Kevin E. Scruggs) writes:
> Does anyone here have an internet email address for Darek Mihoka
>or BRA Software?
>
> Also, is anyone here currently using the GEMulator? I'd like some
>genuine product info...

Darek can be reached at darekm@microsoft.com. I own a Gemulator so ask away.

-Hutch- @ Fair Dinkum Tech

137. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 16:15:03 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2g9ga7$a45@cnn.sim.es.com>
Source record: 195883

In article <1575@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> In article <1993Dec29.165620.13508@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes:
> >
> >I don't know about an Atari emulator, but there is a MACMiNT around.
> >You may use any nonGEM program on a MAC
>
>
> Just curious - has anyone tried running MacMiNT under Spectre GCR,
> by chance? I'd be curious to see if it worked :-)
>

No, I haven't tried it, but I did try to run PC-DITTO under the GEMulator on
my PC. You can imagine my disappointment when it wouldn't work. Oh well,
I guess I'll just have to run my PC at full speed.
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

138. Re: Gemulator/email address...

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 16:20:59 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2g9glb$a6a@cnn.sim.es.com>
Source record: 195887

In article <1993Dec29.185455.13242@oclc.org>, scruggs@oclc.org (Kevin E. Scruggs) writes:
> Does anyone here have an internet email address for Darek Mihoka
> or BRA Software?
>
> Also, is anyone here currently using the GEMulator? I'd like some
> genuine product info...
>
>
Darek may be reached ar darekm@microsoft.com. I am a current user of the Gemulator
and have been very happy with it. The emulation is very good, and even sound
is somewhat emulated if you have a sound card for your PC. The biggest problem
that I have run into is that I am unable to run the majority of my copy protected
software, and the lack of support for the MIDI cables and joysticks. (the next
version of the gemulator due in the next month or two will have joystick
emulation). E-mail me if you have any specific questions on the gemulator.
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

139. games

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 16:37:24 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2g9hk4$1an@turing.fwi.uva.nl>
Source record: 195886

hi folks,

I want to buy one or two games for my st. I am interested in good
role playing games. Of course I played dungeon master and Chaos strikes
back. I want a big game (in the sense that it takes lots and lots of time
to complete) with neat graphics. The game should be difficult (as I am
not a beginner!) with lots of puzzles (so not only hack 'n slash). For
example I am thinking about one or two of the following games:

Ishar I & II
Amberstar
Legends of valour

If any of you guys have played these games, please tell me about it. Also
if you have other games you recommend, please let me know!

greetings,

Martijn Dekker
email: mdekker@fwi.uva.nl

140. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 16:38:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan3.163812.12060@newshost.lanl.gov>
Source record: 195888

In article Crs@news.direct.net, otohnspa@indirect.com (William Perry) writes:
>
>Now that I've gotten my 486-DX2 50, necessary due to office needs, I
>wonder if the Gemulator REALLY works. Anyone with any experience or
>comments ?? Thanks.....

Yes, it works. Send me email and I'll try to answer any questions.

-Hutch- @ Fair Dinkum Tech

141. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 16:41:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan3.164109.12609@newshost.lanl.gov>
Source record: 195889

In article AA02370@byte.bbs.no, lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:
>>the Fast Tecnologies Tiny Turbo 030 board, you can accelerate it to 50
>>about equivalent to a TT, faster in some respects.
>
>This sounds VERY interesting - Where can I get more info (would have
>been great if it can be used without throwing away my At-Once card).
>
> Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
> Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
> SysOp ABK-BBS /
>

You can get more information on the Tiny Turbo 030 board by sending mail
directly to James Allen of Fast Tech at j.allen27@genie.geis.com

-Hutch- @ Fair Dinkum Tech

142. FOR SALE: SC-1224 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 16:49:24 UTC
From: mcalear@eng.amdahl.com
Message-ID: <cf0G026M59pT01@JUTS.ccc.amdahl.com>
Source record: 195890

```
Atari SC-1224 Color Monitor $90
includes swivel stand
includes monitor master switch

Buyer pays shipping and c.o.d. charges. Email is preferred, but if
you can't get a hold of me that way, call (408) 992-3181.

--Mike
```

143. FOR SALE: Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 16:58:43 UTC
From: mcalear@eng.amdahl.com
Message-ID: <d1gB02wW59mA01@JUTS.ccc.amdahl.com>
Source record: 195891

I sold my ST a year ago, but I still have a lot of the software. Most of
it is on SS disks. Here are the titles I have:

Flight Simulator II
Mean 18 Ultimate Golf
Barbarian (by Psycnosis)
Gauntlet
Chessmaster 2000
Balance of Power
Gunship
Sentry
ST Karate
The Music Studio
Sub Battle (by Epyx)
Starglider
Championship Wrestling (by Epyx)
Wargame Construction Set
BB System (by Quantum Microsystems Inc.)
Blockbuster
Flash
Defender of the Crown
Hex

I want to get rid of all this in one package. I also have several
"copied" disks (I got everything from a friend) that I will include. If
you have problems with this, just erase everything and get a bunch of blank
disks at no extra cost.

Included in all this is a box full of manuals.

I will be accepting offers for the next week or two. Highest bid gets it.
If no one bids, I will give the stuff away.

Buyer pays shipping and c.o.d. charges. Email is preferred, but if you
can't get a hold of me, call (408) 992-3181.

--Mike

144. uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 17:24:45 UTC
From: donm@ucon.gun.de
Message-ID: <1994Jan3.172445.8213@ucon.gun.de>
Source record: 195713

Greetings fellow mailers and fellowettes mailerettes!

Is anyone out there familiar with UQWK? I'm having a very hard time
wrestling with the thing. (Keeps pinning me down...) Two specific questions:

- How do I get UQWK to take my reply file? So far, I would do this:
uqwk -Rreply.dat
where "-R" is the reply flag and "reply.dat" is a file living in my
home dir. However, uqwk then responds impertinently with: "file not
found"... or some such.
I did try various file/pathname permutations but no luck.

- What's the exact layout of the reply file, anyway? Maybe uqwk does find
the reply file but doesn't like its contents and it responds with a
wrong error message (just for fun...).

Oh yeah, the QWK file layout would help too, although I've decoded most
of it with a machine language monitor... ($E3 for a line feed!? Sheesh!)

As always, thanx muchly!

Don

P.S. to pathological pedants: I'm doing this on the Falcon so it does
belong in this newsgroup! Sorta... So there!

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

145. Re: SLM and TT memory

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 18:44:39 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2g9p2n$imh@vulcan.nrlssc.navy.mil>
Source record: 195900

In comp.sys.atari.st, schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
>In article <2g2m3d$fc3@vulcan.nrlssc.navy.mil>, fox@vulcan.nrlssc.navy.mil (Dan
> Fox) writes:
>
>|> I ran across a curiosity last week - my SLM laser printer
>|> seems to work directly from TT memory now... It didn't used
... deleted ...
>ST memory will never get TT memory with Malloc(), but it's possible
>the other way round.) I don't think that there is any other possible
>explaination, since the ACSI-DMA cannot access TT memory (due to its
>24 bits bus).
>
>--
>---
>Andreas Schwab "And now for something
>schwab@ls5.informatik.uni-dortmund.de completely different"

That's interesting - didn't know it would work that way. I did have
more fonts loaded than normal so perhaps as you suggest, the TT
memory was sufficiently "used up" that when pagestream needed a buffer
to image the page, it ended up using ST memory.

Is there any sort of monitor (particularly under multitos, perhaps
an ACC) that would show how much TT and ST memory were in use? Sort
of a dynamic memory map showing what programs were using what memory
blocks?

Also, could someone enlighten me on the "TPA" question in the TT flag
setting program? It asks about "running from TT memory" and "allocating
from TT memory" (both of which I turn on), but then also asks about
"TPA size". The default is "128" and increases from there... No
documentation came with the little FLGSET utility I'm using.

Thanks.

--
+---+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+---+

146. Atari systems, revised listing.

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 19:22:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d28726e@p2.stacken.ct.se>
Source record: 195822

As usual, please send additions, corrections, flames etc. to
patrik@p2.stacken.ct.se

I'm also looking for GIF's to cover every system, but so far I have only found
a Jaguar GIF. Any others available via ftp?

```
================================================================================
"The Hithhiker's Guide to Atari Computers and Consoles" Rev.02
================================================================================
```

-= ATARI VIDEO GAME SYSTEMS =-

Sometime in the almost forgotten mist of history, a wizard by the name of
Nolan Bushnell invented the first video game known as Pong and created the
American company with the peculiar name Atari. Later the tradition was
carried on with the popular 2600 VCS, but eventually it was doomed to fail
in the fierce competition with Japan. That was until one day in the year
1993, the day of the Jaguar.

Note: The word Atari is Japanese and comes from a term in the game of Go.
The company was originally named Syzygy but it was quickly changed.

```
Year____Model___________RAM_____________Engine & Speed_______________________
1972-74 Pong 7400
1975 Video Pinball 6502(?)
1976 2600 6502
? 5200 6502
1984 7800 6502
? 65XEGS 64KB 6502
1989 Lynx (handheld) 64KB CPU 6502 ~4MHz
"Mikey & Suzy" 16MHz
- Panther (never released)
1993 Jaguar 2MB CPU Motorola 68000 13.3MHz
GPU RISC "Tom" 26.6MHz
DSP RISC "Jerry" 26.6MHz
```

-= ATARI 8-BIT COMPUTERS =-

Microcomputers dropped like a bomb in the late seventies. Every
company with some self respect wanted to be first on the ball
but few managed to do so well as Atari did with their powerfull
8-bit series that prospered for nearly a full decade.
While other computers failed and quickly disappeared, Atari
managed to improve their models and sustain the backlash after
the early years of unlimited expansion. But Atari was bleeding
badly. The one billion dollar company almost went under in the
struggle, something that would later open the door for the next

person to enter our story...

```
Year____Model___________RAM_____________Engine_______________________________
1979 400 16KB 6502
1979 800 48KB 6502
1983 600XL 16KB 6502
1983 800XL 64KB 6502
? 1200XL 6502
? 1450XLD 6502
1985 65XE 64KB 6502
1985 130XE 128KB 6502
```

-= ATARI TOS COMPUTERS =-

Jack Tramiel, the holocaust survivor that once carried Commodore
to a top position in the industry, took one quick glance at his
former antogonist and then leaped to Ataris rescue. Gathering some
of the best talents he could find, the company began immediate work on
the ST. The astonishing result could be seen some mere six months
later. The competition paniced, fainted, woke up and paniced
again. Tramiels number one concept "Power without the Price"
dominated the home computer market in Europe for several highly
successfull years in the mid to late eighties.
Will the Falcon pick up where the ST left? Only time can tell...

```
Year____Model___________RAM_____________Engine & Speed___________TOS Rev's__
1985 520ST 512KB CPU Motorola 68000 8MHz 1.0
1986 520STM 512KB CPU Motorola 68000 8MHz 1.0
1986 1040STF 1MB CPU Motorola 68000 8MHz 1.0
1987 MegaST 1,2,4MB CPU Motorola 68000 8MHz 1.02,04
1988 520STFM 512KB CPU Motorola 68000 8MHz 1.02,04
1988 1040STFM 1MB CPU Motorola 68000 8MHz 1.02,04
1989 520STE 512KB CPU Motorola 68000 8MHz 1.06,062
1989 1040STE 1MB CPU Motorola 68000 8MHz 1.06,062
1990 MegaSTE 1,2,4MB CPU Motorola 68000 16MHz 2.05,06
(optional FPU Motorola 68882 16MHz)
1990 TT030 2-26MB CPU Motorola 68030 32MHz 3.01,05,06
FPU Motorola 68882 32MHz
1992 Falcon030 1,4,14MB CPU Motorola 68030 16MHz 4.01,02,04
DSP Motorola 56001 32MHz
(optional FPU Motorola 68882 16MHz)
```

Note: There was a 260ST (512K) in Germany (some say even a 130ST but it's
doubtfull if it were ever marketed), and also the 520ST+ (1M).
The first ST's had to boot TOS from disk.
TOS versions 1.02, 1.04... are sometimes refered to as 1.2, 1.4 etc.
STF = internal floppy, STM = RF-modulator, STFM = both.
Atari did a Unix port for the TT but it was later abandoned.
STE's use either 256KB or 1MB SIMM's thus giving a total of
0.5, 1, 2 or 4 megabytes of memory.

-= ATARI PORTABLE COMPUTERS =-

1989 STacy 1,2,4MB CPU Motorola 68000 8MHz 1.04
1990 Portfolio ? ?
1991 STBook 1,2,4MB CPU Motorola 68000 8MHz 2.06

Note: The Portolio runs DIP DOS, a MS DOS 2.11 clone.

-= ATARI RISC WORKSTATIONS =-

1988 ATW 4MB + 1MB video (plus 2MB for each Transputer)

The "Atari Transputer Workstation" features a MegaST with enhanced
graphics and one or several Inmos T800 at ~20MIPS each. The Transputers
are able to work in parallell to increase performance even further. The
system runs a special version of Unix called Helios.

==========
Copyright 1993,94 by Patrik Sanfridsson (patrik@p2.stacken.ct.se)
==========

147. Re: DL, GL, and MPG files

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 20:20:20 UTC
From: gregs@eskimo.com
Message-ID: <CJ2Ltz.Et8@eskimo.com>
Source record: 195817

In article <1993Dec30.163045.13148@multiline.com.au>,
Dave Cook <davecook@multiline.com.au> wrote:
>Hi,
>Does anyone know if there are any viewers/player for DL, GL,
>or MPG files available for the Falcon??
>
>If so I would be most grateful if you could post FTP site
>addresses or email the site list to me. (Or even email
>me the programs :-))

There is a .DL file player somewhere. It's called MDL (for Mono-DL)
and works only on mono monitors. It's by the same author (I think) who
gave us the Mono-only GIF viewer. It should be available at
archive.umich.edu.

--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

148. FOR SALE: 1040STf, 2.5 megs RAM...

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 20:25:32 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan3152532@wpi.WPI.EDU>
Source record: 195895

vintage 1987 1040STf, seems a bit flaky... There is a problem with the upper bank of RAM

With XTRA RAM 3D RAM upgrade installed. This board gives it 2 megs in the lower bank but keeps the flaky upper bank. With another 16 1MBIT DRAMS it would bring it up to 4 megs and eliminate the flaky upper bank. That should cost $50 or so...

I'm asking $150 for it. I'll include the original mouse.

.s.
--
- lancer@wpi.wpi.edu - - "the Woman in the Wall": -
- He was just a social drinker but social every night -
- He enjoyed a pint or two or three or four -

149. coprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 20:26:13 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2g9v15$1oc@turing.fwi.uva.nl>
Source record: 195894

Hi folks,

i am considering buying a math coprocessor for my st. Are there C compilers
that support such a coprocessor? for example does heat & serve C compiler
(sozobon) support such a coprocessor? Other C compilers?

thanx!

Martijn Dekker
email: mdekker@fwi.uva.nl

150. Simula on ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 20:42:52 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757638213.AA02378@byte.bbs.no>
Source record: 195899

Anybody out there that has the adresse to Simula Team Dortmund ?

Anybody who knows the newest Simula Version for Atari ST
(my version is Revision 4.07.2 - ST-Version 2.1)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

151. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 21:48:45 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ga3rt$s6v@news.dmpe.CSIRO.AU>
Source record: 195896

In article <2fr3st$ldi@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>> What's so bland about Connect?
>
>I like something a bit different. Not a boring Black & White GEM terminal!

Try using it on a TT or a Falcon. Comes up in 16 colors on my Falcon, with
nice buttons, etc ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

152. ST MIDI software

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 21:49:55 UTC
From: smegma@xmission.xmission.com
Message-ID: <2ga3u3$qn@xmission.xmission.com>
Source record: 195801

```
EditTrack Gold sequencer (60 tracks, manual, disk) $50
EZ Track + sequencer (20 tracks, manual, disk) $20
Sound Quest editor/librarian for Roland D-5/10/20/50/70 $50
(also works with GR-50 guitar synth) (manual, disks)
Sound Source Multimbral Artist sounds disk for Roland D-10 $10

In conjunction:
Roland D-10 multitimbral synth $400 obo
(4 sound cards, sustain pedal, manuals)

email smegma@xmission.com
```

153. Re: I played Atari Tempest on a PC this weekend!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 22:13:47 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2ga5ar$9qg@charm.magnus.acs.ohio-state.edu>
Source record: 195897
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <CJ29oI.K7x@ryn.mro4.dec.com> miskinis@korg.enet.dec.com (John Miskinis) writes:
> My eyes popped out as I witnessed what must be a PORT of the
> old(er) vector graphic games, TEMPEST, BATTLEZONE, and ASTEROIDS
> running under MS-Windows. THEY MUST BE A PORT AS THEY PERFORMED
> EXACTLY AS THE ORIGINALS.
>
> I am syill amazed... He bought all 4 (Centupide included) for
> $24, under the title Microsoft Arcade...

Doesn't it also include Missile Command?

I was amazed when I saw that set up a local store. Using the mouse for Centipede sure beats the old Atari joysticks. When I get that package (maybe tomorrow), it'll be just one more step the 486 takes toward completely replacing the old 1200XL. <sigh>

I haven't seen a PC version of Joust that's as good as Atari's, yet, though. And I haven't seen ANY PC version of Ballblazer, one of the all-time greatest Atari games-- stunning graphics!

Anybody remember "AtariSoft", Atari's venture to sell versions of its games for IBMs, Apples, Commodores, and TRS-80s? Are any of those still around? It might be kinda fun to play a simple game of Frogger on the 486. At least I wouldn't need a CD ROM drive for it!

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

154. Re: None

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 22:29:28 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <757656902.0@mettav.royle>
Source record: 195826

On 28 Dec 93 at 22:44:53 (Yat W) wrote the
following:

> To throw in my two cents worth....if this is going to be about
fast
> compressing viewers for Jpeg/Gif then SOL (Speed Of Light) is
very
> impressive
> too, in its Jpeg and GIf compression, it is MUCH faster than GemView
in
> that respect.

I didn't think it handled JPEG, what version is this?

-Paul-

--
~=~=~=

155. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 22:58:10 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ga7u2$sec@news.dmpe.CSIRO.AU>
Source record: 195802

In article <LAFRANCE.94Jan3095739@epsilon.iesd.auc.dk> lafrance@iesd.auc.dk (Lars Frandsen) writes:

>But I've been using a very well-made arcers-program called ARJ. It contains
>so many features and commands that EVERYTHING is possible. Like packing
>for a specified size (eg. 1.44 mB), executing OS-commands or batchfiles
>plus so much more.
>

There is an un-arj program, but is there ARJ? Wasn't it written by Robert K. Jung? Is this the same Robert we see from time to time here on c.s.a.s? If it is, Robert, can you do an Atari port, or provide the source to someone!?

Best Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

156. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 23:05:26 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ga8bm$s3j@golem.wcc.govt.nz>
Source record: 195804

```
] >Why bother. We all know who are right against any comms program not
] >written by Allen Page or with 'Flash' in its name, so as you don't
] >like FreeZe Dried, Don't bother!
]
] You really haven't improved ofer the years, have you? I remember about the
] third message I ever read here was one of yours - you and Chris Mauritz
] really set the tone for my youth 8)

I've NEVER seen any message from Chris Mauritz, and have only been on the
net for a bit under 2 years!

I'm a nice guy, honest! 8-)

] Well, I guess you've never tried to send more than about ten files in
] a single hit. As for the majority of users? We just had a conservative
] government voted in here - go figure.

Never had to. I could if I wanted however. if people look deeper than
the documentation, it's quite surprising what programs can do!

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

157. Re: PT_SRC3T now available at your favorite site

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 23:09:13 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ga8ip$s3j@golem.wcc.govt.nz>
Source record: 195805

```
] ftp.uni-kl.de
] athene.uni-paderhorn.de
] faui43.informatik.uni-erlangen.de

Have any of these got Mail-server addresses?

(I'm pretty sure ftp.uni-kl.de is, but typically, I've lost my list of
ftp/mail-server addresses :)

/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

158. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 23:11:19 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ga8mn$s3j@golem.wcc.govt.nz>
Source record: 195806

```
] better than 1.21. It can be anonymous FTPd at ftp.uni-paderborn.de
] (atari/tools/gemini).

Mailserver anyone!?

(I bet everyone's getting sick of me asking this, tell you what, I'll
go get the list again and shut-up! *grin*)

/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

159. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 23:14:21 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ga8sd$s3j@golem.wcc.govt.nz>
Source record: 195807

```
] >I like something a bit different. Not a boring Black & White GEM termina
]
] Try using it on a TT or a Falcon. Comes up in 16 colors on my Falcon, with
] nice buttons, etc ...
```

Good idea, I'll go a fair way into debt to buy a computer I'm unlikely to use the features of! 8-) (I'd like one, but I suffer from poor student syndrome :)

I'm struggling trying to register Shareware software, buying computer systems is a bit beyond my budget 8-((sigh, I want a Jaguar, and a Falcon :(

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

160. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 23:34:56 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Jan3.233456.15864@news.csuohio.edu>
Source record: 195803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jan3.104117.11661@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes:
>
>If you really need a speedup look at the PAK/3 from the
>C't magazine.
>You get a 68020 / 68030 with 16 or 32 Mhz, cache, 32 Bit ROM
>on extention board.
>(And 16 Mhz 68020 are really cheap today)
>
Does C't sell these gadgets already put together? Is the
magazine, or any hardware I hope that they sell available in the US?
Does it have an MMU socket? Since I use GCC alot, I would rather have
floating point support than general speedup. Does anyone know of an
very inexpensive way to upgrade an st to 68881 + tos 2.06? I seem to
remember something called a tos adapter board that only cost $20.

161. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 23:54:01 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ2vq1.AvK@cix.compulink.co.uk>
Source record: 195812

>It is a port of ka9q, which veered away from the PC version sometime ago.
>Where'd you manage to get binaries of ka9q that work from?

The KA9Q I'm using came of one of the conferences on CIX, which I don't think is actually an FTP site.

Its all set up for the DEMON internet service and I'm fairly sure they have an FTP address which has this program at it.

Its actual filename is NOS.TTP, but it is KA9Q as it is functionally identical to the KA9Q I have running on a PC (also using SLIP).

The main problem with both of them is the amount of memory they use. I've been trying to automatical ftp stuff between machines, but with the memory overheads, its hardly worth the trouble - which is why I'm looking for something similar.

Roland.

@CIX

162. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 23:54:03 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ2vq3.Aw5@cix.compulink.co.uk>
Source record: 195813

>>AFAIK there are at least 4 different types of SCSI2
>
>May I suggest you go snarf the spec and read? 8)

Sure can :-) Yes I'm quoting of the top of my head based on what I've read in PC magazines. The point I was trying to make was that the SCSI 2 standard (whatever that may actually be - I've only got a SCSI 1 document) is different things to different people and just because a drive says its SCSI 2 doesn't mean it does everything in the standard.

The rest of my post was me just chancing my arm as nobody else seemed to be too interested in commenting :-)

>>That doesn't make sense, since there's virtually no hard drive yet (no
>>affordable one, at least) that drives the NCR chip to its limits.

No comment

>"Argh," quoth he - a little knowledge is a dangerous thing.

Sure is.

:-) (note lots of smileys)

Roland.

163. Re: coprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-01-03 23:54:04 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ2vq5.Awr@cix.compulink.co.uk>
Source record: 195814

>i am considering buying a math coprocessor for my st. Are there C compilers
>that support such a coprocessor? for example does heat & serve C compiler

Lattice C support co-processors. The latest version is about 5.6.

GCC appears to have some support for one as well (judging by some of the
filenames), but I don't have a co-processor so haven't been able to try
it.

Roland.

164. RTS/CTS bug (was Re: COMA 150)

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 00:17:56 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.LLjNWtgE3R6@yonder.equinox.gen.nz>
Source record: 195811

In <2g7ms3$n0e@golem.wcc.govt.nz>, Steve Wells writes:
>What patches do I need so that I can upload using RTS/CTS.
>
>As it stands, as soon as I try to send anything at high speed, the
>modem decides to hang up. (This happened with the 9600 i used to have,
>).
>
>I've got an STE. What patches do I need so I can send anything
>with a higher-than-plain-2400 modem!?
>
>(Such a STUPID bug, I can't believe Atari was so stupid to leave it
>in after TOS 1.xx, are their TOS programmers thick or something!? And
>why don't they give the users these patches with the machines!?)
>
>I've tried most of the patches, but they make no difference at all.
>(I haven't tried Serial-Fix with the CPX, as I don't have a Hard-Drive
>waiting for X-Control and the CPX's to load is a nuisance, so I never
>use it, but I have tried it without the CPX. WHy isn't there an .ACC
>version of the RTS/CTS locking program (If in fact, it does work!))

You don't need the CPX, that only allows you to lock the serial port
into RTS/CTS mode, without the CPX, just select RTS/CTS in the program
you're using that access the serial port...or the control pannel is it? Do
both and you'll be safe :-)

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

165. 520, mono monitor, and 9-pin printer for sale...

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 00:44:27 UTC
From: dud@u.washington.edu
Message-ID: <2gae5b$5uh@news.u.washington.edu>
Source record: 195808

```
Atari 520STfm (with double sided drive) - $80 obo
Atari SM124 monochrome monitor - $70 obo
STAR NX-1000 push tractor 9-pin printer - $50 obo

Entire package (with printer cable) - $190 obo

All items are in good shape. Send me e-mail.

Dan Aylward
dud@u.washington.edu
```

166. Re: Gemulator/email address...

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 00:55:54 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <2gaeqqINN374@skink.cis.ohio-state.edu>
Source record: 195810

In article <1994Jan3.161122.8371@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 13242@oclc.org, scruggs@oclc.org (Kevin E. Scruggs) writes:
>> Does anyone here have an internet email address for Darek Mihoka
>>or BRA Software?
>>
>> Also, is anyone here currently using the GEMulator? I'd like some
>>genuine product info...
>
>Darek can be reached at darekm@microsoft.com. I own a Gemulator so ask away.

I. Is the amount of memory accessable to the GEMulator ST user conf
configurable as it is on the Spectre or is it allocated as needed.

II. What would the memory overhead to the rest of the system for
GEMulator running with a 1Meg ST session?

III. Can autobooting software run on it? Something like Street Fighter IIi 2
or World Karate Championship?
\
IV. Could a relatively well behaved game run on it? Will Populous 2 or
Sim City run on it?

V. Can the GEMulator access the joystick ports? If so how does the an
analog stick get used by the GEMulator ST?

VI. Is linea supported.

VII. Are all system addressed supported including IO registers.
(context--hardware carrier detect routine)

VIII. Are internal modems accessable? Would an RS-422 be accessable? Would□□
Would devices attached to an external SCSI port onthe clone be accessable?

IX. Can it run under DOS? OS2? Windows? WindowsNT?...
or even GEM (clone version) '-)

X. Can GEMulator boot from a DOS partition.

XI. Can floppies be selectively disabled and rearrainged in the drive chai
chain? Do the ST seek rate settings (system vars) effect operation of the
clone drives?

XII. Can gemulator boot from a TOS disk? Does it require the card to
work? (your ad implied mobility of the package)

XIII. How fast will 'CPU' & 'graphics' speed be relative to a 520STe

on a 486DLC-33
a 486DX-40

both with ISA-bus & fairly generic VGA.

XIV. Would a VL-bus video card speed up gemulator. If so, please give concrete examples & figures.

XV. Please give as complete as possible compatibility & incompatibility lists.

XVI. Are there any plans for a TT, Falcon, or 030 emulator? (MultiTOS)

XVII. Can I access TT graphics models from the desktop. Can I switch bet between mono/color modes without restarting gemulator (as I would have to do on an ST)?

XVIII. CAn you please give me a list of programs that utilize the extra screen size/res & colors. Also, if possible give me a list of programs that wont tolerate being run in non-ST/TT resolutions.

XIV. Can the board physicall support more than one TOS chipset at a time & is the TOS in use easily switchable?

XV. What kind of slot does the card use. Can Gemulator be used without the card/ROM & if so why not?

XVI. Is there any sort of executable demo for the clone that you could give give me?

167. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 01:54:06 UTC
From: Bill.Jones@p0.f370.n231.z1.FIDONET.ORG
Message-ID: <2410.2D2992C5@mechanic.fidonet.org>
Source record: 195716

In a message of 20 Dec 93 03:16:51, Steve Wells wrote:

SW> From: wells_s@ix.wcc.govt.nz (Steve Wells)
SW> Message-ID: <2f2f42$bp3@golem.wcc.govt.nz>
SW> I suppose the only other way to update ICD software if you can't call
SW> GEnie
SW> or ICD BBS is to send the disk to them every 2 months for an update!?

Yeah, I've wondered for quite some time why ICD can't use PATCH or DIFF files on their PRO series of utilities. I realize they can't just upload them to GEnie or the like since they don't require an ICD host to operate, but requiring me to mail in my master disk (and $10 I believe) for each upgrade is a little slack, since I was able to upgrade my old software (the non-PRO version) by just calling their BBS or GEnie.

Obviously there's not much else they can do to distribute new versions other than make you call a service. After all, if you bought an ICD host adapter, you're getting very powerful software for free... do you really expect them to expend more money for upgrades sent to you? If so, I'm sure the host adapter would have been much more expensive to begin with, or you'd have to pay for ALL versions of the software (not just the PRO series).

--
Bill Jones -via fidonet gateway 1:3603/330
Internet: Bill.Jones@p0.f370.n231.z1.FIDONET.ORG
Note: The opinions stated in this post are only my own!

168. For Sale 1040STF with hard drive and more

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 02:47:32 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CJ33r8.38s@freenet.carleton.ca>
Source record: 195815

```
1040 STF 1.4 TOS internal DS/DD drive
SM124 mono monitor
SC1224 color monitor
50 meg hard drive (seagate) with ICD advantage plus card(this one has the
real time clock on it.ICD utilites disk included
SF354 single sided external drive with cable and power supply

$400 OBO for everything !

Reason for selling finally got my falcon !

Please reply via email

Thanks!

--
Andrew Cochran |Atari user 1040ST
Ottawa Ontario |Wants a Falcon but is waiting
Canada |for a 68040 or higher.
Email- ai187@freenet.carleton.ca|
```

169. OCR (Public Domain) available for ST by ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 02:57:09 UTC
From: UPS500@ibm.rhrz.uni-bonn.de
Message-ID: <16F3437B9S85.UPS500@ibm.rhrz.uni-bonn.de>
Source record: 195816

Hello everyone!

I would be happy if someone could give me a hint whether a
good OCR-program (reading 400 dpi-*.IMGs) is available by anonymous
ftp for Atari ST.

Best thanks

Markus

P.S.: Please e-mail me, as I don't regularly read comp.sys.atari.st

170. Odin graphics board

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 03:15:59 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJ352o.FEt@sdf.lonestar.org>
Source record: 195747
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've recently heard of a graphics card for the 1040 series of ATARI computers called "Odin". Does anyone have one tehy could review? Maybe a spec sheet? Anyone know exact prices (maybe selling one used?).

A phone number for the company that makes it would be very appreciated.

171. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 04:15:12 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Jan4.041512.25188@solaris.rz.tu-clausthal.de>
Source record: 195821

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] better than 1.21. It can be anonymous FTPd at ftp.uni-paderborn.de
>] (atari/tools/gemini).

> Mailserver anyone!?
> (I bet everyone's getting sick of me asking this, tell you what, I'll
> go get the list again and shut-up! *grin*)

...of course: try ftp.tu-clausthal.de (sorry, but i didn't wrote a
message to this newsgroup - gemini 1.99 (pre 2.0) was available on
our site since 1 Jan).

Access via FTP, FSP (port 21) or email ("mail-server@ftp.tu-clausthal.de").

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

172. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 04:25:50 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Jan4.042550.25374@solaris.rz.tu-clausthal.de>
Source record: 195827

> ...of course: try ftp.tu-clausthal.de (sorry, but i didn't wrote a
> message to this newsgroup - gemini 1.99 (pre 2.0) was available on
> our site since 1 Jan).

> Access via FTP, FSP (port 21) or email ("mail-server@ftp.tu-clausthal.de").

oops - if you want to get gemini V1.99 send the follwing body (no
subject) to "mail-server@ftp.tu-clausthal.de":

SEND pub/atari/shells/gemini_2.tos
QUIT

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

173. Re: Gemini 1.99

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 04:35:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ38rF.G7M@cix.compulink.co.uk>
Source record: 195823

In message <2g9864$1j6f@obelix.uni-muenster.de>, reschke@math.uni-muenster.de said:
>
>Gemini 1.99 -- a prerelease of Gemini 2.00 -- has been posted to ftp.uni-muenster.de,
>pub/atari/Gemini. You'll need gmni2.tos and mupftl01.tos, both self-extracting
>ZIP files. Note that there's currently only a german version and most of the
>docs don't exist yet.
>
>Gemini 1.99 supports MiNT, MTOS and Mag!x and has a 99% POSIX compliant shell.
>

And looks great. I'll register as soon as there's an English version.
Assuming there will be an English version.

Ofir ogal@cix.compulink.co.uk

174. Re: coprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 04:35:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ38rI.G87@cix.compulink.co.uk>
Source record: 195824

In message <2g9v15$1oc@turing.fwi.uva.nl>, mdekker@fwi.uva.nl said:
>
>i am considering buying a math coprocessor for my st. Are there C compilers
>that support such a coprocessor? for example does heat & serve C compiler
>(sozobon) support such a coprocessor? Other C compilers?
>

Lattice C supports a math copro. You should be aware though there are
problems with some STs and MegaSTs and the 68881. My FPU test in GEMBench
uses the auto-detecting library and fails on certain STs. This is a
hardware problem according to HiSoft.

Ofir ogal@cix.compulink.co.uk

175. Re: RTS/CTS bug (was Re: COMA 150)

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 04:37:38 UTC
From: ETAT@delphi.com
Message-ID: <940103.85058.ETAT@delphi.com>
Source record: 195818

You ever try Serial Fix 2.0 Program?

176. Moby Zmodem

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 04:57:01 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2gasut$5jr@u.cc.utah.edu>
Source record: 195829

Could someone explain the difference between Moby Zmodem and regular Zmodem?

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

177. Re: SLM and TT memory

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 05:14:04 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2gatut$b0u@charm.magnus.acs.ohio-state.edu>
Source record: 195819

The idea for the SLM to use ST memory for printing so Atari could sell a laser printer that would out perform other laser printer.
Also a few other things worth mentioning.

One, no memory in the Atari laser print (DRAM was expensive) keep cost down for the consumer.

Two, GDOS to make a Font platform that would not cost alot to change Font sets it is easier to add Fonts to software than make a new Eprom for postscript laser printer.

Three, why redraw the printed page again in the laser printer's memory. (Example the SLM 804 would have the 1st page printed within 10 seconds) Note: I would rather buy more computer memory than laser printer memory I figure I would keep the computer long than a printer.

Four, by an Atari GDOS (which is now SpeedoGDOS) saves you money ONE FONT System that can be used (this is dependent on developer cooperation) all software designed for the computer. ie. graphic, spreadsheet, or wordprocessor.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

178. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 05:28:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.PCLx3&Fr_a2@yonder.equinox.gen.nz>
Source record: 195848

In <2ga8mn$s3j@golem.wcc.govt.nz>, Steve Wells writes:
>] better than 1.21. It can be anonymous FTPd at ftp.uni-paderborn.de
>] (atari/tools/gemini).
>
>Mailserver anyone!?
>
>(I bet everyone's getting sick of me asking this, tell you what, I'll
>go get the list again and shut-up! *grin*)

I'll FTP it and do a local copy to your directory Steve.

There is (or used to be) a site that will get files from any
FTP site for you, uuencode (or atob) and mail them back to you.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

179. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 05:32:53 UTC
From: kgelner@nyx.cs.du.edu
Message-ID: <1994Jan4.053253.9612@mnemosyne.cs.du.edu>
Source record: 195820

In article <1994Jan3.130049.816@cathy.ijs.si>,
Matija Grabnar <Matija.Grabnar@ijs.si> wrote:
>d93rkr@t.hfb.se (Robert Krenn) writes:
>> I used Mikenet.... (available on a.a.u.e, I'll think!)
>I have been unable to find mikenet on a.a.u.e. Could you please put
>it there? Or, if you don't have ftp access, mail it to me,
>and I'll put it there.

Mikenet is on a.a.u.e - try the Misc directory, I think.

Are there any other programs besides Mikenet and Midinet? I was
trying to use either of these between an STE and a Falcon, but had no
luck in getting either to work. I have the cables hookup up the right
way and everything...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

180. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 07:32:25 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan04.073225.167424@zeus.aix.calpoly.edu>
Source record: 195828

In article <CJ1D30.66u@world.std.com>, Yat W Siu <Lexicor@world.std.com> wrote:
>
>The Falcon internal IDE drive...happens to be for notebooks or? This would
>mean that a 340 mb 2.5" IDE would cost a lot of money...

Considering the fact that 340MB for a 2.5" drive is state-of-the-art
(==Highend) you are talking BIG bucks for a drive like that (regardless of
whether it is IDE or SCSI). Forget getting 1$/MB on something like that.

The deals will be if you get a drive that everyone else has "outgrown"
like all those 20/40MB drives that apple used to make standard (now you can get
deals from 3rdparty dealers that bought up Apples stock of old 80 (100?)MB
drives - if there are any left...I know someone bought one of the 3.5" Quantum
LPS (Prodrive?) 40s last week). Perhpas someone will cut you a deal on 20s,
40s, or maybe even 80s that people are longer interested in having standard in
their machine, or maybe if you don't mind a used drive, see if people who have
upgraded their notebooks (not Apple's Powerbooks or Duos since those are SCSI
drives...) will sell you the old drives.

If you are worried about the size of the drive, then just make sure you
put just the boot-software in the C drive - .accs, MTOS/MiNT, CPXs, etc. I
doubt you have 20MB worth of Startup software...

>Yat @ Lexicor

-MikeB

181. Atari ST emulator for PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 07:43:43 UTC
From: debre@cs.sun.ac.za
Message-ID: <2gb6nf$9rh@itu1.sun.ac.za>
Source record: 195831

[Article crossposted from comp.os.msdos.apps]
[Author was Etienne de Bruin]
[Posted on 4 Jan 1994 07:34:34 GMT]

is there one?

et

--
Etienne de Bruin University of Stellenbosch
New South Africa e-mail: debre@itu1.sun.ac.za

--
Etienne de Bruin University of Stellenbosch
New South Africa e-mail: debre@itu1.sun.ac.za

182. Re: Desktop picture

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 07:56:02 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan04.075602.174635@zeus.aix.calpoly.edu>
Source record: 195830

In article <CJ27AI.6wy@cwi.nl>, A.V. Groenink <avg@cwi.nl> wrote:
>I will soon release a new version of AutoRaise, probably rebaptized to
>something like 'GEM Gadgets', which includes, among other things, the
>possibility to put bitmaps, GIF images and animations on the root object
>of the desktop tree. Expect it to be out in, say, two months. The
>program will be freeware and requires WINX or Falcon TOS.

Animations? That would be interesting ....

I don't suppose you would be able to make sure that having MTOS would
be sufficient for running this program (I have neither WINX nor a Falcon).

Thanks!

>It will be posted to or announced on comp.binaries.atari.st.
>
>--
>Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
>CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
>1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
>Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

-MikeB

183. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 08:24:17 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan04.082417.182729@zeus.aix.calpoly.edu>
Source record: 195832

```
In article <757638213.AA02377@byte.bbs.no>,
Lars-Erik Osterud <lars-erik.osterud@byte.bbs.no> wrote:
>The pins are: Handshake Output, Handshake Input or Internal clock,
> *Transmit Data, Gnd, *Received Data, Transmitted Data,
> General Purpose Input, Receive Data
>
>(don't ask what the * means, there was no description, and I don't
> know the difference between "Transmit" and "Transmitted"....)

Perhaps Handshake output is CTS, and Handshake input is RTS (or is
that backwards?)? If so, would that make "*Transmit Data" == DTR, and
"*Received Data" == DSR (sp?) ?

> Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
> Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
> SysOp ABK-BBS /
>
>-- ReadMail ST
>

Just a thought.

-MikeB
```

184. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 08:37:16 UTC
From: leonard@qiclab.scn.rain.com
Message-ID: <1994Jan4.083716.27776@qiclab.scn.rain.com>
Source record: 195835
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

wijkstra@fwi.uva.nl (Marcel Wijkstra (AIO)) writes:

>If you want to format SSDD disks on your PC, you can use fdformat (look
>for FDFORM18.ZIP at SimTel). But beware: if you have a HD (1.44) drive,
>DD (360/72) formatted diskettes (either HD or DD!) cannot be reliably
>used in a DD drive. Formatting at DD must always be done in a DD drive!

That is true for 5.25 drives. *Not* for 3.5. The problem is that 360k
DD disks are 40 track, and 1.2M disks are 80 tracks (in the same space)
The problem is that the 1.2 meg drives write the thinner tracks even
when writing to a 360k disk. This means that even if the disk was formatted
on a 360k drive, it may *still* not be readable on a 360k drive after being
written to on a 1.2.

3.5 drives don't have this problem because both 720k and 1.44M disks
are 80 track!

>Unfortunately, MSdos does not support SS disks any more since 3.2...

Sorry, it *still* supports them on 5.25 drives. And if you use driver.sys
it'll let you do it on 3.5 drives.

--
Leonard Erickson leonard@qiclab.scn.rain.com
FIDO: 1:105/51 Leonard.Erickson@f51.n105.z1.fidonet.org (preferred)

185. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 08:40:45 UTC
From: leonard@qiclab.scn.rain.com
Message-ID: <1994Jan4.084045.27977@qiclab.scn.rain.com>
Source record: 195836
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

Iain.Laskey@barclays.co.uk writes:

>In article <1993Dec22.144347.29811@rzu-news.unizh.ch>, ps@ocisgi7 () writes:
>|> Marcel Wijkstra (AIO) (wijkstra@fwi.uva.nl) wrote:
>|>
>|> : If you want to format SSDD disks on your PC, you can use fdformat (look
>|> : for FDFORM18.ZIP at SimTel). But beware: if you have a HD (1.44) drive,
>|> : DD (360/72) formatted diskettes (either HD or DD!) cannot be reliably
>|> : used in a DD drive. Formatting at DD must always be done in a DD drive!
>|>
>|> This is true for 5" drives, and definitly false for 3" ones. The difference
>|> is simple: 5" HD drives have tracks twice as small as DD drives do, while
>|> both types of 3" drives have the same track
>Wrong I'm afraid. HD disks have a different coating with different magnetic
>properties. Most modern floppy drives can generate enough flux to use an HD disk
>at 720K but an older drive may well have problems ie work intermitently, get
>read errors etc.

It is normally assumed that you are using the proper *type* of floppy. If
you try using a DD disk in an HD drive AND FORMATTING IT TO HD LEVELS you'll
have trouble. But formatting a DD disk *as* a DD disk on an HD drive works
just fine. On a 5.25 HD drive, it'll even read ok on a DD drive much of
the time. On a 3.5 it'll always work ok.

--
Leonard Erickson leonard@qiclab.scn.rain.com
FIDO: 1:105/51 Leonard.Erickson@f51.n105.z1.fidonet.org (preferred)

186. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 08:47:06 UTC
From: leonard@qiclab.scn.rain.com
Message-ID: <1994Jan4.084706.28158@qiclab.scn.rain.com>
Source record: 195837
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

wijkstra@fwi.uva.nl (Marcel Wijkstra (AIO)) writes:

>5.25"HD has 80 tracks, while 5.25"DD has only 40 tracks.
>So the tracks are closer together, needing a narrower head. When
>formatting a DD disk in a HD drive, only half the width of the track is
>covered by the head, which leaves plenty of noise for a DD head. So, you
>are correct about the 5.25" part of the story.

>3.5"HD has 18 sectors/track, while 3.5"DD has only 9 sectors/track.
>So the sectors are closer together, needing a shorter head. When
>formatting a DD disk in a HD drive, only half the length of the sector is
>covered by the head, which leaves plenty of noise for a DD head. So, you
>are wrong about the 3.5" part of the story.

Sorry, but the sectors a *inches* long. The heads are a fraction of a
millimeter long. They write just fine, and what they write is the proper
length. They are *designed* to work ok at both densities.

>(I don't know whether my statements are completely right either; but one
>thing I know for sure: formatting a 3.5" diskette at DD in a HD drive,
>sometimes results in a COMPLETELY UNREADABLE diskette for a DD drive!)

Then one of the drives is out of alignment! Or you formatted a disk
designed for HD as DD. That extra hole on HD floppies is to tell a
HD drive to *only* format it HD. And likewise, if the extra hole
isn't there, then they shouldn't format it except as a DD disk.
But there are jumpers to tell the drive to ignore the media type
sensor. And IBM, Compaq and several other companies routinely
disable this function. With the expected result that while their
systems can read the weird disks that result, nobody else can!

--
Leonard Erickson leonard@qiclab.scn.rain.com
FIDO: 1:105/51 Leonard.Erickson@f51.n105.z1.fidonet.org (preferred)

187. Chips: GLUE+Shifter

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 09:18:09 UTC
From: alexpp@rbg.informatik.th-darmstadt.de
Message-ID: <2gbc8h$i28@rs18.hrz.th-darmstadt.de>
Source record: 195833

Hello!

forsale: GLUE and Shifter for Atari ST, PRICE: DM 90.-
Two 1MBit*1 DIL-RAMs are inclusive. (SIEMENS HYB511000A-70 W-GERMANY)

Please reply via email

^ \/
/-\LE/\

188. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 09:18:27 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan04.091827.199243@zeus.aix.calpoly.edu>
Source record: 195834

In article <SCHWAB.94Jan3111215@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:

>You should get at least gcc 2.4 for this error messages to disappear.
>If you prefer to wait for gcc 2.5, you can just define the name
>AND_MEMORY in $GNUINC/osbind.h to be empty during the mean time. The
>"memory" pseudo register name apparently was introduced after gcc 2.2,
>but there is no way to distinguish between gcc 2.2 and gcc 2.3
>(nowadays we have __GNUC_MINOR__). The warning messages about the
>uninitialized variable should go away after the change.

That did it. I downloaded the 2.5.6 files off of a.a. and it seemed
tofix the problem. However, I also downloaded the test files and had a couple
problems:

Doing a make, I couldn't compile tsignl.c - it complained about
tsignl.c: In function `handler':
tsignl.c:27: `signal_names' undeclared (first use this function)
tsignl.c:27: (Each undeclared identifier is reported only once
tsignl.c:27: for each function it appears in.)

After taking tsignl.c out of the make list, it compiled everything
fine. When I ran the TTPs, everything passed except I didn't wait for it to
finish the regexp test, and the scanf test seemd to just sit there. Also when
I ran the string test I got:

```
--------------8<-----------------------
%tstring
memcmp flunked test 6
Some Errors
%
----------------8<-----------------------
```

I am running MTOS (MiNT 1.04) on a TT with TOS3.06, compiling with
Gcc 2.5.6, and libs PL39 (hmm, now that I think about it, I don't know what
my TOSlibs are up to ... maybe in the 80s...?).

>|> BTW, do you need to put something in setenv to just be able to type
>|> make in a directory so that any file named makefile is automaticaly "make"d?
>|> Right now, I have to do the make -f to get it to run.
>
>Apparently your version of make is broken. It should look first at
>"makefile", then (if not found) at "Makefile". The GNU version always
>looks first at "GNUmakefile", and then trys the other names. All file
>names are tried in the current directory.

Strangely enough, I tried it again, but it worked. I think you scared
it into submission. :)

>--
>--
>Andreas Schwab "And now for something
>schwab@ls5.informatik.uni-dortmund.de completely different"

BTW, despite my problems with the test suite, I tried a crack at the
Mint sources and found out its needs byacc to finish. Is there a binary
version of byacc anywhere on the archive? I couldn't find one (I found the
sources in byacc.zoo and tried to compile _those_ but I got this error:
make: execve: /bin/sh: file not found

This is weird becaus I do have a sh.ttp in my /bin directory.

Ugg.

Any help will be _greatly_ appreciated. Thanks one and all!

-MikeB

189. Re: SLM and TT memory

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 10:12:36 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan4111236@issan.informatik.uni-dortmund.de>
Source record: 195838

In article <2g9p2n$imh@vulcan.nrlssc.navy.mil>, fox@vulcan.nrlssc.navy.mil (Dan Fox) writes:

|> Also, could someone enlighten me on the "TPA" question in the TT flag
|> setting program? It asks about "running from TT memory" and "allocating
|> from TT memory" (both of which I turn on), but then also asks about
|> "TPA size". The default is "128" and increases from there... No
|> documentation came with the little FLGSET utility I'm using.

This is the minimum amount of TPA memory (in kbytes) that the program needs. If there is less than this free (as a single block) in TT memory, the program is loaded into ST memory instead, unless the biggest block in ST memory is smaller than the one in TT memory. This is presumably for programs that need a big stack, or that manages its own heap only from the initial TPA.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

190. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 10:43:52 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ3pt4.G8z@barclays.co.uk>
Source record: 195840

In article <CIzsE9.F5K@csn.org>, kfason@csn.org (Kevin Fason) writes:
|> Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
|>
|> : say I was thinking about picking up an SCSI for my Falcon (I don't have an
|> : internal IDE drive anyway), and I was wondering if I am going to have any
|> : trouble auto-booting from an SCSI if there is no IDE present..
|> It'll work fine if you use ATari Utils to boot. Only thing is it takes
|> almost 1.5minutes before you hit the desktop (or autoprograms). Its
|> really wierd, but it sits for about 10seconds, then the Atari booter comes
|> up, then it sits again for a few seconds, then the IDs are shown and your
|> on your merry little way... ICD should be able to cut that time down by
|> half if it doesnt pause before scanning IDs. I think it tries the IDE
Are we talking about booting from external here or the IDE? If the latter then
this sounds wrong. I have 3 accs and about 15 auto folder progs and my Falcon
boots from power on to the desktop (968x680x16) in about 10 seconds.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

191. Re: Falcon030 Boot sector PRGs

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 10:48:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ3q01.GK8@barclays.co.uk>
Source record: 195841

```
In article <CJ15qI.Ip3@csn.org>, kfason@csn.org (Kevin Fason) writes:
|>
|> Besides FBOOT, what other boot sector programs are there for the
|> Falcon030?? SPecially that IDE one that a gentleman mentioned in anothe
I use No Roach to bypass the self test - speeds up booting just a little bit!

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

192. Re: games

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 10:51:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ3q67.GMq@barclays.co.uk>
Source record: 195842

In article <2g9hk4$1an@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
|> hi folks,
|>
|> I want to buy one or two games for my st. I am interested in good
|> role playing games. Of course I played dungeon master and Chaos strikes
|> back. I want a big game (in the sense that it takes lots and lots of time
|> to complete) with neat graphics. The game should be difficult (as I am
|> not a beginner!) with lots of puzzles (so not only hack 'n slash). For
|> example I am thinking about one or two of the following games:
|>
|> Ishar I & II
Ishar 1 is OK but repetive. Ishar 2 is much better. I've only played the Falcon
version rather than the ST one but the gameplay should be the same. Recommended.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

193. GDOS-Driver for HP-DJ550C

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 10:52:55 UTC
From: i7110203@ws.rz.tu-bs.de
Message-ID: <1994Jan4.105255.18754@ibr.cs.tu-bs.de>
Source record: 195839

Hi *.*,

I'm posting this for a friend who is an Atari-user
and now purchased a HP Deskjet 550C. He would like to
have a GDOS-driver for this printer, either a ready-made
or information , how to write a driver for GDOS capable
of color. Where can one get this ? Any hints are welcome !

Greetings,
Oliver
(haak@ins.ing.tu-bs.de)

194. Re: I played Atari Tempest on a PC this weekend!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 10:53:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ3q9v.Gnz@barclays.co.uk>
Source record: 195843
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <2ga5ar$9qg@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu
|> Anybody remember "AtariSoft", Atari's venture to sell versions of its
|> games for IBMs, Apples, Commodores, and TRS-80s? Are any of those
|> still around? It might be kinda fun to play a simple game of Frogger
|> on the 486. At least I wouldn't need a CD ROM drive for it!
I think they also did the TI99 as well. A local shop was selling off a whole
crate load of the PC ones last year for 3GBP each!

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

195. Re: Atari ST emulator for PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 10:56:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ3qEw.GvH@barclays.co.uk>
Source record: 195844

In article <2gb6nf$9rh@itu1.sun.ac.za>, debre@cs.sun.ac.za (Etienne de Bruin) writes:
|> [Article crossposted from comp.os.msdos.apps]
|> [Author was Etienne de Bruin]
|> [Posted on 4 Jan 1994 07:34:34 GMT]
|>
|> is there one?
Yes. It's called GEMulator and consists of a PC card and some software. It doesn't support MIDI which is a pain but otherwise is OK. Needs a very fast PC though - at least 386 and pref. 486. No good for most games but runs GEM software fine.
--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

196. Re: HD driver problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 11:05:00 UTC
From: pontus_sk|ld@wtp.ct.se
Message-ID: <2d294e46@wtp.ct.se>
Source record: 195641

> Well.. I formated my newly bought Seagate ST1100 with ICD Pro
> Utilites.. Then i simply installed the AHDI 4.04 driver instead of the
> Icdboot.sys file.. Worked like a charm.. But there can be a problem
> with your Protar having the boot in the bootblock and not in a file..
> hmm.. have you tried to install an AHDI driver on your harddisc..??
> What happens..? (I guess it still reads the bootblock eeehh??)

All HD drivers (at least Protar, AHDI, ICD, WtP and me assume CBHD too) does use the bootsector of the AHDI, otherwise, they would have to boot from disc (auto folder or boot sector are usual), AHDI can install itself over old drivers just fine...

/Pontus

197. Disk error handling

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 11:18:49 UTC
From: ga@mrih.no
Message-ID: <2gbjap$lok@ugle.unit.no>
Source record: 195845

I have seen some programs that take over the disk error handling itself, so that you loose the "Drive A: is not responding" GEM alert box. Since this actually causes a crash in Scriba (Scriba looses the ROM keyboard routine, remember?), I'm very keen on finding the vector(s) to take over this error handling myself. Any help would be appreciated...

Gard Eggesboe Abrahamsen "Wherever people
PO Box 5061, Larsgaarden feel free to
6021 Aalesund, Norway smoke, I feel free
Phone: +47 7015 5497 to fart."
Gard.Abrahamsen@mrih.no -- J-M DuFerre
Finger ga@samson.mrih.no
These are my views and not those of MRIH.

198. Re: DESKJET 550C and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 12:22:32 UTC
From: djs@jet.uk
Message-ID: <1994Jan4.122232.5687@jet.uk>
Source record: 195846

In <1994Jan3.105237.11959@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes:

>In article <93364.115414HARRIS@SLACVM.SLAC.STANFORD.EDU>,
<HARRIS@SLACVM.SLAC.STANFORD.EDU> writes:
>|> I received a DESKJET 550C for Christmas. Is color useful for a
...

>GhostScript does!
>(2.5 supports the Deskjet 500C and the new 2.6 supports the 550C
>(not official released, but the beta i have runs without problems))
<...
Our Unix version of GhostScript 2.6.1 only mentions 500c, not 550c. Am
I missing something?

A short while ago someone mentioned a 550c driver for PageStream. I only
have a 500c driver, so black is drawn using CMY (yuk!). Does anyone
have a 550c driver? (I'll call Soft-Logik when I get a chance).
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

199. Re: DESKJET 550C and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 12:50:17 UTC
From: djs@jet.uk
Message-ID: <1994Jan4.125017.5982@jet.uk>
Source record: 195847

In comp.sys.atari.st you write:

>In <1994Jan3.105237.11959@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Axel Kielhorn)
writes:

>>In article <93364.115414HARRIS@SLACVM.SLAC.STANFORD.EDU>,
<HARRIS@SLACVM.SLAC.STANFORD.EDU> writes:
>>|> I received a DESKJET 550C for Christmas. Is color useful for a
>...

>>GhostScript does!
>>(2.5 supports the Deskjet 500C and the new 2.6 supports the 550C
>>(not official released, but the beta i have runs without problems))
><...
>Our Unix version of GhostScript 2.6.1 only mentions 500c, not 550c. Am
>I missing something?

>A short while ago someone mentioned a 550c driver for PageStream. I only
>have a 500c driver, so black is drawn using CMY (yuk!). Does anyone
>have a 550c driver? (I'll call Soft-Logik when I get a chance).

PS: When testing my printer (in mono) with TimeWorks Publisher 2, I was
disappointed about how slow the output was. Then I had a vague
recollection of a PD patch program, which I eventually found on my
PageAssistant disk (FPRINT.PRG or somesuch). This made a massive
difference, reducing print time for a complex page from about 4 minutes
to less than one (including the time that Publisher takes to generate
the page)!
--
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

200. Skychase

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 13:19:40 UTC
From: jornand@sci.kun.nl
Message-ID: <CJ3x0s.4q5@sci.kun.nl>
Source record: 195701

Hi,

I once saw a sort of dogfight-game, in wich you can fly a paper-plane (among several sophisticated other fighters). I believe it was called 'Skychase', or something like that. Does anybody know if this game is still available (PD? ftp?).

Thanx in advance,

Jornand

email: jornand@sci.kun.nl
--

---

201. Re: DESKJET 550C and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 13:24:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ3x9B.G0@barclays.co.uk>
Source record: 195702

```
|> PS: When testing my printer (in mono) with TimeWorks Publisher 2, I was
|> disappointed about how slow the output was. Then I had a vague
|> recollection of a PD patch program, which I eventually found on my
|> PageAssistant disk (FPRINT.PRG or somesuch). This made a massive
|> difference, reducing print time for a complex page from about 4 minutes
|> to less than one (including the time that Publisher takes to generate
|> the page)!
I was so impressed by fprint that despite no mention of a fee in the docs, I sent
the author some $s. Didn't get a reply/thankyou of any sort. The money order was
cashed so he did get it. I register quite a bit of shareware/PD and this is the
only time my payment received no reply.
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-------------------------------------------------------------+
```

202. Bombing out

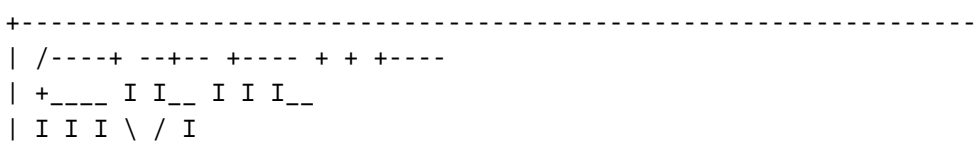
Newsgroup: comp.sys.atari.st
Date: 1994-01-04 13:34:16 UTC
From: steveb@thed.usup.uk22.bull.co.uk
Message-ID: <steveb.757690456@thed.usup.uk22.bull.co.uk>
Source record: 195850

Does anyone know exactly what it means if your ST crashes with 6, 7, or 8
bombs ? I couldn't count them quickly enough before the screen reset.

Has anyone had any problems with running Sensible Soccer with TOS 2.06 ?
My ST-FM seems to crash regularly (about once per hour) with lots of
worrying bombs when I'm playing Sensible Soccer.

Yours hoping that the repair bill will not be too much,

Steve.

--


203. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 13:44:50 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2gbrsi$590@titan.ucs.umass.edu>
Source record: 195849

In article <2d26a534@troed.ct.se>,
Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
>YW> If you want an English Alternative that is good give GENEVA a try..its
>YW> cert.
>YW> faster than MultiTOS <grin>
>
>Well... no offence, but according to the ones who should know Geneva is *CRAP*
>compared to MAG!X v2.0 .. (no offence to Geneva addicts, it's just that MAG!X
>is said to be *MUCH* better ...)
>

I do choose to take offence at this. True, I do work for Gribnif, so maybe my views are a bit biased, but your statement is far to strong for someone who appears not to have actually seen either package. Geneva is not "*CRAP*" in any way or comparison.

I have seen both at this point, and I didn't think Mag!X was "*MUCH*" better. I didn't get to use it for very long, so I didn't get to really try out the preemptive multitasking, which is a plus to some people, but I personally have very little call to use it. However, I thought that the user interface in general was not as intuitive or polished as Geneva's. The desktop included with it didn't seem to have anywhere near the functionality of NeoDesk, something I find it difficult to live without. Also, the program is not yet available (as far as I know) in English, or for the Falcon.

A question to who those who know more about Mag!X (and reading German :) than I do: Is it possible to load and terminate DA's on the fly in Mag!X like in Geneva?

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

204. Re: Skychase

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 14:01:58 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ3yzA.38C@barclays.co.uk>
Source record: 195703

```
In article <CJ3x0s.4q5@sci.kun.nl>, jornand@sci.kun.nl (Jornand Runneboom) writes:
|> Hi,
|>
|> I once saw a sort of dogfight-game, in wich you can fly a paper-plane
|> (among several sophisticated other fighters). I believe it was called
|> 'Skychase', or something like that. Does anybody know if this game is
|> still available (PD? ftp?).
SkyChase was a commercial game with a split screen to allow 2 players to fly
against each other. If this is what you are thinkingof then it's no longer
available. You may find it in a compelation pack of some sort but I doubt it.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

205. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 14:11:06 UTC
From: cgra@se.alcbel.be
Message-ID: <2435@se.alcbel.be>
Source record: 195707
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

Just to muddy the waters that wee bit more; using HD discs in your ST and treating them as DD is _not_ recommended; the different coating on a HD requires a higher flux to write it than your drive was designed for. I've done it in the past and never lost any data, but I don't do it any more.

Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
---
Wear your propeller with pride!

206. KOZMIC 4 searched...

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 14:31:15 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.08mz@temptation.alphanet.ch>
Source record: 195730

Hello!

Somebody knows where can I found 'KOZMIC 4.00' ???

I don't have a full FTP access,so it'll better if it's on a FTTP site
which accept FTP-Mail... :-((

Thanx!

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail: paw-pp@alphanet.ch (Mails)
Jacob-Brandt 81 | paw-pp@cultnet.ch (UUCode)
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|_____________________________________
There's no shuffle here on the north pole,on this quiet dome. (F242]
----

207. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 14:31:26 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJ40CE.ur@uc2372c.DaytonOH.NCR.COM>
Source record: 195704

In article <CIxwot.66u@news.Hawaii.Edu>, jperez@Hawaii.Edu (John Perez) says:

>: 3. How fast can one push the serial port without hardware modifications?
>
>To my knowledge, the serial port is limited to 19,200 unless you want to
>do some hacking.

Something a couple folks keep overlooking. The MegaSTe has three
serial ports (two if you put some VME board in). You can go over 19200
in modem 2 and serial 2 ports... (programs like CoNnect, etc take advantage
of these ports as well)...

Rob

208. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 14:37:40 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJ40Ms.1Cz@uc2372c.DaytonOH.NCR.COM>
Source record: 195708

In article <1994Jan1.225503.3068@t.hfb.se>, d93rkr@t.hfb.se (Robert Krenn) says:
>
>> Hey, I thought the MSTe offered a second serial port that was the same
>>as Modem2 (or was that Serial1?) on the TT (which means up to 156k bps)?
>>
>Yepp it does.... But it is the LAN port....

Almost. There are 3 serial ports in a standard MSTe, in addition to the LAN port. I believe the LAN port *shares* the connection with one of the ports, but I'm not sure which (basically, if you're not using the LAN port, then you can pretty much ignore it). The 3rd serial port is in the VME bus (so if you get a Crazy Dots VME or something like that, then you're down to 2 serial ports, one still being highspeed...

Rob

209. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 15:04:56 UTC
From: wwc@dxhrb2.cern.ch
Message-ID: <CJ41w9.E2D@dscomsa.desy.de>
Source record: 195705

In article <2gbrsi$590@titan.ucs.umass.edu> stewart@titan.ucs.umass.edu (Bob Stewart) writes:

>I have seen both at this point, and I didn't think Mag!X was "*MUCH*" better.
>I didn't get to use it for very long, so I didn't get to really try out the
>preemptive multitasking, which is a plus to some people, but I personally have
>very little call to use it. However, I thought that the user interface in
>general was not as intuitive or polished as Geneva's. The desktop included
>with it didn't seem to have anywhere near the functionality of NeoDesk,
>something I find it difficult to live without. Also, the program is not yet
>available (as far as I know) in English, or for the Falcon.

Sure your argumenents concerning the English or the Falcon version are completely right. Development is in progress we will see new versions (in English or for the Falcon?) soon. For me personally Magix is the better alternative as it is an incredible fast operating system, not only the AES gains from this speed but also e.g. the GEMDOS filesystem. Once I got used to this new speed of my TT i never wanted to miss it again.

The Magix Desktop really will not be the best solution for the standard user (those who lack of memory btw. will be glad to have MAGXDESK and the OS in less than 200K) but you are free to choose an optional desktop - this might be Neodesk. Nevertheless Gemini 1.99 (Shareware) and Ease, which are both excellent, work fine with Magix and both support some of the extra features of this operating system.

Wolfgang Wander

Are you CoNnected?

210. Re: Skychase

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 15:05:44 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2gc0k8$cn9@canopus.cc.umanitoba.ca>
Source record: 195706

In <CJ3yzA.38C@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>In article <CJ3x0s.4q5@sci.kun.nl>, jornand@sci.kun.nl (Jornand Runneboom) writes:
>|> Hi,
>|>
>|> I once saw a sort of dogfight-game, in wich you can fly a paper-plane
>|> (among several sophisticated other fighters). I believe it was called
>|> 'Skychase', or something like that. Does anybody know if this game is
>|> still available (PD? ftp?).
>
>SkyChase was a commercial game with a split screen to allow 2 players to fly
>against each other. If this is what you are thinkingof then it's no longer
>available. You may find it in a compelation pack of some sort but I doubt it.

I had this game, but I sold it to someone on the net over a year ago, as
it wouldn't run on my TT. You should be able to find a copy from someone
on the net for a decent price. It really is a fun game! Probably the
best 2 player game I've ever played.
--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
==

211. Re: Nettworking

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 15:37:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ43En.B9G@barclays.co.uk>
Source record: 195714

```
In article <H.eg.1KhmeyoT3DU@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <757292600.AA02343@byte.bbs.no>, William Kent writes:
|> >
|> > Does anybody know of a network package that enables a Atari ST to be
|> > nettworked to a PC.
|> >
|> > The wish is to use one of them, prefrably the PC, as a server.
|>
|> I'm pretty sure the only thing you could use is the serial port. The
|> Atari platform is severly lacking in networking software, even if some
There are/were several ethernet adaptors for the Ataris plus TCP/IP, SLIP and
other networking software available. German I believe. PAMSnet or somesuch was
one.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made!              |
| | Laserdisc & Pro-Logic - The only way to watch movies                    |
| | Replies to ilaskey@cix.compulink.co.uk                                  |
+---------------+-----------------------------------------------------------+
```

212. Re: DESKJET 550C and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 15:39:25 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2gc2jd$cl9@charm.magnus.acs.ohio-state.edu>
Source record: 195711

In article <1994Jan4.122232.5687@jet.uk> djs@jet.uk (David Stevenson) writes:

>A short while ago someone mentioned a 550c driver for PageStream. I only
>have a 500c driver, so black is drawn using CMY (yuk!). Does anyone
>have a 550c driver? (I'll call Soft-Logik when I get a chance).

SoftLogik did indeed write a 550C driver for PgS.

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

213. Dr. T software for $49

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 15:51:20 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 195685

I got a letter yesterday from Dr. T software announcing the sale of their new MIDI composing software, "Omega II" for $49. (It's nice to see that there are still developers putting out stuff for Atari machines.) I have a copy of "Tiger Cub" from Dr. T. Does anyone know what the difference is between "Tiger Cub" and "Omega II"? Also, in the letter, they quoted AtariUser Magazine, December 1993. WAS there a December 1993 issue of AtariUser magazine ever distributed. I don't believe I've seen it?

214. Re: Gemulator/email address...

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 16:10:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan4.161043.20163@newshost.lanl.gov>
Source record: 195715

In article 2gaeqqINN374@skink.cis.ohio-state.edu, scruggs@cis.ohio-state.edu (kevin eugene scruggs) writes:

OK, I'll take a crack at these Gemulator questions:

> I. Is the amount of memory accessable to the GEMulator ST user
>configurable as it is on the Spectre or is it allocated as needed.

You can specify how "big" an ST you wish to emulate (i.e., how much ST RAM).

> II. What would the memory overhead to the rest of the system for
>GEMulator running with a 1Meg ST session?

I don't know exactly but it's negligible. The latest gemul8tr.exe software is really tiny and uses minimal memory.

> III. Can autobooting software run on it? Something like Street Fighter IIi 2
>or World Karate Championship?

Auto-running software that installs in your AUTO folder on the hard disk run just fine for the most part but not autobooting floppies. You have to START Gemulator on the hard drive first. Until you do that, your machine still thinks it's a PC.

> IV. Could a relatively well behaved game run on it? Will Populous 2 or
>Sim City run on it?

I don't know about these specific games but let's get something straight... you should NOT be considering a Gemulator if you want it primarily for game use. Gemulator does not fare well in playing games (sound, speed, compatability suffer). If you are a big time game player, then keep an old ST for that use, IMHO.

> V. Can the GEMulator access the joystick ports? If so how does the an
>analog stick get used by the GEMulator ST?

Sorry... I don't know if Darek has included pc joystick port support yet. Again, don't buy a Gemulator for games as you will likely be dissapointed.

> VI. Is linea supported.

Yes, but the degree of which depends on which TOS chips are installed on the Gemulator board. I believe the boards are still shipping with TOS 2.06.

> VII. Are all system addressed supported including IO registers.
>(context--hardware carrier detect routine)

Far as I know. Contact Darek for specifics at darekm@microsoft.com

> VIII. Are internal modems accessable? Would an RS-422 be accessable? Would
>Would devices attached to an external SCSI port onthe clone be accessable?

Ask Darek.

> IX. Can it run under DOS? OS2? Windows? WindowsNT?...
> or even GEM (clone version) '-)

DOS, yes. Windows, yes. Don't know about OS2 or NT. Ask Darek.

> X. Can GEMulator boot from a DOS partition.

Not sure what you mean by this but Yes.

> XI. Can floppies be selectively disabled and rearrainged in the drive chai
>chain? Do the ST seek rate settings (system vars) effect operation of the
>clone drives?

You can change the floppy drive designation from A:->B: via software.

> XII. Can gemulator boot from a TOS disk? Does it require the card to
>work? (your ad implied mobility of the package)

No. Other than some very trick software by Darek, the Gemulator *works* because
it carries real TOS chips in hardware!

> XIII. How fast will 'CPU' & 'graphics' speed be relative to a 520STe
>
> on a 486DLC-33
> a 486DX-40
>
> both with ISA-bus & fairly generic VGA.

Darek will argue this with me but I maintain you need a 486DX-33 to get the
same relative speed you expect from an 8MHz ST. A 486DX2-66 will be roughly
equivalent to a 16MHz MSTE. But be forewarned... while some operations will
be faster on the Gemulator, some operations are still likely to be visibly
slower or somewhat less smooth than on a "real" ST.

> XIV. Would a VL-bus video card speed up gemulator. If so, please give
>concrete examples & figures.

Anything that speeds up your PC video will help the Gemulator as well. You
shouldn't need specific figures to realize that.

> XV. Please give as complete as possible compatibility & incompatibility
>lists.

Darek has such a list available, I believe. Ask him.

> XVI. Are there any plans for a TT, Falcon, or 030 emulator? (MultiTOS)

Ask Darek.

> XVII. Can I access TT graphics models from the desktop. Can I switch bet
>between mono/color modes without restarting gemulator (as I would have to
>do on an ST)?

Yes. Yes. Video mode switching on a single SVGA monitor is nice on Gemulator.

> XVIII. CAn you please give me a list of programs that utilize
>the extra screen size/res & colors. Also, if possible give me a list
>of programs that wont tolerate being run in non-ST/TT resolutions.

Geeeez... ask Darek.

> XIV. Can the board physicall support more than one TOS chipset at
>a time & is the TOS in use easily switchable?

Yes. The board has 6 chip sockets. Which you can fill with as many TOS versions
as you can cram in there. Changing from one to another TOS is a simple menu item.

> XV. What kind of slot does the card use. Can Gemulator be used without
>the card/ROM & if so why not?

Shorty. No. You gotta have hardware TOS.

> XVI. Is there any sort of executable demo for the clone that you could give
>give me?

How about a video? Darek had those available and may still have.

-Hutch- @ Fair Dinkum Tech

215. ?? / Who still sells ... / SF Bay only

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 16:31:00 UTC
From: jreiter@megatest.com
Message-ID: <CJ4628.MHA@megatest.com>
Source record: 195731

Does anyone know who still sells peripherals/parts for a ST?
I bought a 1040ST back in '86 and have been using it ever since.
The only problem I've had is I am now on the third mouse, which is
what I really need. I prefer someone in the south bay. I've
found some software/games for the ST at Herb's in Fremont but no
hardware.

Thanks.

216. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 16:45:01 UTC
From: avg@cwi.nl
Message-ID: <CJ46J1.1tu@cwi.nl>
Source record: 195717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

nagel_e@cecehv.enet.dec.com (Besiktas...) writes:

>In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard) writes...

>>I contacted Gribnif on GEnie about getting the Beta version of Geneva,
>>but was more or less told to get lost and wait till October..
>>
>>But I am still waiting...!!

Well, *with* Geneva you can't do more than get lost either. Ideas are nice, the way they are implemented is horrifying.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

217. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 16:49:28 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2gc6mo$k2v@harbinger.cc.monash.edu.au>
Source record: 195720

Billy D'Augustine (bill@main.morris.org) wrote:
: In article <1994Jan2.233537.14338@t.hfb.se>, d93rkr@t.hfb.se (Robert Krenn) writes:

: >live with it.... I didn't, I bought a 20M 2.5 inch IDE...

: Too bad your in Sweden :-) but anyone know where I can get a large
: 2.5" IDE drive to replace the measly 84mb? A bummer is that left over
: from my now trashed-and-good-riddance MS-DOS machine is a 340mb 3.5"

Forget about getting a "cheap" 340mb drive in 2.5" form factor. That
size is toward the high-end of the laptop market. There should be
some sort of hack so you can hook up a 3.5" IDE drive to the Falcon.
The Amiga folks have been hacking the 2.5" IDE connector on the
A600's and A1200's so that you can use the larger 3.5" hard-drive.

It involves getting a special adaptor and either mounting the drive
externally, or removing the floppy drive and mounting that externally.
I'm not too sure of the space inside a Falcon, but I think you'll
have to do the same.

- Jim

218. Atari ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 17:16:47 UTC
From: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Message-ID: <CROWDER#M#_ELAINE-040194091529@17.1.7.47>
Source record: 195718
Cross-posted to: ba.forsale,ca.forsale,ba.market.computers,comp.sys.atari.st

```
Alot of my friend's software packages have been sold but he still has the
remaining packages. The following prices include shipping and he's willing
to consider any reasonable offer.

Print Master Plus & library 1&2 + fonb & bord $18.00
Certficate Maker & library $18.00
VIP Prof. $13.00
Silent Service $13.00
Balance of Power $13.00
Zork Trilogy $13.00
Test Drive $13.00
Prof. Craps $13.00
SkyFox $13.00
A Mind Forever Voyaging $13.00
Borrowed Time $13.00
Mindshadow $13.00
Bartenders Guide $13.00
Thunder $13.00
DB Master $13.00
Black Cauldron $13.00
Math Talk $13.00
Shareware Disk $13.00

Please email me if interested.

--
Email Address: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Applelink Address: CROWDER1@APPLELINK.APPLE.COM
```

219. Re: coprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 17:30:08 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2gc930INN1hfg@rs1.rrz.Uni-Koeln.DE>
Source record: 195719

In <CJ2vq5.Awr@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>GCC appears to have some support for one as well (judging by some of the
>filenames), but I don't have a co-processor so haven't been able to try
>it.

GCC does support a 68881 coprocessor, and there are quite
substantial performance increases on a TT when using it, as I
know from my own experience. You have to watch out for a few
snags, though:
1. When creating fpu using code by using the -m68881 flag, you
must make sure that the libraries also have been compiled with
this flag (at least with gcc 2.4.x or later). The reason is that
fpu using code passes floats returned by functiosn in fpu
registers. Code not using the fpu cannot do that, of course, and
when a library function passes a floatin point value in cpu
registers when the calling code expects it in an fpu register,
trouble arises.
2. When you have the gcc include files installed on a TOS file
system, you may have to edit your math.h file and change the line

#include math-68881.h

to:

#include math-688.h

3. Also in the math.h file, make sure that the macro used to
decide (via #ifdef) whether math-68881.h is to be used matches
the one defined by the compiler driver when called with the
-m68881 option. I had a version that contained

#ifdef _M68881

but the compiler driver defined __M68881__ (by virtue of a
commandline argument). I was told this was fixed in newer
versions of math.h.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

220. Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 18:00:12 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757724621.AA02384@byte.bbs.no>
Source record: 195742

>solderless installation (you just remove your CPU and snap it into the
>socket, from what I understand). They also retain a 68000 on board fo
>compatibility switching.

Ahh... Then i can plug my 386 card into this 68000 socket and the 68000
into that card again :-) But will there be enough room inside the
case :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

221. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 18:36:52 UTC
From: paetau@mits.mdata.fi
Message-ID: <2gcd04$t4b@mits.mdata.fi>
Source record: 195721

In article <2g83mf$l10@olivaw.apanix.apana.org.au>,
Michael Smith <miff@apanix.apana.org.au> wrote:
>paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>>I don't see a problem in FzDT being programmed in basic (or in any
>
>The I suggest you look at TT running CoNnect. What's that you say? I should
>use FzDT on my TT? Funny, it does't work. At all. Even slightly.
>
>Now, maybe it's the 19" mono monitor. Or maybe MiNT. Or maybe...
>
>You get the picture? Fizzy is cute, and I palm it off on people who are
>impressed by bizarre user interface design but don't really care about
>compatability or emulation quality. I just don't consider it at all.

Ok, I get the picture. I'm probably looking at this too much from my
own point of view. I have a 1040 STe with a colour monitor, and that
is why I don't fancy GEM-terminals at all. Windows occupy space on the
small 640x200 screen and only Storm of all the GEM-terminals I have
tried can get me 80x24 characters on one page, by using a custom font.
I know I could probably use that horrible little font that is used in
icons, but I don't like to read a font that is so small. Then
GEM-terminals tend to have slower scrolling and text output than
non-GEM terminal programs, and with my 8MHz 68000 it makes a
difference, if I want to keep up with 19200 bps character output. But
as I said, if I'd be the owner of a TT with a 19" monitor, I might
(probably) have a different opinion.

>Hmm. I run two 38k4 links out of this system. The last version of fizz I
>looked at wouldn't even acknowledge the _existence_ of the other ports on
>this machine. And don't bitch about not needing 38k4 - you'd be
>surprised just how much of a difference it makes to a v.32bis modem.

I agree with you that recognizing more ports than the standard one
might be useful with a TT. But again, in my egoism <grin>, I didn't
think of that. I once modified my STe to get a 38400 bps serial port.
I admit that it did speed up transfer of text files, and on a faster
computer it would probably have made the BBS menus and other text
appear faster on the screen, but if you transfer pre-packed files then
38400 as DTE speed won't help, because the modem won't be able to
compress anyway. And even textfiles tend to be packed. But maybe it
really makes a difference with a faster computer that can display
text at 38400 bps.

>>let's hope they will appear in future versions of FzDT. No terminal
>>progarm that I have seen has been perfect.
>
>Have to agree with you there - oh, are they working on Fax support yet? 8)

I don't know. And because I don't have a fax modem, I don't even care
(just a joke ;)).

># mike smith : miff@apanix.apana.org.au - Silicon grease monkey #
># "The question 'why are the fundamental laws of nature mathematical' #
># then invites the trivial response 'because we define as fundamental #
># those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
----

222. Re: OCR (Public Domain) available for ST by ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 18:37:38 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2gcd1i$ib0@geraldo.cc.utexas.edu>
Source record: 195723

Hi,

In article <16F3437B9S85.UPS500@ibm.rhrz.uni-bonn.de> you write:

>I would be happy if someone could give me a hint whether a
>good OCR-program (reading 400 dpi-*.IMGs) is available by anonymous
>ftp for Atari ST.

Below is an [edited] excerpt from a message regarding public domain OCR software. If source is included, it might be straightforward (with gcc) to compile it for the ST. I really know nothing about what is available, other than the message included below.

-Tim Gallivan
timg@landau.ph.utexas.edu

---------- Message Excerpt ----------

There is some [public domain ocr software] on SIMTEL20 [probably simtel20.army.mil--my machine doesn't know this address]; grep the index for " OCR" (note the leading space, otherwise you'll get Democratic Convention files, too).

223. Ghostscript DOES have a DeskJet 550c driver; should I compile it?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 18:44:25 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2gcde9$icb@geraldo.cc.utexas.edu>
Source record: 195724

Hello,

Regarding whether GhostScript has a Deskjet 550c driver ...

>Our Unix version of GhostScript 2.6.1 only mentions 500c, not 550c. Am
>I missing something?

Yes. The file gdevcdj.c contains source code for a DeskJet 550c driver.
Unfortunately, I did not compile this driver into the Atari executable
for 2.6.1.

I plan to upload 2.6.1 to atari.archive soon. If anyone would like
me to include the 550c driver before doing so, please send me email.

-Tim Gallivan

224. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 18:56:43 UTC
From: Lexicor@world.std.com
Message-ID: <CJ4CML.C3I@world.std.com>
Source record: 195722

In article <CJ40Ms.1Cz@uc2372c.daytonoh.ncr.com>,
<Robert.Anisko@daytonoh.ncr.com> wrote:
>port. I believe the LAN port *shares* the connection with one of the ports,
>but I'm not sure which (basically, if you're not using the LAN port, then
>you can pretty much ignore it). The 3rd serial port is in the VME bus (so
>if you get a Crazy Dots VME or something like that, then you're down
>to 2 serial ports, one still being highspeed...
>

Have you actually tried to leave the serial connector connected? On the
TT at least I have enough space to leave the serial connector hanging out,
it works (space wise on mine) at least with the NOVA Board as the board
is sort'a semi internal <grin>

225. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 19:16:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ4DJ3.H7L@cix.compulink.co.uk>
Source record: 195737

Look out for a preview of the English version of Mag!x in the next issue
of ST Review. An English version exists, we're just waiting for the
manuals now. And it is *very* good.

Ofir ogal@cix.compulink.co.uk

226. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 19:27:53 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan4.192753.16045@t.hfb.se>
Source record: 195725

In article 816@cathy.ijs.si, Matija.Grabnar@ijs.si (Matija Grabnar) writes:
>d93rkr@t.hfb.se (Robert Krenn) writes:
>> I used Mikenet.... (available on a.a.u.e, I'll think!)
>I have been unable to find mikenet on a.a.u.e. Could you please put
>it there? Or, if you don't have ftp access, mail it to me,
>and I'll put it there.

Hmmm.... Sorry... My fault... It's MIKNET not MIKENET!!!!

Here is what I got out of a archie search:

ftp.germany.eu.net /pub/comp/atari-st/telecom/miknet13.arj
src.doc.ic.ac.uk /computing/systems/atari/umich/Misc/miknet13.arj.Z
wuarchive.wustl.edu /systems/atari/umich.edu/Misc/miknet13.arj

When all 3 listed sites mirrors to a.a.u.e, I think they also must have it somewere!

>--
>"My name is Not Important. Not to friends. But you can call me mister Important"
> - Not J. Important
>Matija.Grabnar@ijs.si A Slovenian and an Atarian
>Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
> I speak for no one but myself.

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

227. Falcon030 Compatable?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 19:37:44 UTC
From: lannie@ins.infonet.net
Message-ID: <2gcgi8$9bh@insosf1.infonet.net>
Source record: 195726

I am going to buy a Falcon this month some time. Could someone tell me
how compatable this machine will be with ST software?

I have Quick ST 2.1
Bunch of Games, Wordperfect, and a few others. These are my main
concerns. Should I get the VGA monitor and sell my 1223 or keep
it? I will be getting the video digitizing system for it also.
I also have an ICD ADSCSI+ board with a 130Meg Maxtor drive I will
attach to it. I will be getting the 4Meg 85MDrive Falcon.

Any info would be appreciated.
Thanks,

Lannie

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

228. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 19:42:24 UTC
From: saj@chinet.chinet.com
Message-ID: <CJ4Eqp.MzL@chinet.chinet.com>
Source record: 195728

In article <1993Dec30.183205.15017@multiline.com.au>,
Dave Cook <davecook@multiline.com.au> wrote:
>Desmond Liu (Desmond_Liu@mindlink.bc.ca) wrote:
>
>: (3) I've got GNU C/C++ 2.5.6 (libraries & include files at patchlevel 95) up
>: and running, and I'm trying to compile MiNT 1.08. I'm running into compiler
>: errors and warnings. Most of them are of the sort "XXXX is being redefined"
>: and lots of type mismatches. Should I worry about these warnings or ignore
>: them?
>
>: (4) Related to question (3), I'm running into a lot of these warnings with my
>: "Hello, world" C++ program. Is this normal? Why do I think I have something
>: setup incorrectly?
>: (5) My "Hello, world" program initially didn't compile when I typed "gcc
>: hello.cc" because the linker couldn't find "cout". But when I typed "gcc
>: hello.cc -lg++.olb" it worked fine. Shouldn't the compiler driver
>: automatically tell the linker to link in this library when compiling C++
>: code? For that matter, how does GNU C/C++ know which files to link from your
>: $GNULIB directory. A simple C program like "Hello, world" doesn't require you
>: to use a "-l" switch to link in a particular library, yet if you use the GEM
>: or curses library you need to specify the library.
>

The redefined symbol errors sound like the consequences of mixing C and C++
include files (some of which have the same names, after all). The C++ headers
should be in a folder of their own, pointed to by the GXXINC environment
string. Sound right?

As far as libraries, that's just a matter of how things are specified to work.
The C compiler driver is specified to link in the default library (what is
it for GCC, gnu.olb?). It always tries. The C++ compiler driver is not
specified to try the same thing for the default library, and it doesn't.
Having been warned, I'm kinda partial to a compiler driver that doesn't do
too much behind my back.
Steve

229. Re: RTS/CTS bug (was Re: COMA 150)

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 19:50:28 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.bpF6pd4XLm2@yonder.equinox.gen.nz>
Source record: 195739

In <940103.85058.ETAT@delphi.com>, ETAT@delphi.com writes:
>You ever try Serial Fix 2.0 Program?

Just got it yesterday .... why?

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

230. Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 19:59:09 UTC
From: pulkka@cs.washington.edu
Message-ID: <1994Jan4.195909.11939@beaver.cs.washington.edu>
Source record: 195727
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

Back in the mid-80s I bought a brand-new Atari 520 ST, to replace my
well-worn Atari 800 and to play a game called Sundog.

Does anyone remember who made that game and/or whether it is available for
any other platforms (preferably the IBM PC)? I know it was also available
for the Apple II, but has been discontinued (stores will tell me that, but
not the name of the company that made it).

Any information would be greatly appreciated, I miss that game.

--
-- --
Aaron Kaleva Pulkka <pulkka@cs.washington.edu> CSE graduate student
MUD aliases: teklon@kobra, kaleva@others HITLab research assistant
sci.virtual-worlds & rec.arts.cinema co-moderator ACM chapter treasurer

231. SoundLab (was Wav player at A.A....)

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 20:15:40 UTC
From: dwallace@wam.umd.edu
Message-ID: <2gcipc$fee@cville-srv.wam.umd.edu>
Source record: 195729

In article <CIwGqo.AtK@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>Not that I could see, bombed when I tried to load in some samples.

I had the same problem with SoundLab on my Atari STe (which is really
stupid, since the thing has several STe-specific features in it...)
I remember having SoundLab 1.0 running fine on my old 520ST, and when I
upgraded to my STe, it started acting flaky. It eventually got deleted
somehow, and when I found v1.1 on the net, I was tremendously excited.
However, it too bombs whenever I try to play a loaded sample, or do pretty
much anything else for that matter.
Has anyone else had these problems? I would love to get the thing working,
since SoundLab had so many neat features in it!

232. Re: games

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 20:32:13 UTC
From: dwallace@wam.umd.edu
Message-ID: <2gcjod$gei@cville-srv.wam.umd.edu>
Source record: 195732

In article <2g9hk4$1an@turing.fwi.uva.nl>,
Martijn Dekker <mdekker@fwi.uva.nl> wrote:
>hi folks,
>
>I want to buy one or two games for my st. I am interested in good
>role playing games. Of course I played dungeon master and Chaos strikes
>back. I want a big game (in the sense that it takes lots and lots of time
>to complete) with neat graphics. The game should be difficult (as I am
>not a beginner!) with lots of puzzles (so not only hack 'n slash). For
>example I am thinking about one or two of the following games:
>
If you can still find a copy, "Captive" is an excellent choice. The
interface will be instantly familiar to Dungeon Master players, but it
takes place in a Science Fiction setting. You have been imprisoned on a
mysterious planet somewhere, with your only source of food through an IV
needle. However, you find a briefcase which allows you to remotely control
a team of four robots who are SOMEWHERE else in the galaxy. The game screen
shows the control panel of the briefcase, with a point-of-view screen, status
monitors, and "buttons" to control your robots... You go to all of these
different planets, with the eventual aim of rescuing yourself. Anyway, its
really cool! It's espescially nice playing a DM-type game where you get to
use automatic weapons and lasers instead of just swords. :-) The game has
lots of puzzles and stuff to think about, though - not just hack and slash.

233. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 20:36:46 UTC
From: Hurn@cup.portal.com
Message-ID: <99920@cup.portal.com>
Source record: 195734

> Greetings fellow mailers and fellowettes mailerettes!

> Is anyone out there familiar with UQWK? I'm having a very hard time

No, where can I find it?

> How do I get UQWK to take my reply file? So far, I would do
> this:uqwk -Rreply.dat where "-R" is the reply flag and "reply.dat"
^^^^^^^^^^^

Maybe that was just a typo, but shouldn't that be -R reply.dat?
note the space ^

If so, never mind...

> Oh yeah, the QWK file layout would help too, although I've decoded
> most of it with a machine language monitor... ($E3 for a line
> feed!? Sheesh!)

Yes, I have a short (~12K) file I d/l'd from somewhere which I'll email
to you (as soon as I locate it).

- Nancy hurn@cup.portal.com

234. Old TurboSynth on the ST question

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 20:42:57 UTC
From: bobhays@ibmws001.spss.com
Message-ID: <CJ4HJM.4Bq@spss.com>
Source record: 195745

Did the original TurboSynth for the ST support the Akai S612 and/or
MIDI sample dump standard?

Thanks and have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I do not remember the anal probe"
Fax: (312) 329-3657 | - Passion Fish

235. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 20:50:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2gckrh$4i7@golem.wcc.govt.nz>
Source record: 195733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CJ4330.KHy@ryn.mro4.dec.com>, nagel_e@cecehv.enet.dec.com (Besiktas...) writes:
>
>In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard) writes...
>
>Oh, I recently got a newsletter from Gribnif with nice offers and information
>about amongst others, Geneva.
>I am surprised you didn't get this newsletter. I even live in the Netherlands
>so where one lives can't be of any concern.
>
>
>Erlend.

Yes I did get mine last week, but another friend here has not heard a thing...

One stupid piont, there was no mention of Geneva on its own, or the Neodesk 3-4 update with Geneva...??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

236. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 21:00:37 UTC
From: jrl8@namaste.cc.columbia.edu
Message-ID: <2gcldl$kab@apakabar.cc.columbia.edu>
Source record: 195735
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

In article <1994Jan4.195909.11939@beaver.cs.washington.edu>,
Aaron Kaleva Pulkka <pulkka@cs.washington.edu> wrote:
>Back in the mid-80s I bought a brand-new Atari 520 ST, to replace my
>well-worn Atari 800 and to play a game called Sundog.
>
>Does anyone remember who made that game and/or whether it is available for
>any other platforms (preferably the IBM PC)? I know it was also available
>for the Apple II, but has been discontinued (stores will tell me that, but
>not the name of the company that made it).
>
>Any information would be greatly appreciated, I miss that game.

If I could scream "ME TOO!" I would. Anyone who knows anything
about different versions of this fantastic game, please post! My
old copy kept locking up, which was very frustrating because you
lose your ENTIRE game in progress. The screen would go red on my
520ST and that was the end of my whole game (it deleted it on disk
when loaded in memory). Someone told me that related to having a
pirated copy but I had bought mine... in fact I returned a copy of
it once for another one with no luck.

And what games are similar to this on the PC? How about Star
Control or SC2?

Thanks!
-JRL

James R. Lendino | |
Computer Science | i486 | Phone: (212)-853-6359
Columbia S.E.A.S. |______| Internet: jrl8@columbia.edu

237. Re: SoundLab (was Wav player at A.A....)

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 21:21:40 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CJ4JC6.1Lr@ecf.toronto.edu>
Source record: 195741

In article <2gcipc$fee@cville-srv.wam.umd.edu>,
He whose name must not be spoken... <dwallace@wam.umd.edu> wrote:
>In article <CIwGqo.AtK@cix.compulink.co.uk>,
>Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>>Not that I could see, bombed when I tried to load in some samples.
>
> I had the same problem with SoundLab on my Atari STe (which is really
>stupid, since the thing has several STe-specific features in it...)
> I remember having SoundLab 1.0 running fine on my old 520ST, and when I
>upgraded to my STe, it started acting flaky. It eventually got deleted
>somehow, and when I found v1.1 on the net, I was tremendously excited.
>However, it too bombs whenever I try to play a loaded sample, or do pretty
>much anything else for that matter.
> Has anyone else had these problems? I would love to get the thing working,
>since SoundLab had so many neat features in it!
>

I dunno about that... I have a 1040 STe (actually it's got 4 megs in it, so
it might be called a 4160 STe!!! :) and it ran perfectly from day one!
Can't remember if it plays .au's though... (oops I'm rambling..sorry!)
I don't know about a v1.1 though... I got mine a looooong time ago (something
like two years ago??) so I wouldn't know about that ver., but as far as the
old one was concerned, it wurked grate!! :) Hmmm, any other sample players
screw up on ya? (like say, the Stereo Replay demo?) If not, well...er...didja
remember to change it to med res?!?? (Yeah, I know, I'm grasping for straws!!)
Oh well...sorry I couldn't help you any more...

AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

238. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 21:28:26 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CJ4330.KHy@ryn.mro4.dec.com>
Source record: 195712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard) writes...

>I contacted Gribnif on GEnie about getting the Beta version of Geneva,
>but was more or less told to get lost and wait till October..
>
>But I am still waiting...!!

Oh, I recently got a newsletter from Gribnif with nice offers and information about amongst others, Geneva.
I am surprised you didn't get this newsletter. I even live in the Netherlands so where one lives can't be of any concern.

(let's hope this works (first time VNEWS user :)

Erlend.

239. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 21:40:18 UTC
From: peter@hebron.connected.com
Message-ID: <2gcno2$f3e@hebron.connected.com>
Source record: 195736
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

Sundog was published by FTL Software, the same folks who brought us Dungeon Master and Chaos Strikes Back-- easily the best game ever for the Atari ST-- and Oids, a superlative Defender-meets-Lunar-Lander game which let you design your own levels.

I know that Dungeon Master eventually came out for the PC, and I believe it was available for the Amiga. I have no idea what other platforms, if any, Sundog and Oids were available on.

Hmm... I think I need to crank up the old ST and give these babies another look. It's been a few years.

==
Peter Sarrett peter@connected.com | "You don't stop playing games when
6418 140th Ave. NE (206)861-7467 | you get old-- you get old when you
Redmond, WA 98052 | stop playing games." - O.W. Holmes
==

240. CD-Quality MUSICEDITOR MJUZAKK ->ftp.uni-kl.de!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 21:48:23 UTC
From: hbksjsbk@sbusol.rz.uni-sb.de
Message-ID: <2gco77INNpk@sbusol.rz.uni-sb.de>
Source record: 195738

hello
the 16-bit CD-Quality "tracker" mjuzakk in the version 1.2 is now available
at ftp.uni-kl.de!!
i saw that it is not available in erlangen also they told me it would.
new: english documentation too, bugfixes, better editors....
if you still don't have it, take a look at it.
(as before, you are able to use 42 samples of whatever length in at least
6 tracks in cd-quality. they are transposed and mixed in realtime by the DSP)
have fun
bye

oh, i forgot, it naturally runs only on falcons (whatelse :-])

241. Hardware/Software Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 21:48:28 UTC
From: ronw@cbnewsk.cb.att.com
Message-ID: <CJ4KKz.Kn7@cbnewsk.cb.att.com>
Source record: 195740

I have a lot of old ST stuff for sale all original disks and manuals.
Add $5 for shipping hardware, $3 to ship software (3 or more software
selections - I pay shipping).

SOFTWARE $8 each

GAMES
The Pawn
Ultima II
Knight Orc
Pirates of the Barberry Coast
Space ShuttleII
GFC Football
Gauntlet
Into the Eagles Nest
Stellar Crusade
Red Lightning
War in Middle Earth
Hunt for Red October
Leader Board
Silent Service
Defender of the Crown
Rouge
Alternate Reality/City
High Roller (Harrier)
Sundog
Falcon
Colonial Conquest

UTILITIES

VIP Professional
Easy Draw(2.06)
First Cadd

HARDWARE
EVERYTHING IS IN PERFECT WORKING ORDER.

B&W Monitor $75
DS External Drive (SF314) $55
1040ST (TOS 1.0) +
COLOR MONITOR SC1224
And TONS of PD disks $225

Ron Wolenty
wolenty@inuxs.att.com

317-845-6172

242. Stacy Battery

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 22:21:39 UTC
From: jperez@Hawaii.Edu
Message-ID: <CJ4M44.M0@news.Hawaii.Edu>
Source record: 195744

I just recieved a Stacy Battery Pack from Best Electronics and I can't figure out where to put it. I am supposed to install it on a 2-pin male connector on the main board, but the only one that I can find has the power switch plugged into it. Does anyone out ther have a Stacy with a battery pack? Help!!!!
The Borg
(Leave E-Mail)---

243. LINEAR PROGRAMMING

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 22:22:24 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2gcq70$efl@charm.magnus.acs.ohio-state.edu>
Source record: 195743

Anybody know of any linear/integer/quadratic programming software for the
ST?

-
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

244. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 22:32:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d29ee88@troed.ct.se>
Source record: 195774

In a message of 04 Jan 94 14:44:50, Bob Stewart wrote:

BS> I do choose to take offence at this. True, I do work for Gribnif, so
BS> maybe
BS> my views are a bit biased, but your statement is far to strong for someone
BS> who appears not to have actually seen either package. Geneva is not
BS> "*CRAP*"
BS> in any way or comparison.

...and I apology ... I was just on my way back from an .advocacy group, guess I wasn't ready for the more polite discussions held here .. ;)

I'm sorry, the sentence should read "According to those who should know, Geneva has nothing MAG!X can't do" or something like that .. :-/

(By "those who should know" I'm talking about people (dealers) having used both)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employer! --------+

245. Re: coprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 23:58:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ4qLE.42C@cix.compulink.co.uk>
Source record: 195751

>uses the auto-detecting library and fails on certain STs. This is a
>hardware problem according to HiSoft.

Does this mean that programs compiled with these libraries fall over on
certian machines?

Roland

@cix

246. Re: Nettworking

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 23:58:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ4qLH.42x@cix.compulink.co.uk>
Source record: 195752

>> Does anybody know of a network package that enables a Atari ST to be
>> nettworked to a PC.
>
>I'm pretty sure the only thing you could use is the serial port. The

I have sucessfully run KA9Q on both an ST and PC and used FTP to transfer
files between them. Not full networking I know, but still might be of use
to some people.

The main advantage of this over basic communications software is that
everything can be done from one machine (a bit like LapLink(TM) on the PC).

Roland.

@cix

247. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 23:58:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ4qLJ.43I@cix.compulink.co.uk>
Source record: 195753
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

>Back in the mid-80s I bought a brand-new Atari 520 ST, to replace my
>well-worn Atari 800 and to play a game called Sundog.

Sounds just like me only I didn't have an 800 :-(

I bought Sundog though (still have it).

Details in the manual are:

SUNDOG - Frozen Legacy

A ZoomAction(TM) Adventure Game

FTL Games
P.O. Box 112489
San Diego, CA 92111

No phone number or email address unfortunatly

:-)

Roland.

@cix

248. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-04 23:58:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ4qLL.443@cix.compulink.co.uk>
Source record: 195754
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

>>well-worn Atari 800 and to play a game called Sundog.

>(it deleted it on disk
>when loaded in memory)

Did it?

Must have another look at my copy

Roland.

249. Re: Floppy Disk Noise ??????? Help....

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 00:00:04 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d2b3b403da45b@anuurn.do.open.de>
Source record: 195664
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2g8hre$cff@uniwa.uwa.edu.au>,
Michael Juschke (mjuschke@tartarus.uwa.edu.au) wrote:

>wells_s@jethro (Steve Wells) writes:
>
>>TOS 2.06 trys to read disks at a (I think) 2ms seek rate, whereas
>>normal 720K drives are only supposed to read at 3ms seek rate.
>
>>There is a patch for this on atari.archive.umich.edu
>
>>directory (Should be)
>
>>atari/Ste/ or atari/Diskutils/
>
>>the file should be in one or the other, and is called 'seekup.???'
>>(probably an LZH or ZIP). Hmmm, maybe I'll be luck and the system
>>won't crash if I try to look at my index file....
>
>>Wow, yep, it is in the atari/Diskutils/ directory - filename seekup10.lzh!
>
>>Bart:/
>
>>send ./Diskutils/seekup10.lzh
>>quit
>
>>(Just in case!)
>
>
>>
>> /---\
>> | If there's a 50/50 chance of something going wrong, O O |
>> | you can be 100% sure that it will! o |
>> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
>> \- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
>>
>
>I got a patch (probably from atari.archive) that is called HD_FDC.PRG in
>its uncompressed form and works quite nice. I've been using it for quite
>a longe while now and never had any problems with it. It sits in the
>AUTO folder and runs directly after my BootSelector and before anything else.
>(It works together with all sorts of vector benders (digivec,beep, ...)
>and even works fine with MiNT running after it. (I never checked if MiNT
>actually needs it, but ...).

>
>Hope you get a working patch, the 2ms noise is not nice.

Actually, it's not a "2 ms noise" but a "6 ms noise"... :-)

The TOS 2.06 BIOS doubles the FDC's clock when it thinks that a
HD disk is inserted; since this results in _halving_ the real
step rate, the FDC is told to _double_ the step rate in order to
compensate for this.
Unfortunately, the clock doubling cicuitry simply isn't there on
non-MegaSTEs, so the resulting step rate is *wrong*...

SEEKUP.PRG simply changes the BIOS' initial density setting from
"HD" back to "DD" (by hacking an undocmented internal variable) - the
BIOS only changes this setting after a disk error or after a Flopfmt()
call...

Martin
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

250. Problem with SAM_SET.CPX on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 00:14:27 UTC
From: scotty@verdix.com
Message-ID: <1994Jan5.001427.5804@verdix.com>
Source record: 195748

The Atari AFM/D2D/SAM/... users manual says that one should be able to use SAM_SET.CPX if one has the extensible control panel, instead of SAMCFG.ACC. I looked, and I've had SAM_SET.CPX in C:\CPX since day one (a few months ago).

The problem is that this CPX has *never* shown up in my control panel! Has anyone ever seen it? I've tried it with and without SAMCFG.ACC in place, and of course with SAM.PRG loaded. The CPX has never appeared!

If it does work, does anyone know of a compatibility problem? I've tried stripping things down but it had no affect. These are the CPXs I normally use:

ADSCSI, COLORVDI, CONFIG, FSOUND, GENERAL, MACCEL, MODEM, MULTITOS, NVRAM, PRINTER, SAM_SET, and WCOLORS.

Thanks for any clues, help, whatever.

PS. Anyone ever get the "startup sound" to play at a decent volume level? Since it plays before the control panel sets the volume, it always SHOUTS out of my Falcon's speaker. I have the startup sound disabled as a result.

Thanks again,

Scott Chilcote

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

251. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 00:14:43 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994Jan4.191443@helix.nih.gov>
Source record: 195746

In article <1994Jan04.082417.182729@zeus.aix.calpoly.edu>,
mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
|> In article <757638213.AA02377@byte.bbs.no>,
|> Lars-Erik Osterud <lars-erik.osterud@byte.bbs.no> wrote:
|> >The pins are: Handshake Output, Handshake Input or Internal clock,
|> > *Transmit Data, Gnd, *Received Data, Transmitted Data,
|> > General Purpose Input, Receive Data
|> >
|> >(don't ask what the * means, there was no description, and I don't
|> > know the difference between "Transmit" and "Transmitted"....)
|>
|> Perhaps Handshake output is CTS, and Handshake input is RTS (or is
|> that backwards?)? If so, would that make "*Transmit Data" == DTR, and
|> "*Received Data" == DSR (sp?) ?

I'd always seen the following defns:

DTR - data terminal ready
DSR - dataset ready
CTS - clear to send
RTS - request to send
SD - send data
RD - receive data

So handshake could be CTS/RTS, but DTR and DSR are status indicator
lines, not data transmission lines (or pins). I would guess that
"Transmit Data" and "Receive Data" are the actual data signals, while
"Received Data" and "Transmitted Data" may be status indicators as well,
inidcating data has been transmitted (or received).

--
___ O== ==O "It's deja vous all over again."
|__) ICK O== ==O [sic]
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra

252. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 00:32:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ4s6x.52J@cix.compulink.co.uk>
Source record: 195755

In message <2gcd04$t4b@mits.mdata.fi>, paetau@mits.mdata.fi said:
>
>Ok, I get the picture. I'm probably looking at this too much from my
>own point of view. I have a 1040 STe with a colour monitor, and that
>is why I don't fancy GEM-terminals at all. Windows occupy space on the
>small 640x200 screen and only Storm of all the GEM-terminals I have
>tried can get me 80x24 characters on one page, by using a custom font.
>I know I could probably use that horrible little font that is used in
>icons, but I don't like to read a font that is so small. Then
>GEM-terminals tend to have slower scrolling and text output than
>non-GEM terminal programs, and with my 8MHz 68000 it makes a
>difference, if I want to keep up with 19200 bps character output. But
>as I said, if I'd be the owner of a TT with a 19" monitor, I might
>(probably) have a different opinion.

Connect lets you install GDOS fonts without GDOS. There are plenty of
fonts around. Most are for hi-res, but it shouldn't be too hard to scale
them.

GEM terminals can be faster than what you have now with NVDI.

Ofir ogal@cix.compulink.co.uk

253. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 00:47:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.e1iB_K7o78A@semprini.waterloo-rdp.on.ca>
Source record: 195791

In <2g9ga7$a45@cnn.sim.es.com>, Greg Bennett writes:
> No, I haven't tried it, but I did try to run PC-DITTO under the GEMulator on
> my PC. You can imagine my disappointment when it wouldn't work. Oh well,
> I guess I'll just have to run my PC at full speed.

Does that imply that it doesn't have an ISA bus, that it has ~20ns RAM
(with a 32-bit path to memory, of course) and a hard disk interface that
doesn't hog the bus or cause the CPU to halt while accessing?

Sorry, couldn't resist.

Then again, I wish my ST had a hard disk interface that didn't cause the
CPU to halt while accessing... and floppy access, too.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

254. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 00:53:13 UTC
From: okoskimi@kruuna.Helsinki.FI
Message-ID: <2gd31p$1p7@kruuna.Helsinki.FI>
Source record: 195749

In <H.ei._7V5M697bAg@nathan.do.open.de> ue@nathan.do.open.de (Udo Erdelhoff) writes:

>In <CIt6Ap.1G1@exnet.com>, Miles Fender writes:

>Hi Miles,
>[problem: can't get real money, big problems with battles]
>>Any tips gratefully received...

There is at least one, probably several bugs that allow unlimited money.
Works on all versions, the amiga frontier thread mentioned this one a while
ago. Would spoil some of the fun, though. If you get really desperate,
check the aforementioned thread, or if it isn't there anymore, mail me.

Now, has _anyone_ found an effective way to use missiles, except
a) for forcing the enemy to dodge.
b) killing an unsuspecting target by almost ramming it
before launching the missiles

The buggers *never* hit. (Okay, so they usually have a HUGE velocity
vector when they start, which might be a little difficult to maneuver
around. They are still impractical.)

--

Oskari Koskimies okoskimi@kruuna.helsinki.fi

Conscience is what hurts when everything else feels so good.
---

255. Re: GCC >=2.5.7 not for 68000 ST�s ?????

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 01:01:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.eANW2mpCqOk@semprini.waterloo-rdp.on.ca>
Source record: 195790

In <CHRISTOF.94Jan3152916@zarniwoop.world>, Christoph Koerner writes:
> >I've heard a similar rumour. Sounds like the Free Software Foundation's
> >been bitten by the Microsoft Bug -> upgrade or forget about it.
>
>
> Now wait a minute. Is this the 68000 _only_ or _all_ of the 68k
> family? That would be bad news indeed. (Not that dropping the 68000
> support would be good news...)

"Just" the 68000. This is very bad for Atari users, since I suspect
that we're the largest group of 68000 users around... everyone else has
had software to upgrade to. (or should I say, dealers to buy upgrades
from...)

> Why must new years always begin so depressingly?

'tis the season! :-\

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

256. falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 01:04:57 UTC
From: dgently@binkley.cs.mcgill.ca
Message-ID: <2gd3nq$96p@homer.cs.mcgill.ca>
Source record: 195762

Hello, I am going to buy a falcon soon, and so, have a few questions about it.

First, I am quite confused about what to do about a monitor. I was thinking of getting a VGA, or SVGA monitor with Sblaster or BlowUp, but this would not allow me to use software needing a RGB monitor. Also, I was wondering if anybody has tried to connect a 19 inch sun mono monitor to the falcon, and whether this is feasable(it seems that the amount of memory bandwidth used for 1280*960 at 72hz in 2 bits would be the same as that used by 640*480*8). But no company makes a screen enlarger that supports this size(the clocks on Blowup and co only allow 800*600 at this rate), how hard would it be to make (or modify) an adaptor to support this rez?

OK, next. I am getting a large SCSI HD(I don't think I can afford one larger than 300-500 megs) and I was wondering what solutions there are for memory upgrades. I am probably going to get the 1 meg Falcon, and will need to upgrade it to either 4 or 14 megs(am I right in assuming that there are no 8 meg upgrades available yet?). To do this, I will need a sim board, I would like to know what type of simms these use, and what modifications need to be made to the falcon.

OK, now onto the software. I am getting the falcon, mainly in order to do DSP programing(and also general programing for my CS courses). What language setups do you recomend? I was thinking of going with GCC, as a C++ compiler, along with the PD dsp assembler. Are there the required librairies available for C++ or will I have to stick with C? Also, as far as an RCS, what would you recomend? and is the DevPac DSP, a much better assembler than what can be gotten in the PD? Oh, and what about 68882 support?

As far as music software is concerned, what is available? Has anybody tried DigiTape 2.0, Cubase Audio, or Notator Logic Audio, or dos anybody have information about these packages?

For telecomunication software, what is a cheap FAX package for the ST? (I just want to use it to receive Faxes.. and maybe send ASCII files as Fax. Also, A slip that could multitask would be nice. Any information?

Onto games... Are there any that are falcon specific? what are they, how good are they????

Almost finnished I think. I only have questions left about documentation. What books would you recomend, as resources for programing in TOS and MultiTos, as well as taking advantage of the Falcon and the DSP. I have heard of the Atari compendium, is this a good book? I don't care if these books, or any of the software recomended, are in English, French, or German.

Oh, I almost forgot, does anybody know of any books about programing the DSP, or about algorithems for effecs, synthesis, etc?

Well, I think that about does it for this post, Any help or recomendations would be greatly appreciated.

Bye, Bruno Schmidt
brunos@mafalda.math.mcgill.ca

PS: one more quesion, not really related to he falcon. Are there any discussion groups about the ST/Falcon, available in diges form(or whatever), which are in german of french, or is c.s.a.s the only resource available on the whole internet?

257. Atari history

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 01:13:12 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2gd478$ff4@ucunix.san.uc.edu>
Source record: 195750

Could anyone please mail me the message that was posted about Atari's history.

I lost the message....sorry.


```
+-------------------------------------+_
| *> Kevin Klasmeier | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.KLASMEIER | |
| [Cincinnati, Ohio in the US of A] | |
+-------------------------------------+ |
'-------------------------------------'
```

258. Re: Falcon030 Compatable?

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 01:29:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ4utH.6IJ@cix.compulink.co.uk>
Source record: 195756

In message <2gcgi8$9bh@insosf1.infonet.net>, lannie@ins.infonet.net said:
>
>I am going to buy a Falcon this month some time. Could someone tell me
>how compatable this machine will be with ST software?
>
>I have Quick ST 2.1
>Bunch of Games, Wordperfect, and a few others. These are my main
>concerns. Should I get the VGA monitor and sell my 1223 or keep
>it? I will be getting the video digitizing system for it also.
>I also have an ICD ADSCSI+ board with a 130Meg Maxtor drive I will
>attach to it. I will be getting the 4Meg 85MDrive Falcon.
>

QuickST will not work. You should get NVDI. Warp9 is cheaper but not as
good. A VGA monitor is ideal for 'seriou's work, an RGB for games. You
could attach your Maxtor, but you'll have to bypass the ADSCSI board.
Have fun :-)

Ofir ogal@cix.compulink.co.uk

259. Re: coprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 01:29:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ4utJ.6J7@cix.compulink.co.uk>
Source record: 195757

In message <CJ4qLE.42C@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk said:
>>uses the auto-detecting library and fails on certain STs. This is a
>>hardware problem according to HiSoft.
>
>Does this mean that programs compiled with these libraries fall over on
>certian machines?
>

It's unpredictable. I have never managed to work out what happens. Alex at HiSoft knows a bit more. It seems that if you bombard the chip with data r instructions it crashes.

Ofir ogal@cix.compulink.co.uk

260. FOR SALE: tower case

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 01:38:30 UTC
From: pope@feynman.ucdavis.edu
Message-ID: <CJ4v87.78r@ucdavis.edu>
Source record: 195758

Hello fellow Atarians!

I have a tower case for sale. It is for STs, but not Megas. I bought it in order to have room for the Gadgets SST, but it turned out that I still didn't have room. I ended up buying a used Mega, so the tower case is just sitting around, unused. I am asking $150 for it, and that includes however much it will cost to send it. Please e-mail me for info/price-haggling.

--
pope@feynman.ucdavis.edu
>>> Twin Peaks quote of the day: <<<
>>> Cooper: Heaven is a large and interesting place, sir! <<<

261. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 02:35:57 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2gd92d$fmt@darkstar.UCSC.EDU>
Source record: 195759
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

Sundog was indeed by FTL, and I know that a Mac version of OIDS existed...

~Chris

262. Re: Atari systems, revised listing.

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 03:04:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gdan0$i45@mailer.fsu.edu>
Source record: 195760

> -= ATARI 8-BIT COMPUTERS =-

> Year____Model__________RAM_____________Engine_____________________________
> 1979 400 16KB 6502
> 1979 800 48KB 6502

Holy shit, I just realized that I have owned an Atari computer for the last _14 years_ (ignoring the recent New Year)!! The first was an 800, bought in 1979 in Germany (I remember it was EXPENSIVE, the 810 floppy drive cost me $700). The second is a Mega2ST, bought in 1988. They both still work, and have been in use continuously since purchase! I intend to grab my 800 the next time I visit my parents (my father still uses Letter Perfect to write letters and such) so I can hook it to the big TV and play games.

Well, I would have to say that I have gotten much more than my money's worth out of them (even the astronomical cost of the 800 system). My first Atari sparked an interest in computers that blossomed into successful academic achievements and a lucrative career. The second provided me with DTP and other tools during most of my college years, and still gives me excellent modem capability and games (among other things). I now manage and purchase machines that make my ST look like an abacus, yet I am using the ST to type this right now (via modem).

I was considering the purchase of number 3 (a MegaSTE or a Falcon, not sure yet). This revelation has made up my mind to do so, if for nothing but to to continue an incredibly fruitful and cost worthy tradition.

Wow, 14 years. I think I'll go count my grey hairs :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

263. Re: Skychase

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 03:12:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gdb7o$i45@mailer.fsu.edu>
Source record: 195761

Jornand Runneboom (jornand@sci.kun.nl) wrote:
> I once saw a sort of dogfight-game, in wich you can fly a paper-plane
> (among several sophisticated other fighters). I believe it was called
> 'Skychase', or something like that. Does anybody know if this game is
> still available (PD? ftp?).

I have this game. It is commercial, and quite old (no, my copy is not for sale, sorry!). It is one of the coolest simultaneous 2 player games I have. For two players, it splits the screen. The graphics are straight vector, no scenery or nothing. However, it is lightning fast, and dogfighting is excellent.

About the only thing that comes close is two player F-16 Falcon using a null modem cable and two STs. Skychase is excellent.

It is likely that you could find it in a bargin bin somewhere, or used from someone on the net. Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

264. Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 04:02:58 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <94004.230259SAW151@psuvm.psu.edu>
Source record: 195764

Does anyone know of a Public Domain Text Editor that is good?...I don't need an
ything fancy, I just need the basic stuff..... I have Page Stream to do the res
t .....
thanks

-SCOTT

==
Scott Weiland -SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"No great genius has ever been without some madness". -Aristotle
==

265. GFA Basic Code.

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 04:05:18 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <94004.230518SAW151@psuvm.psu.edu>
Source record: 195765

I currently program in GFA basic to create simple modem games and utilities, bu
t I had an Idea that requires the use of a small Ram Disk. If anyone knows of
the coding for GFA Basic that will allow me to make the computer think it has a
nother drive available, I would greatly appreciate it.
-thanks

-SCOTT

==
Scott Weiland -SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"No great genius has ever been without some madness". -Aristotle
==

266. Stereo Tek 3-D Glasses 4 sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 04:32:50 UTC
From: bryedewa@news.delphi.com
Message-ID: <2gdfti$ikk@news.delphi.com>
Source record: 195763

I have a pair of Stereo-TEK 3-d glasses for sale. I will take the best
offer I get by Jan 15. Leave mail.
-Bry

267. Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 04:42:30 UTC
From: mlake@irscscm.UUCP
Message-ID: <1994Jan5.044230.9884@irscscm.UUCP>
Source record: 195651

I was in Staples (an office supply store chain) a few days ago and was surprised to see a demo running on a PC off of CD-ROM written by Atari (Corp I believe and not Games). The demo ran for about a minute. It was a cartoon of a cat that gets ahold of the tv remote while the master is gone. The cat changes into different characters while playing around with the remote and watching the tube. When the master returns the cat blames what has happened on the dog. The dog gets booted out of the house and crashes into a mailbox with the name of that guy who does STReport on it. The name plate (or mailbox ... I forget which) falls into the snow (or gets covered up by the snow ... I forget which). It was a cute demo.

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP or mlake@genie.geis.com

268. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 04:49:00 UTC
From: st3b1@jetson.uh.edu
Message-ID: <4JAN199422495686@jetson.uh.edu>
Source record: 195766
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

In article <2gcldl$kab@apakabar.cc.columbia.edu>, jrl8@namaste.cc.columbia.edu (James R Lendino) writes...
>In article <1994Jan4.195909.11939@beaver.cs.washington.edu>,
>Aaron Kaleva Pulkka <pulkka@cs.washington.edu> wrote:
>
>If I could scream "ME TOO!" I would. Anyone who knows anything
>about different versions of this fantastic game, please post! My
>old copy kept locking up, which was very frustrating because you
>lose your ENTIRE game in progress. The screen would go red on my
>520ST and that was the end of my whole game (it deleted it on disk
>when loaded in memory). Someone told me that related to having a
>pirated copy but I had bought mine... in fact I returned a copy of
>it once for another one with no luck.
>
>And what games are similar to this on the PC? How about Star
>Control or SC2?
>
>Thanks!
>-JRL
> ______
>James R. Lendino | |
>Computer Science | i486 | Phone: (212)-853-6359
>Columbia S.E.A.S. |______| Internet: jrl8@columbia.edu

I don't know about different versions, but the answer to the original is that
Sundog was put out by Software Heaven, Inc.-FTL Games Division
6160 Lusk Blvd.
Suite c206
San Diego, CA 92121 USA
619-453-5711
****
University of Houston | Poets, priests, and politicians have words
to thank for their positons. (The Police)
Apple II forever! or until the Mac with 100 MHz 65c832 comes out.
****

269. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 05:23:33 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2gdisl$fbo@charm.magnus.acs.ohio-state.edu>
Source record: 195767
Cross-posted to: comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ib

> In Article: 66123 Aaron Kaleva Pulkka wrote:
> Back in the mid-80s I bought a brand-new Atari 520 ST, to replace my
> well-worn Atari 800 and to play a game called Sundog.

> Does anyone remember who made that game and/or whether it is available for
> any other platforms (preferably the IBM PC)?

The same people that wrote Dungeon Master and Chaos Strikes Back
FTL the Swishing LOGO load up screen and.

The programmer is Mike Newton. He Easter egged himself into the game.

FTL Games/Software Heaven, Inc.
6160 Lusk Blvd., Suite C206
San Diego, CA 92121
(619) 453-5711

270. Re: Odin graphics board

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 05:27:07 UTC
From: Lexicor@world.std.com
Message-ID: <CJ55tA.7yI@world.std.com>
Source record: 195768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CJ352o.FEt@sdf.lonestar.org>,
Evan K. Langlois <ekl@sdf.lonestar.org> wrote:
>
>I've recently heard of a graphics card for the 1040 series of ATARI computers
>called "Odin". Does anyone have one tehy could review? Maybe a spec sheet?
>Anyone know exact prices (maybe selling one used?).

Odin was a high resolution and/or 256 color board, there was a review a long
time ago...in ST Magazin...however it was I think distributed or made...
whichever by Marvin AG, which...unfortunately are out of business...I do
not know who the original developers where for that board.

Cheers

Yat

* -- *
* Internet : Lexicor@world.std.com *
* Compuserve: 73073,142 *
* Delphi : LEXICORWORLD *
* Genie : Y.SIU *
* -- *
* 36 Queensberry Street, nr.6 *
* Boston, MA 02215, U.S.A. *
* Tel: (617) 437 0414 / Fax: (617) 437 0414 *
* -- *
* Internet: lexicor-request@world.std.com *
* to subscribe to the lexicor graphics list *
* -- *

>
>A phone number for the company that makes it would be very appreciated.
>
>

271. Re: Falcon030 Compatable?

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 05:30:39 UTC
From: Lexicor@world.std.com
Message-ID: <CJ55z4.9o8@world.std.com>
Source record: 195769

To add to what Ofir said, quick st can be upgraded I believe to Warp 9
as well, so it's cheaper in that respect as well...I think...?

Btw..what Video Device are you referring too? there are soo many out there!

Yat

272. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 05:44:20 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.nvAI3DUiYXM@yonder.equinox.gen.nz>
Source record: 195798

If anyone bothers converting the German .RSC files to English,
could they please pass a copy on to me.
The proper ones aren't due out for months yet. :-(

Thanks,
Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

273. Re: DESKJET 550C

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 06:16:10 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <757743302.0@mettav.royle>
Source record: 195771

It was none other than Fred Harris that wrote on the 30 Dec 93 that
,

-> I received a DESKJET 550C for Christmas. Is color useful for
a
-> 1040ST? I have the Turbojet printer driver for a DESKJET,
but
-> I don't know whether it supports color. The only program that
I
Haven't come across that one , is it for a particular software
package
or a general driver ?

-> have that uses color is Easydraw. Are there drivers
available
-> for the 550C?
Easydraw , Isn't that GDOS driven ,I which case I haven't come across
a
Deskjet printer driver let alone a colour one ! The best way to get
colour
output would be to use something like Imagecopy which run's as an ACC or else
run it as a program on the saved file and print from there.

-> Much software that supports color?

Those that have a use for it yes , Pagetream has an excellent
Colour
output on a Deskjet and I presume that Didot ,Calamus etc also have
suitable driver's.

As far as WP's go I am not so sure ,anyone else ?.I think Protext 6 has
some Colour option's but I beleive that they are somewhat limited (to 7
Colour's IIRC).

As far as Straight Graphic's printing Goes your best option is IMO to get
a seperate print Utility to cover all your need's . My preference is Imagecopy
2 which gives very good result's ,is highly compatible and will handle all
file
format's you are likely to throw at it .HPChrome and Print-ALL are shareware
variant's that do support colour dump's.
Gemview is the only other that I can think of .Version 3 does have printer
module's and there is definately one for the Deskjet although I haven't tried
it .

MHYG
Graham

```
 * Origin: Graham's Point at the Tavern (100:1011/0.8)
```

274. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 06:42:18 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <84QKBTGP@math.fu-berlin.de>
Source record: 195770

In article <2g18fb$8i3@golem.wcc.govt.nz>, sheppard_r@jethro (Roger Sheppard) writes:
>I have not pulled down what otheres are doing, all I state that it needs a
>shell to work 100% with Flash and some other programs, GSZRZ is the best there
>is for the Atari, its a pitty that all Terminal programs don't use it...

Roger,
Maybe I can help. I downloaded GRZSZ 1.9 a couple of weeks ago, and
added a couple of function key definitions to ease their usage from Flash 1.61
(which is my term program). Here is what I use:

F9 : >EX A:\GRZ.PRG -r|
F19: >EX A:\GSZ.PRG

This allows calling RZ with the option of recovering from an aborted d/l. All
I need do to d/l with Z-Modem is hit F9. If I wish to upload, I hit F19 and
then either type the name of the file(s) I wish to u/l, or hit Alt-F to select
the file from the file selector. This has seemed to work very well, and I will
definitely d/l the 2.28 version to evaluate since it sounds like it has
addressed many of the gripes I have with the 1.9 version.

Hope this has been of some help. I, like you, have chosen to stick
with Flash 1.6 since it seems to do the best VT100 emulation with my school's
VAX than the other programs I have tried.

Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

275. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 06:55:30 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <K5QKBDUP@math.fu-berlin.de>
Source record: 195772

In article <H.eg.wdztCOAQUYQ@jeyhh.sh.sub.org>, jens@jeyhh.sh.sub.org (Jens Ey) writes:
>things would be a bit faster if i had more than 38400bps a my serial port...
>(38.4k is a small hardware patch for less than 1$).

Could you please give me info on how to make such a patch? I am playing around with a Supra 2400 Plus, and it's top speed is 9600, which is fine for now, but I am getting ready to get a 14.4k modem with v.42 bis and MNP 5 which needs more than 19.2k to be efficient.
Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

276. Re: DESKJET 550C and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 07:02:58 UTC
From: BONDSERVANT@delphi.com
Message-ID: <940105.07378.BONDSERVANT@delphi.com>
Source record: 195773

>>>Regarding pgstream 550c driver
Yes I have it and it does pretty good.

Rick in Houston

277. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 07:05:20 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <35809@mindlink.bc.ca>
Source record: 195775

```
> Stephen Jacobs writes:
>
> The redefined symbol errors sound like the consequences of mixing C and C++
> include files (some of which have the same names, after all). The C++
> headers should be in a folder of their own, pointed to by the GXXINC
> environment string. Sound right?

Well, I did put them in separate directories. I was getting a redefinition of
_NFILE, because for some reason the header files in my $GXXINC ultimately
#included <compiler.h>, which is in my $GCCINC directory:

% gcc hello.cc -o hello.tos
In file included from d:\gnu\incl++\g_config.h:16,
from d:\gnu\incl++\streambu.h:25,
from d:\gnu\incl++\iostream.h:24,
from hello.cc:1:
d:\gnu\incl++\stdio.h:155: warning: `_NFILE' redefined
d:\gnu\include\compiler.h:202: warning: this is the location of the previous.

I'm still not sure what the problem is. The program compiled fine and printed
"Hello, world" correctly. Executable sure was huge, though.

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca
```

278. Re: LINEAR PROGRAMMING

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 07:29:51 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <35813@mindlink.bc.ca>
Source record: 195776

> Jeff Poling writes:
>
> Anybody know of any linear/integer/quadratic programming software for the
> ST?

Check a.a.u.e. for a program called lpsolve. This is a program that solves
linear programming problems and I believe was posted to comp.sources.misc
awhile back.

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

279. Compiling Mint 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 08:25:01 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan05.082501.192999@zeus.aix.calpoly.edu>
Source record: 195777

First, thanks to everyone that has been helping me setup my system
as a real, working compiler system.

Through several suggestions, I d/led bison and enabled those defs
inthe MiNT makefile, however, doing so results in the folowing (the rest
compiled with out problems previously):

```
--------------8<----------------------
%make
bison -d asm.y
bison: /tmpac840: access denied.
make: *** [asmtab.c] Error 2
%
----------------8<-------------------
```

This means that bison is trying to access a file called "tmpac840" in
the root directory, correct? If so, is there anyway I can change this? I
operate my TCSH entirely within U: so that references to "/" are made to the
root of the unified disk, which cannot contain files (but I suppose it will
take symbolic links...).
Also, typing bison -h (which is an error) gives a list of valid
options but I can't find the "-d" option - is this an error (ie: should be
"-b") , or is it supposed to be there?

Thanks in advance.

-MikeB

280. GDOS+Ste

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 08:33:14 UTC
From: vacs@hpna49-1.cern.ch
Message-ID: <1994Jan5.083314.12471@dxcern.cern.ch>
Source record: 195779

HI,
I got the following problem trying to run GDOS on my French STE machine.
First I copied from somewhere in germany a version 3.1 of amcgdos. After
installing it and rebooting the machine keeps rebooting infinetely because
its trying to run this Gdos version. The fonts are there, where they should
be. The Assign.sys file is also ok, so where is the problem. I am running
under system 1.62.
Thank you
george

281. TV to SC1224

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 08:36:52 UTC
From: Lexicor@world.std.com
Message-ID: <CJ5ELH.By0@world.std.com>
Source record: 195778

Hi!

Other than using a genlock, is there a direct way (and less expensive!) to hook up a video source to an SC1224?

Yat

282. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 09:08:50 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <08QKB07S@math.fu-berlin.de>
Source record: 195780

In article <94004.230259SAW151@psuvm.psu.edu>, <SAW151@psuvm.psu.edu> writes:
>Does anyone know of a Public Domain Text Editor that is good?...I don't need an
>ything fancy, I just need the basic stuff..... I have Page Stream to do the res
>t .....

MicroEMACS is a pretty standard text editor, and you may already be familiar with a version of EMACS on a mainframe somewhere. An ST version of 3.12 is available on atari.archive.

If you'd rather have a GEM based editor, I just recently started playing with one called Everest. It seems to be well thought out, and can even take command line input. Version 1.5 is available on atari.archive.

These are really the only two I have had any experience with. I got sick of loading Flash just to use the editor (It was SLOW on huge files, too.), so I started exploring to find a text editor. Good luck.

Hiram

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

283. Re: Bombing out

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 09:59:15 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan5105916@issan.informatik.uni-dortmund.de>
Source record: 195781

In article <steveb.757690456@thed.usup.uk22.bull.co.uk>, steveb@thed.usup.uk22.bull.co.uk (Steve Bacall) writes:

|> Does anyone know exactly what it means if your ST crashes with 6, 7, or 8
|> bombs ? I couldn't count them quickly enough before the screen reset.

4 bombs illegal instruction
5 bombs division by zero (ignored by TOS)
6 bombs chk instruction failed
7 bombs trapv instruction failed
8 bombs privilege violation (instruction only allowed in
supervisor mode)
9 bombs trace trap

More than 4 bombs normally means big trouble, like stack overflow or wild pointers into the text segment. Looks like the game is quite unclean.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

284. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 10:18:07 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan5111807@issan.informatik.uni-dortmund.de>
Source record: 195782

In article <35809@mindlink.bc.ca>, Desmond_Liu@mindlink.bc.ca (Desmond Liu) writes:

|> Well, I did put them in separate directories. I was getting a redefinition of
|> _NFILE, because for some reason the header files in my $GXXINC ultimately
|> #included <compiler.h>, which is in my $GCCINC directory:

|> % gcc hello.cc -o hello.tos
|> In file included from d:\gnu\incl++\g_config.h:16,
|> from d:\gnu\incl++\streambu.h:25,
|> from d:\gnu\incl++\iostream.h:24,
|> from hello.cc:1:
|> d:\gnu\incl++\stdio.h:155: warning: `_NFILE' redefined
|> d:\gnu\include\compiler.h:202: warning: this is the location of the previous.

You should delete stdio.h from $GXXINC, and also any other file that
has the same name as one in $GCCINC. They don't belong there.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

285. Re: Falcon030 Compatable?

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 10:19:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ5JCH.Jvo@barclays.co.uk>
Source record: 195784

In article <2gcgi8$9bh@insosf1.infonet.net>, lannie@ins.infonet.net writes:
|> I am going to buy a Falcon this month some time. Could someone tell me
|> how compatable this machine will be with ST software?
Generally, very. Out of 340Mb of software, I had 1 app - VIP Pro and a few bits of PD that wouldn't run. Everything is fine. That's Write is dodgy - you need to get a patch from the authors to fix it.

|> I have Quick ST 2.1
|> Bunch of Games, Wordperfect, and a few others. These are my main
Many games will work if you first run Backwards, an ST/STe emulator. Some won't work at all. Don't know about WP.

|> concerns. Should I get the VGA monitor and sell my 1223 or keep
I'd get an SVGA minimum or a multisync, I have the latter & BlowUp030 and normally run at 928x680x16 which is very nice to work with. VGA monitors limit you if you decide to go for a screen enhancer like Blowup or SCreenblaster.

|> it? I will be getting the video digitizing system for it also.
Which one? There are at least 3 in the UK - Videomaster from Hisoft which also has sound digitising etc. Vidi ST 12 and something from Titan Designs.

|> I also have an ICD ADSCSI+ board with a 130Meg Maxtor drive I will
|> attach to it. I will be getting the 4Meg 85MDrive Falcon.
Take out the ICD board and then directly connect the drive to the SCSI port on the Falcon. I have 2 external HDs in one case daisy chained to the SCSI in this way. I'd advise getting the ICD pro drivers as the Atari ones are a bit crap really.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

286. Re: Compiling Mint 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 10:24:01 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan5112401@issan.informatik.uni-dortmund.de>
Source record: 195783

In article <1994Jan05.082501.192999@zeus.aix.calpoly.edu>, mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:

|> Through several suggestions, I d/led bison and enabled those defs
|> inthe MiNT makefile, however, doing so results in the folowing (the rest
|> compiled with out problems previously):
|> --------------8<----------------------
|> %make
|> bison -d asm.y
|> bison: /tmpac840: access denied.
|> make: *** [asmtab.c] Error 2
|> %
|> ----------------8<-------------------

|> This means that bison is trying to access a file called "tmpac840" in
|> the root directory, correct? If so, is there anyway I can change this? I
|> operate my TCSH entirely within U: so that references to "/" are made to the
|> root of the unified disk, which cannot contain files (but I suppose it will
|> take symbolic links...).

Looks like this port of bison is broken.
Try setting TMPDIR to a pathname with trailing "/".

|> Also, typing bison -h (which is an error) gives a list of valid
|> options but I can't find the "-d" option - is this an error (ie: should be
|> "-b") , or is it supposed to be there?

It is supposed to be there, in every version of bison. It means "put
out the definition of the tokens into a separate file".

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

287. Re: GDOS-Driver for HP-DJ550C

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 10:47:57 UTC
From: djs@jet.uk
Message-ID: <1994Jan5.104757.10661@jet.uk>
Source record: 195788

In <1994Jan4.105255.18754@ibr.cs.tu-bs.de> i7110203@ws.rz.tu-bs.de (Haak) writes:

>Hi *.*,

>I'm posting this for a friend who is an Atari-user
>and now purchased a HP Deskjet 550C. He would like to
>have a GDOS-driver for this printer, either a ready-made
>or information , how to write a driver for GDOS capable
>of color. Where can one get this ? Any hints are welcome !
Not a great deal of help, but: SpeedoGDOS contains a DeskJet driver,
which will drive the 550c in mono (like a 510). Which colour GDOS
programs do you have? The GDOS programs I can think of are in mono.

For colour, there are non-GDOS programs such as PageStream and Calamus.
See elsewhere in this newsgroup for info about PageStream 550c drvers.
I do not know about Calamus, I don't use it.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

288. Re: Desktop picture

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 11:27:07 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jan5.122708.820@cathy.ijs.si>
Source record: 195785
Body handling: HTML body converted to readable text

There are several such programs. Two are called deskpic. One can only display DEGAS images, which it loads automatically on boot-up from a fixed file.

The other deskipc (much better) has a an accessory which enables you to select which file you wish interactively, or you can save your preferance for each resolution. This one can load GIFs and XIMG. (Possibly other formats, too). It works up to 256 colors on the falcon, but jams my 4.01 falcon when I do a resolution switch.

Or you can use Gemini 1.99, which also allows you to load in any XIMG picture as background. (Which also works in 256 mode. I haven't yet tested it in TC).

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.siA Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

289. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 12:09:24 UTC
From: paetau@mits.mdata.fi
Message-ID: <2gealk$9aj@mits.mdata.fi>
Source record: 195786

In article <CJ4s6x.52J@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:

>Connect lets you install GDOS fonts without GDOS. There are plenty of
>fonts around. Most are for hi-res, but it shouldn't be too hard to scale
>them.

Sounds interesting, can these fonts be found at the common ftp-sites?
And if I should have to scale them, do I need some special software
for that, and if so, where can I get it from?

>GEM terminals can be faster than what you have now with NVDI.

I use TurboST 1.8, which makes BIOS text output quite fast (I think).
I have never tried NVDI on my machine, but I borrowed a Falcon with
NVDI for a few days some time ago, and I noticed it was very much
faster with than without NVDI. Do you think NVDI would make GEM text
output on my machine faster than BIOS output is now, with TurboST? I
dare doubt it, although it would be very impressive.

>Ofir ogal@cix.compulink.co.uk

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
---

290. Falcon ftp site - where ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 12:40:53 UTC
From: stenz@wegy.waldorf-gmbh.de
Message-ID: <1994Jan5.124053.18716@scotty.waldorf-gmbh.de>
Source record: 195655

Subject says it all. I m especially interested in
binaries of gcc, tcsh and 56001 related stuff.
Thanks.

Stefan

--
Stefan Stenzel <stenz@waldorf-gmbh.de>
Waldorf Electronics GmbH R & D Department
Neustrasse 9-12, D-53498 Waldorf, Germany
Phone : +49 (0)2636-80294, Fax : 80188

291. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 12:53:17 UTC
From: Hurn@cup.portal.com
Message-ID: <99997@cup.portal.com>
Source record: 195787

hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) wrote:

| MicroEMACS is a pretty standard text editor, and you may already be
| familiar with a version of EMACS on a mainframe somewhere.
| An ST version of 3.12 is available on atari.archive.

[...]

| even take command line input. Version 1.5 is available on atari.archive.

Where is the atari.archive site? I checked out the umich mirror sites
but those programs were not there.

Thanks,

- Nancy hurn@cup.portal.com

292. Re: DESKJET 550C and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 12:58:54 UTC
From: djs@jet.uk
Message-ID: <1994Jan5.125854.11146@jet.uk>
Source record: 195789

In <1994Jan4.122232.5687@jet.uk> djs@jet.uk (David Stevenson) writes:

>In <1994Jan3.105237.11959@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes:

>>In article <93364.115414HARRIS@SLACVM.SLAC.STANFORD.EDU>, <HARRIS@SLACVM.SLAC.STANFORD.EDU> writes:
>>|> I received a DESKJET 550C for Christmas. Is color useful for a
>...

>>GhostScript does!
>>(2.5 supports the Deskjet 500C and the new 2.6 supports the 550C
>>(not official released, but the beta i have runs without problems))
><...
me>Our Unix version of GhostScript 2.6.1 only mentions 500c, not 550c. Am
me>I missing something?
Er, yes I was missing something, actually. I looked in the wrong
driver source file; we do have the 550c driver.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

293. Re: Falcon030, one more

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 13:13:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A39410@KR.maus.de>
Source record: 195557

O>>
O>>I am wondering if I should use FPATCH2 and/or BMAPFIX2. RIght now I am
O>>using both, but is only one necessary???
O>>

O>One should do, I use FPatch2. But maybe Don Maple can give more info.

In short: it does *not* hurt to run both FPATCH2 and BMAPFIX2! FPATCH2
for the DMA and BMAPFIX2 for the bconmap. For more info read on...

I missed the beginning of this thread (don't ask... gateway trouble...)
but as a rule of thumb: when it comes to Bconmap - BMAPFIX*2* does
everything FPATCH2 does AND MORE! Although, FPATCH2 has the DMA fix
as well. BTW, putting two *unrelated* fixes in the same program (as in
FPATCHx) is not very smart...

A bit of "hysterical" information ;-). FPATCH2 is based on the *old*
BMAPFIX (without 2). This has been overtaken by BMAPFIX*2*. When/If
Atari returns to the computer universe I expect FPATCH*3* will copy
BMAPFIX*2*... ;-)))

Also, I'd like to set the record straight re AEO_0222 *disinformation*
(they seem to ignore my email so I'll just do the laundry in public):

AEO> If a program such as a screen saver is expecting to talk to the MFP
AEO> when accessing Device 6, then there could be a problem when using
AEO> BMAPFIX2.

If an SS tries to talk to Falcon's MFP directly *nothing* will happen (no
input) since the MFP is not connected to the serial! On the other hand if
OS
calls are used everything will work just fine because it will be
redirected
to the SCC. Ergo, I don't see how a screen saver can experience problems!?
(Do note that I'm intentionally not complaining about programs tickling
the hardware directly ;-))

Anyway, to the original poster: feel free to send me email and I'll help
if I can.

Don

P.S. I'll post this twice from different sites to make sure it gets done.
Appologies for eventual duplication.

donm@ucon.gun.dedonmaple@cix.compulink.co.ukDon_Maple@kr.maus.de

294. Wanted atari ST emulator for PC - optimist

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 13:38:55 UTC
From: jlt1@crosfield.co.uk
Message-ID: <1994Jan5.133855.860@crosfield.co.uk>
Source record: 195792
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.hardware

The subject sums it up. I have a very old and unreliable (well I did put 1M DIPs in the 256K DIP sockets) ST. I also have a 386 PC and would like to continue to run my ST software when the ST finally expires. Speed is relatively unimportant since I prefer strategy to 'arcade' type games.

Is there any form of ,preferably software, preferably PD, ST emulator for DOS platforms ?

(Yes I know all this implies another ST user has been seduced by 'the dark side'. You won't get me to swap my VHS video recorder for a Betamax one either !)
--

#include <discliamer.std> _^o. ->>> jlt1@crosfield.co.uk <<<-
-------------------------_ LL __---

295. Re: Wanted atari ST emulator for PC - optimist

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 13:56:27 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ5tE3.9C1@barclays.co.uk>
Source record: 195793
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.hardware

The only option you have is the commercial GEMulator. that runs GEM stuff mainly, games wont be much good on it in general. The ST Club sell it in the UK.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

296. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 13:57:06 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJ5tF6.8q5@uc2372c.DaytonOH.NCR.COM>
Source record: 195795

In article <CJ4CML.C3I@world.std.com>, Lexicor@world.std.com (Yat W Siu) says:
>
>Have you actually tried to leave the serial connector connected? On the
>TT at least I have enough space to leave the serial connector hanging out,
>it works (space wise on mine) at least with the NOVA Board as the board
>is sort'a semi internal <grin>

Nah, haven't tried this yet (as I don't yet have a Nova/CD board - rats,
where's that winning lottery ticket? ;-)

Hmm, too bad there isn't a way to move one of these boards into the
internal HD bay (since I don't have an *internal* HD on my MSTE) and then
access it from there. Nahh, that could get too messy...

I dunno if I'd want to leave the serial "hanging out" of my system. After
the fun with internal space I had with my old 1040ST and a Zram board,
I think I'll stick with a nice, properly stuck together system :-)

Rob

297. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 14:06:16 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJ5tuG.964@uc2372c.DaytonOH.NCR.COM>
Source record: 195796

In article <CJ4s6x.52J@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") says:
>
>Connect lets you install GDOS fonts without GDOS. There are plenty of
>fonts around. Most are for hi-res, but it shouldn't be too hard to scale
>them.

Actually, if you're in ST Medium res, you can set the font to "System Font 10"
(whichever is the smallest, or next to smallest, I forget), and turn off the
scrollbars. That way, I think you will get the full 80x25 text screen within
that window. The text isn't too bad to read either...

>GEM terminals can be faster than what you have now with NVDI.

Or Warp9 like I have set up :-)

Rob

298. TV

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 14:19:50 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJ5uH2.9sq@uc2372c.DaytonOH.NCR.COM>
Source record: 195799

[Observation warning: not intended to be a flame]

I heard on CNN a couple days ago that there is supposed to be a addon board for the MAC to allow it to be used with a TV set rather than a monitor (particularly useful with a big-screen, I'd imagine). Costs a couple hundred bucks, I believe...

Observation: new idea, eh? ;-)

Rob

disclaimer, etc: no disparaging remarks here about the Mac, just a fascination that they came up with the idea at this point in time (curious who felt this was needed, and why))

...BTW I would have put a "followup" to .advocacy, but I forget the syntax for followups - sorry for any inconvenience...

299. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 14:35:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A11125@MS.maus.de>
Source record: 195558

In article <KUERSCH.48.757604292@rog1.rog.rwth-aachen.de>, Juergen Kuersch (KUERSCH@rog1.rog.rwth-aachen.de) wrote:
>Due to public pressure, a new GEMINI-release has been published on Dec 31.
>Since it does not yet include documentation files and appears to be buggy,
>it is called GEMINI 1.99, which is at least better than nothing, and even
>better than 1.21. It can be anonymous FTPd at ftp.uni-paderborn.de
>(atari/tools/gemini).

I wouldn't call it buggy. In fact, it's very *stable* compared to other programs I know. It should appear on a.a.u.e soon.

300. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 14:35:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A11124@MS.maus.de>
Source record: 195559

In article <2g7mev$n0e@golem.wcc.govt.nz>, Steve Wells
(wells_s@jethro.UUCP) wrote:
>] Well ... no offence, but according to the ones who should know Geneva
is *C
>] compared to MAG!X v2.0 .. (no offence to Geneva addicts, it's just that
MAG
>] is said to be *MUCH* better ...)
>
>How big is Magix. Geneva is only about a 200k file.
>
>Try using something before claiming it's better, even after being told
>by the ones who should know. Quite often they say so because it does
>what *they* want, and nothing anyone else wants quite often!
>
>Anyone want to give us some specs on magix!?

Mag!x is ~ 150 K, *including* everything (BIOS, XBIOS, GEMDOS, VDI, AES)
except desktop.

301. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 14:55:18 UTC
From: donan@u.washington.edu
Message-ID: <2gekcm$9or@news.u.washington.edu>
Source record: 195794
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

```
In article <1994Jan4.195909.11939@beaver.cs.washington.edu>,
Aaron Kaleva Pulkka <pulkka@cs.washington.edu> wrote:
>Back in the mid-80s I bought a brand-new Atari 520 ST, to replace my
>well-worn Atari 800 and to play a game called Sundog.
>
>Does anyone remember who made that game and/or whether it is available for
>any other platforms (preferably the IBM PC)? I know it was also available
>for the Apple II, but has been discontinued (stores will tell me that, but
>not the name of the company that made it).
>
>Any information would be greatly appreciated, I miss that game.
>
>--
>-- - - - - - - - - - - - - - - - - - - - --
> Aaron Kaleva Pulkka <pulkka@cs.washington.edu> CSE graduate student
> MUD aliases: teklon@kobra, kaleva@others HITLab research assistant
> sci.virtual-worlds & rec.arts.cinema co-moderator ACM chapter treasurer

YES!! Great game. I may even have it buried away somewhere. But I think
I do remember that I tried to get it for my DOS machine when I switched
from Apple with no success. Nothing available. However, that was a ling
(I mean 'long') time back. Sorry, don't remember the vendor tho'
```

302. Re: SoundLab (was Wav player at A.A....)

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 15:12:20 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2gelck$brd@unicorn.ccc.nottingham.ac.uk>
Source record: 195797

In article <2gcipc$fee@cville-srv.wam.umd.edu>, dwallace@wam.umd.edu (He whose name must not be spoken...) writes:
> In article <CIwGqo.AtK@cix.compulink.co.uk>,
> Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
> >Not that I could see, bombed when I tried to load in some samples.
>
> I had the same problem with SoundLab on my Atari STe (which is really
> stupid, since the thing has several STe-specific features in it...)
> I remember having SoundLab 1.0 running fine on my old 520ST, and when I
> upgraded to my STe, it started acting flaky. It eventually got deleted
> somehow, and when I found v1.1 on the net, I was tremendously excited.
> However, it too bombs whenever I try to play a loaded sample, or do pretty
> much anything else for that matter.

I run v1.1 on a 2Mb STE no problem. Perhaps it's queasy about less memory ? A flakey version (1.0 ?) was accidentally released and even made its way onto the cover of ST Format - shame really as it had no docs. An update, v1.11 was released but this just cured a bug with .WAV files I believe.

You could try contacting Damien - the author - at dmj@genie.geis.com

Sam

303. Re: Disk cataloguer wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 16:42:03 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-050194174217@128.141.55.213>
Source record: 195800

In article <16818@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall (G.M) Harris) wrote:

> Is there a PD floppy disk cataloguer that lists all files, including those
> within .arc, .lzh, .zoo, .zip, .arj archives?
> --

I'm making one, but I think it won't be out before several month.

304. Is there a source site

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 17:03:51 UTC
From: jeffp@hot100.EBay.Sun.COM
Message-ID: <2gertn$3ok@male.EBay.Sun.COM>
Source record: 195652

```
Hello,

I looking for a source site from which to get an
Atari compatable spread sheet.
Can some one point me in the right direction?

Thanks, Jeff
```

305. Re: GFA Basic Code.

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 17:03:55 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2gertrINN1at0@rs1.rrz.Uni-Koeln.DE>
Source record: 195653

In <94004.230518SAW151@psuvm.psu.edu> <SAW151@psuvm.psu.edu> writes:

>I currently program in GFA basic to create simple modem games and utilities, bu
>t I had an Idea that requires the use of a small Ram Disk. If anyone knows of
>the coding for GFA Basic that will allow me to make the computer think it has a
>nother drive available, I would greatly appreciate it.

Fooling the OS into thinking it has another drive doesn't sound
like a good idea to me generally, no matter what the language is.
For one thing, concurrently running programs like accessories or
other programs under MiNT, MultiTOS, or other multitasking
environments, could be severely messed up by such hacking. Other
than that, I suspect that information about the drive
configuration is scattered throughout a lot of undocumented OS
variables, whose locations may vary among different TOS
versions...

I suggest you to consider the following alternatives:

If you want the ramdisk for passing data between programs that
are run one after the other, why not just use some mechanism for
the programs to get knowledge of the user-defined name and path
of the file(s) in question. Then, users who have a ramdisk
installed can configure your software such that it uses the
ramdisk, thus speeding up processing. Others, who don't have a
ramdisk, or who don't want one, can still use the software, but
they'll have to be more patient. File names and paths can be
specified in a configuration file, or with environment variables,
for example.
Alternatively, it may be possible to have the first program, i.e.
the one that produces the data needed by subsequent programs,
terminate with Ptermres(), thus preserving the data. Of course,
then you need a mechanism for the subsequent program to establish
contact with the first program (e.g. with a cookie), and inquire
the location of the data in question.
If you intend the ramdisk just for temporarily swapping out some
data that are not needed presently but will be needed again
later, I strongly suggest to store them in arrays, strings (which
are very convenient, as they can serve as stores for data of many
types, which are accessed with the pointer operators {}, FLOAT{},
SINGLE{}, CARD{}, WORD{}, BYTE{} etc.), or MALLOC()'ed chunks of
memory (which can be handled the same way). These methods are
clean in every respect, they don't mess up the OS or other
applications, and moreover, they are likely to be even faster
than a ramdisk.

I don't know if any of these suggestions are any help to you.
Feel free to mail me, or post, more details about what you're
planning to do, so we can make more specific suggestions.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

306. Re: falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 18:01:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ64qz.9D7@cix.compulink.co.uk>
Source record: 195661

In message <2gd3nq$96p@homer.cs.mcgill.ca>, dgently@binkley.cs.mcgill.ca said:
>
>As far as music software is concerned, what is available? Has anybody
>tried DigiTape 2.0, Cubase Audio, or Notator Logic Audio, or dos anybody have
>information about these packages?

I have tried DigiTape and Cubase Audio. Cubase is simply miles ahead of
the competition.

>
>For telecomunication software, what is a cheap FAX package for the ST?
>(I just want to use it to receive Faxes.. and maybe send ASCII files as Fax.
>Also, A slip that could multitask would be nice. Any information?
>

STraight FAX is nice. It's available from Toad Computers.

Ofir ogal@cix.compulink.co.uk

307. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 18:01:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ64r3.9Dy@cix.compulink.co.uk>
Source record: 195662

In message <94004.230259SAW151@psuvm.psu.edu>, SAW151@psuvm.psu.edu said:
>
>Does anyone know of a Public Domain Text Editor that is good?...I don't need an
>ything fancy, I just need the basic stuff..... I have Page Stream to do the res
>t .....
>thanks

Everest 3, it's shareware and superb.

Ofir ogal@cix.compulink.co.uk

308. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 18:01:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ64r5.9Eo@cix.compulink.co.uk>
Source record: 195663

In message <2gealk$9aj@mits.mdata.fi>, paetau@mits.mdata.fi said:
>>Connect lets you install GDOS fonts without GDOS. There are plenty of
>>fonts around. Most are for hi-res, but it shouldn't be too hard to scale
>>them.
>
>Sounds interesting, can these fonts be found at the common ftp-sites?
>And if I should have to scale them, do I need some special software
>for that, and if so, where can I get it from?

Yes, you would need some font editor. I believe there is a PD or Shareware
version of FontKit, but I think you will have to order it from the ST Club
in the UK. There must be other font editors around. GDOS screen fonts are
nt easy to find. They normally come with comms programs. I have about 10
hi-res ones if you want.
>
>>GEM terminals can be faster than what you have now with NVDI.
>
>I use TurboST 1.8, which makes BIOS text output quite fast (I think).
>I have never tried NVDI on my machine, but I borrowed a Falcon with
>NVDI for a few days some time ago, and I noticed it was very much
>faster with than without NVDI. Do you think NVDI would make GEM text
>output on my machine faster than BIOS output is now, with TurboST? I
>dare doubt it, although it would be very impressive.
>

No, if you use Turbo ST, NVDI is about the same speed. It's a little
faster on GEM text and a little slower on BIOS text.

Ofir ogal@cix.compulink.co.uk

309. NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 18:05:05 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <friedric-050194100505@appletalk-77.mdd.comm.mot.com>
Source record: 195654

Where can I purchase NVDI? Is it available in the United States?
And is it compatible with Cubase on the Falcon?

Thanks,
Bernd

--
Bernd Friedrich
Quality
Motorola - Wireless Data Group
Quality Means The World To Us (tm)

310. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 18:31:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A62235@M4.maus.de>
Source record: 195561

>>That doesn't make sense, since there's virtually no hard drive yet (no
>>affordable one, at least) that drives the NCR chip to its limits.
>
>The controller in the falcon is limited to around 1.1M a sec,
>_flat_strap_,
>depending on various annoying timing considerations. (NCR5380)

sigh, why is there always someone who never tried and still knows
better...

I have a Fujitsu M2622-512 hooked to our demo unit Falcon030 (stock 4/80
machine), and GEMDOS read access goes up to 1850 KB/s.
Quantum LPS 240 and Seagate 3600N drives also get that high, a 240 MB
Maxtor 7245S did 1450 KB/s, Syquest 3105S removable does 1400 KB/s.
Fastest on the Falcon was a HP 1 GB 3,5" drive doing 1900 KB/s through
GEMDOS.
For the TT (with FastRAM), it was a Quantum LPS 240 flying at 2200 KB/s.

(These are just the ones I remember, I tried loads more.)

1.1 meg/second is about the limit old STs have through GEMDOS. Falcon and
TT can do about twice the speed.

bye, Peter

311. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 18:37:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A62236@M4.maus.de>
Source record: 195562

>The Falcon internal IDE drive...happens to be for notebooks or? This
>would mean that a 340 mb 2.5" IDE would cost a lot of money...

340 MB is quite expensive for now. It's the maximum size anyway (for
now...)

Seagate and Conner 240 MB drives have come down in price quite a lot. Here
in Germany, an internal 240 MB 2,5" is cheaper than an external SCSI 3,5"
with cable and box.

bye, Peter

312. Re: Atari systems, revised listing.

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 18:40:56 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2gf1jo$m1t@vulcan.nrlssc.navy.mil>
Source record: 195666

```
In comp.sys.atari.st, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>> -= ATARI 8-BIT COMPUTERS =-
>
>> Year____Model__________RAM___________Engine_____________________________
>> 1979 400 16KB 6502
>> 1979 800 48KB 6502
>
>Holy shit, I just realized that I have owned an Atari computer for the last
>_14 years_ (ignoring the recent New Year)!! The first was an 800, bought
..deleted..
>
>Wow, 14 years. I think I'll go count my grey hairs :-).
>
>--
>*****************************************************************************
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>*****************************************************************************

It's funny looking back. I got through graduate school in physics
using a Radio Shack Model I - upgraded from 4K to 16K memory I think.
That was enough to do some numerical integrations of wave equations
though, along with keeping the records for the classes I was teaching
on my assistantship. Now the 64MB sparc10 on my desk isn't enough
half the time! Let's hope this exponential explosion of desktop power
never stops..

--
+-------------------------------------------------+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+-------------------------------------------------+
```

313. Re: Falcon030 Compatable?

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 18:51:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d2b0c24@troed.ct.se>
Source record: 195640

In a message of 05 Jan 94 11:19:29, Iain.Laskey wrote:

I> |> concerns. Should I get the VGA monitor and sell my 1223 or keep
I> I'd get an SVGA minimum or a multisync, I have the latter & BlowUp030 and
I> normally run at 928x680x16 which is very nice to work with. VGA monitors
I> limit

(Just my 2 cents ..)

I bought a normal VGA, which just happens to be quite good ... you never know until you try ...

My monitor did 800*600 maximum on the PC system it was used on before .. with BlowUp030 I'm running it at 1024*768i, 1024*768ni, 1280*960 and others ... the BlowUp030 is VERY flexible, thus it's able to do a lot more with a normal VGA than any other machine I've seen ..

(Note, my monitor does between 28-48kHz, and 45-125Hz, and should really be called a MultiScan ... but it was sold as a VGA .... for those interested, it's a DMC Super-MD3 ..)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employer! --------+

314. Atari 520ST & mouse = $65 including shipping.

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 19:34:22 UTC
From: cwilliso@tuba.aix.calpoly.edu
Message-ID: <1994Jan05.193422.148108@zeus.aix.calpoly.edu>
Source record: 195656

I dont need my little 520 anymore, as I have my trusty 1040, and I'm
moving, so you can have it for $65 including shipping costs.

Respond via email to cwilliso@tuba.aix.calpoly.edu

Chris.
--
((((((|))))))
|Chris Willison:(cwilliso@tuba.aix.calpoly.edu):CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|))))))

315. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 20:13:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gf71b$g67@mailer.fsu.edu>
Source record: 195657

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
> In article <94004.230259SAW151@psuvm.psu.edu>, <SAW151@psuvm.psu.edu> writes:
> >Does anyone know of a Public Domain Text Editor that is good?...I don't need an
> >ything fancy, I just need the basic stuff..... I have Page Stream to do the res
> >t .....

> MicroEMACS is a pretty standard text editor, and you may already be familiar
> with a version of EMACS on a mainframe somewhere. An ST version of 3.12 is
> available on atari.archive.

> If you'd rather have a GEM based editor, I just recently started playing with
> one called Everest. It seems to be well thought out, and can even take command
> line input. Version 1.5 is available on atari.archive.

> These are really the only two I have had any experience with. I got sick of
> loading Flash just to use the editor (It was SLOW on huge files, too.), so I
> started exploring to find a text editor. Good luck.

I have seen Tempus II for as little as $10 used on this group. It is
an excellent text text editor (blindingly fast, lots of features, totally
reprogrammable keyboard). I bought it for about $40, and it was money well
spent. Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

316. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 20:16:15 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gf76f$h4j@mailer.fsu.edu>
Source record: 195658

Marshall Lake (mlake@irscscm.UUCP) wrote:
> I was in Staples (an office supply store chain) a few days ago and was
> surprised to see a demo running on a PC off of CD-ROM written by Atari
> (Corp I believe and not Games). The demo ran for about a minute. It
> was a cartoon of a cat that gets ahold of the tv remote while the
> master is gone. The cat changes into different characters while
> playing around with the remote and watching the tube. When the master
> returns the cat blames what has happened on the dog. The dog gets
> booted out of the house and crashes into a mailbox with the name of
> that guy who does STReport on it. The name plate (or mailbox ... I
> forget which) falls into the snow (or gets covered up by the snow ...
> I forget which). It was a cute demo.

That is a .AVI file that has been around for ages. It requires 4mb of
memory (if you have the version with sound). It is a great animation,
where the cat turns into Spock and the basketball player, etc. I think
I might have it on my hard disk somewhere. If so, I'll upload it to
atari.archive.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

317. Re: Bombing out

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 20:18:25 UTC
From: healy@nosc.mil
Message-ID: <1994Jan5.201825.2970@nosc.mil>
Source record: 195659

In article <SCHWAB.94Jan5105916@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de writes:
>In article <steveb.757690456@thed.usup.uk22.bull.co.uk>, steveb@thed.usup.uk22.bull.co.uk
(Steve Bacall) writes:
>
>|> Does anyone know exactly what it means if your ST crashes with 6, 7, or 8
>|> bombs ? I couldn't count them quickly enough before the screen reset.
>
>4 bombs illegal instruction
>5 bombs division by zero (ignored by TOS)
>6 bombs chk instruction failed
>7 bombs trapv instruction failed
>8 bombs privilege violation (instruction only allowed in
> supervisor mode)
>9 bombs trace trap
>
>More than 4 bombs normally means big trouble, like stack overflow or
>wild pointers into the text segment. Looks like the game is quite
>unclean.
>

Often when you see a bunch of bombs it is several bus errors, not just
one error.

Mike Healy

healy@nosc.mil

318. FPATCH & BCONMAP

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 20:51:41 UTC
From: donm@ucon.gun.de
Message-ID: <1994Jan5.205141.5523@ucon.gun.de>
Source record: 195681

[No readable article body recovered]

319. French companies

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 21:21:19 UTC
From: donm@ucon.gun.de
Message-ID: <1994Jan5.212119.5867@ucon.gun.de>
Source record: 195682

Salut tout le monde!

Why is it that "Start Micro Magazine" never prints the addresses of companies when reviewing their products?

For example, in Issue 13 (Janvier 1994) I'd like to know the addresses of the makers of "Big Boss Arrangeur" on page 61 and "Spectral Tool Kit" on page 67.

Any French Atari enthusiast that can help out there?

Merci!

Don

P.S. Feel free to pass this on to the editor of the mag at 3615 (I don't have Minitel).

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

320. WANTED: New Zealand Story

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 21:34:00 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2gfbo8INNpr3@uwm.edu>
Source record: 195660

I would like to purchase the game "New Zealand Story" second hand. If you have one you would like to sell, please send me e-mail. Thanks.

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

321. Thanks for the info! (Re: Anyone remember Sundog?)

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 22:25:50 UTC
From: pulkka@cs.washington.edu
Message-ID: <1994Jan5.222550.3777@beaver.cs.washington.edu>
Source record: 195665
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

Thanks to the many, many people who replied to my query :)

Here is what I have been told: the game was apparently made by the FTL Games division of Software Haven, Inc. The game is still available for the Atari ST and the Apple II, but not for any other platforms. However, Origin makes a game called "Wing Commander Privateer", which follows the exact same story line, but is a more advanced version and is apparently available for the IBM PC.

If you want the ST or II version, here is who to contact:
FTL Games
PO Box 112489
San Diego, CA 92111
619-453-5711

Thanks again for all the information,

AKP
--
-- --
Aaron Kaleva Pulkka <pulkka@cs.washington.edu> CSE graduate student
MUD aliases: teklon@kobra, kaleva@others HITLab research assistant
sci.virtual-worlds & rec.arts.cinema co-moderator ACM chapter treasurer

322. Re: GFA Basic Code.

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 22:41:10 UTC
From: andre@cix.compulink.co.uk
Message-ID: <CJ6Hon.JL3@cix.compulink.co.uk>
Source record: 195670

In message <94004.230518SAW151@psuvm.psu.edu>, SAW151@psuvm.psu.edu wrote:

>I currently program in GFA basic to create simple modem games and utilities

Not answering your actual question (sorry), but beware of using GFA's INPAUX$
facility. It took me *ages* to work out that this clobbers flow control,
which could cause overruns with fast modems if you don't handle the data
fast enough.

Andre

Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."
--
Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

323. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1994-01-05 23:13:01 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CJ6J5q.Lou@cix.compulink.co.uk>
Source record: 195671

In message <2g0dq9$61k@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>One big problem is the Shareware Price, its far to dear for Shareware,its even
>dearer than a Commercial program...
>
Roger, shareware does not imply cheap, it just means you get to try before
you buy.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

324. Re: CD-Quality MUSICEDITOR MJUZAKK ->ftp.uni-kl.de!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 00:32:52 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CJ6Mut.1Jt@cix.compulink.co.uk>
Source record: 195672

In message <2gco77INNpk@sbusol.rz.uni-sb.de>, hbksjsbk@sbusol.rz.uni-sb.de said:
>the 16-bit CD-Quality "tracker" mjuzakk in the version 1.2 is now available
>at ftp.uni-kl.de!!
> [...]
>oh, i forgot, it naturally runs only on falcons (whatelse :-])
>
But does it work on a Falcon with an (S)VGA monitor though? None of the
other trackers I've looked at will, so they just end up getting binned.
Is it really so difficult to write an audio program that's independent of
the video system?

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

325. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 00:44:37 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2gfmtl$dd7@titan.ucs.umass.edu>
Source record: 195667
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CJ4330.KHy@ryn.mro4.dec.com>,
Besiktas... <nagel_e@cecehv.enet.dec.com> wrote:
>
>In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard)
writes...
>
>>I contacted Gribnif on GEnie about getting the Beta version of Geneva,
>>but was more or less told to get lost and wait till October..
>>
>>But I am still waiting...!!
>

The beta offer was always posted as a limited time only, and the full release
version of Geneva has been available for a while now, directly through us,
or through dealers and mail order. I'm sorry I missed this post when it first
came through, but I had no net access for about two and a half weeks around
Christmas.

>Oh, I recently got a newsletter from Gribnif with nice offers and information
>about amongst others, Geneva.
>I am surprised you didn't get this newsletter. I even live in the Netherlands
>so where one lives can't be of any concern.
>

The newsletters went out over the past couple of weeks to all of our registered
users. It is possible that in some cases people could get them faster overseas
since they had to be sent by first class air mail. The US and Canada ones went
out bulk rate.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

326. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 01:00:40 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2gfnro$efu@titan.ucs.umass.edu>
Source record: 195668

In article <2d29ee88@troed.ct.se>,
Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
>In a message of 04 Jan 94 14:44:50, Bob Stewart wrote:
>
>BS> I do choose to take offence at this. True, I do work for Gribnif, so
>
>...and I apology... I was just on my way back from an .advocacy group, guess I
>wasn't ready for the more polite discussions held here .. ;)

Apology accepted. :) I didn't really mean to jump on you in particular. It
is just frustrating to see blanket statements which are not even backed up
by any personal experience. Just one thing though, it is my name, I know, but
was it really necessary to preface all of my statements with BS>? ;)

>I'm sorry,the sentence should read "According to those who should know, Geneva
>has nothing MAG!X can't do" or something like that .. :-/

The problem is that you still have nothing but other peoples opinions to base
this on, and it is still a fairly strong blanket statement which is simply not
true. If nothing else, the Mag!X does not have the same look and feel of
Geneva, which is something many users feel is very important. I personally
like Geneva's much better. I suspect that there are at least a few if not
several other things that Geneva does, that Mag!X doesn't, and vice versa.
I do wish I could go into detail, but I haven't had that much time to play with
Mag!X. I also have had significant trouble figuring out how to do some things,
and what some features mean, since I don't read much German.

I'm still really curious as to an answer for the question at the end of my last
post: Can Mag!X load and unload unlimited DA's on the fly?

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

327. Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 01:08:43 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2gfoar$fcc@titan.ucs.umass.edu>
Source record: 195669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2gckrh$4i7@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@ix.wcc.govt.nz> wrote:
>>In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard)
writes...
>>
>>Oh, I recently got a newsletter from Gribnif with nice offers and information
>>about amongst others, Geneva.
>>
>>Erlend.
>
>Yes I did get mine last week, but another friend here has not heard a thing...
>
>One stupid piont, there was no mention of Geneva on its own, or the Neodesk
>3-4 update with Geneva...??
>
>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

The order form on the newsletter does have a line for Geneva by itself, and
there should be a white third of a page flyer with every newsletter which
has a smaller pre-order form for NeoDesk 3->4 upgrades, which includes Geneva
bundle deals.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

328. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 02:22:02 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <35893@mindlink.bc.ca>
Source record: 195674

> Andreas Schwab writes:
>
> You should delete stdio.h from $GXXINC, and also any other file that
> has the same name as one in $GCCINC. They don't belong there.

Thanks, that did the trick. I wonder why the stdio.h header is in the G++
distribution?

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

329. Non-speedo Fonts (was: Top Ten Progress)

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 02:51:06 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan06.025106.131121@zeus.aix.calpoly.edu>
Source record: 195675

In article <CJ4s6x.52J@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>Connect lets you install GDOS fonts without GDOS. There are plenty of
>fonts around. Most are for hi-res, but it shouldn't be too hard to scale
>them.

I never once used GDOS before I got SpeedoGDOS. As such, I am a slave
to the extremely easy/intuitive method of adding fonts to my system.

However, I would love to use my CoNnect fonts when I am running Speedo
(since CoNnect doesn't use the fonts in gemsys when Speedo is present). How
do you setup Speedo so that it uses non-Speedo fonts? I'm pretty sure that
someone had said that it was possible (in fact, what good isit to have a bit
mapp cache when all speedo fonts are scalable, unless you can use other
(bitmapped) fonts?) .

On a related note, has anyone had problems with strange behavior with
cached fonts? Occaisionally (more often with Works, but sometimes also with
CoNnect), the font cache gets mangled - or appears to: The symptom is that,
suddenly, characters come out too dark (sort of like the line making up a
character becomes double-width, so "a"s look like dark dots, and "o"s look
bolded. However, this does not affect printer output (only on-screen), and
is fixed by clearing the font cache in the outline utility.

For completeness, I am using a TT with NOVA16M, 1.71 VDI drivers, MTOS
with MiNT1.04, and original release versions of SpeedoGDOS and Works.

>GEM terminals can be faster than what you have now with NVDI.

>Ofir ogal@cix.compulink.co.uk
>

-MikeB

330. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 02:57:00 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan06.025700.134263@zeus.aix.calpoly.edu>
Source record: 195676

In article <2gf76f$h4j@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:

>That is a .AVI file that has been around for ages. It requires 4mb of
>memory (if you have the version with sound). It is a great animation,
>where the cat turns into Spock and the basketball player, etc. I think
>I might have it on my hard disk somewhere. If so, I'll upload it to
>atari.archive.

What do you use to view .AVI files with, and more importantly to me, is
it TT compatible, and GEM/VDI compliant (ie, will it run on GFX cards)?

>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

-MikeB

331. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 03:27:32 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan6.032732.2865@mnemosyne.cs.du.edu>
Source record: 195677

In article <1994Jan5.044230.9884@irscscm.uucp>,
Marshall Lake <mlake%irscscm%media@uunet.uu.net> wrote:
>I was in Staples (an office supply store chain) a few days ago and was
>surprised to see a demo running on a PC off of CD-ROM written by Atari
>(Corp I believe and not Games). The demo ran for about a minute. It
>was a cartoon of a cat that gets ahold of the tv remote while the
>master is gone. The cat changes into different characters while
>playing around with the remote and watching the tube. When the master
>returns the cat blames what has happened on the dog. The dog gets
>booted out of the house and crashes into a mailbox with the name of
>that guy who does STReport on it. The name plate (or mailbox ... I
>forget which) falls into the snow (or gets covered up by the snow ...
>I forget which). It was a cute demo.

If anyone could tell me where I could find the full demo (including
sound), I would be enternally grateful. It is an AVS animation - you
can find the graphics part on a.a.u.e, but the sound is not included.

Thanks,

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

332. opus and FONT.WID problem....

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 03:53:04 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2gg1v0$ikl@charm.magnus.acs.ohio-state.edu>
Source record: 195678

I have finally been granted with the things I need to run the graphic portion of OPUS spreadsheet. I have run into the problem of creating the FONT.WID program.

When I run the program that creates it, I get the message 'Couldn't open printer workstation.' And I have to abort.

I have gotten past the ASSIGN.SYS program fine, and am sure that this is not the problem. everything is labeled as two sources of documentation specify.

I am runnning GDOS 1.1 from harddrive bootup, and my printer file is fx80.sys. Though my printer is a STAR NP-10, one manual says that this driver will handle the printer.

Can anyone clarify what this error means and/or give a solution that I should try. Is it a hardware problem? Could somebody send me the format of the FONT.WID textfile (I know its a table of some sort...) so that I could 'work' around this problem?

Michael Steve jr.
The Sequel

333. ST software closeout!

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 03:59:58 UTC
From: smegma@xmission.xmission.com
Message-ID: <2gg2bu$77t@xmission.xmission.com>
Source record: 195680

```
Software still left:
NeoDesk 3.03 Timeworks Desktop Publisher
CodeHead Utilities PrintMaster Plus (also fonts and borders)
Thunder! Inventory Master
ProCopy Gunship
RoadWar 2000 Populous

All these are original disks and have manuals.
Asking $15 each, includes shipping anywhere in US or Canada.

Also have Gauntlet and Toobin', original disks, no manuals.
Asking $7, includes shipping.

smegma@xmission.com
"I don't need you any more, I'm not the man you're looking for..."
```

334. EDWARD CUNNINGHAM???

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 04:02:06 UTC
From: smegma@xmission.xmission.com
Message-ID: <2gg2fu$7bi@xmission.xmission.com>
Source record: 195683

To Edward Cunningham:
(I didn't get your net address)

What happened to the money you were sending for the ST?
If I don't hear from you within 24 hours I'll assume you don't want it and
will repost it for sale.

smegma@xmission.com
"I don't need you any more, I'm not the man you're looking for..."

335. Re: Non-speedo Fonts (was: Top Ten Progress)

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 04:44:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ6yID.6zH@cix.compulink.co.uk>
Source record: 195679

In message <1994Jan06.025106.131121@zeus.aix.calpoly.edu>, mbaffoni@farad.elee.calpoly.edu said:
>
>I never once used GDOS before I got SpeedoGDOS. As such, I am a slave
>to the extremely easy/intuitive method of adding fonts to my system.
>
>However, I would love to use my CoNnect fonts when I am running Speedo
>(since CoNnect doesn't use the fonts in gemsys when Speedo is present). How
>do you setup Speedo so that it uses non-Speedo fonts? I'm pretty sure that
>someone had said that it was possible (in fact, what good isit to have a bit
>mapp cache when all speedo fonts are scalable, unless you can use other
>(bitmapped) fonts?) .
>

Just add them to your assign.sys file. Not sure about the NOVA card but
here's my assign.sys:

```
PATH = C:\DRIVERS
01p SCREEN.SYS
BAGB09.FNT
GEMINI_S.FNT
s MONACO08.FNT
s MONACO09.FNT
s MONACO10.FNT

02p SCREEN.SYS
s MONACO08.FNT
s MONACO09.FNT
s MONACO10.FNT

03p SCREEN.SYS
s MONACO08.FNT
s MONACO09.FNT
s MONACO10.FNT

04p SCREEN.SYS
GEMINI_S.FNT
BAGB09.FNT
s MONACO08.FNT
s MONACO09.FNT
s MONACO10.FNT

05p SCREEN.SYS
GEMINI_S.FNT
BAGB09.FNT
s MONACO08.FNT
```

```
s MONACO09.FNT
s MONACO10.FNT

06p SCREEN.SYS
GEMINI_S.FNT
BAGB09.FNT
s MONACO08.FNT
s MONACO09.FNT
s MONACO10.FNT

08p SCREEN.SYS
s MONACO08.FNT
s MONACO09.FNT
s MONACO10.FNT

09p SCREEN.SYS
s MONACO08.FNT
s MONACO09.FNT
s MONACO10.FNT

21 DJ5.SYS
22 STFAXSPD.SYS
31 META.SYS
61 MEMORY.SYS

Ofir ogal@cix.compulink.co.uk
```

336. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 05:47:10 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <757829702.0@mettav.royle>
Source record: 195687

It was none other than "Roland Givan" that wrote on the 30 Dec 93 that ,
"G> AFAIK there are at least 4 different types of SCSI2
"G>
"G> 1) Basic SCSI 2
"G> 2) Fast SCSI 2 (whats being talked about here)
"G> 3) Wide SCSI 2 (32bit path)
"G> 4) Fast Wide SCSI 2
"G>
"G> Almost everything is currently limited to types 1 and 2. The fact
"G> that the Falcon's SCSI 2 interface is a type 1 is no great loss
"G> considering that this is still better than the internal IDE interface
"G> (or at least it should be).

But do types 1 and 2 share the same basic instruction set ? Just that the
Falcon cannot access the extended Fast element ?

My interest is primarily though that I am looking for a SCSI2 for my ST
and assuming I have a ICD Host am I also going to run into problem's on
this
score ? I have been looking at drives that are being called 'Fast SCSI2' since
I assumed this was just an advertising adjective :-)

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

337. Re: BETA-TESTERS NEEDED: MasterBrowse

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 06:02:32 UTC
From: BONDSERVANT@delphi.com
Message-ID: <940106.03752.BONDSERVANT@delphi.com>
Source record: 195684

COUNT ME IN SOUNDS LIKE FUN!<G>

My set up is a Falcon 4megs ram and 80 meg HD internal 500 meg HD external
17"extended VGA monitor by packard Bell with screenblaster BTW TOS 4.04

I'm basically just a user I'm setting up to use my Falcon for Multi-track
recording in a home "Demo" studio.It's more fun than a 8track tape recorder<G>

[DTexas

338. Re: Compiling Mint 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 06:08:24 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan06.060824.129031@zeus.aix.calpoly.edu>
Source record: 195686

In article <SCHWAB.94Jan5112401@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
[error deleted]
>
>Looks like this port of bison is broken.
>Try setting TMPDIR to a pathname with trailing "/".

That did the trick. I'm just about through the home stretch - but I
have one last (I hope!) problem before the compile is complete:

Running the make, finishes all of the separate .o compilations and
does the assembly translations (I assume that is what "asmtrans.ttp" does),
but when it goes to compile all of the .o files together it says this:

```
----------------------------------8<----------------------------------
gcc -G -Wall -O2 -fomit-frame-pointer -mshort -DMULTITOS -DDEBUG_INFO -o
mint.prg bios.o xbios.o console.o dos.o dosdir.o dosfile.o dosmem.o dossig.o
filesys.o main.o mem.o proc.o signal.o timeout.o tty.o util.o biosfs.o
pipefs.o procfs.o tosfs.o debug.o rendez.o unifs.o shmfs.o fasttext.o
welcome.o nalloc2.o memprot.o realloc.o context.o intr.o syscall.o quickzer.o
quickmov.o cpu.o -liio16
/usr/bin/gcc-ld.ttp: multiple definitions of symbol `__main'. Files:
/usr/lib\gnu16.olb(main.o)
main.o
/usr/bin/gcc-ld.ttp: multiple definitions of symbol `_exit'. Files:
/usr/lib\gnu16.olb(main.o)
main.o
/usr/bin/gcc-ld.ttp: multiple definitions of symbol `___main'. Files:
/usr/lib\gnu16.olb(__main.o)
main.o
mem.o: Undefined symbol _xbios referenced from text

make: *** [mint.prg] Error 1
%
----------------------------------8<----------------------------------
```

These are such strange errors. Apparently the file that contains
_xbios is not being included (btw, I couldn't even grep the string "xbios" in
th the mem.h file). Which library file is _xbios contained in?

Does the problem with multiple definitions mean that I have some
incompatible mix of TOS/MiNT libs? I put them in the same directory - is this
a bad idea?

Thanks for all of your help so far!!
>--
>Andreas Schwab "And now for something

>schwab@ls5.informatik.uni-dortmund.de completely different"

-MikeB

339. Re: Idea: 68010/10 in Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 08:35:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <A4302@PE2.maus.de>
Source record: 195560

Hi Jason,
JB>Does C't sell these gadgets already put together?
No, c't is a german magazine only.
You can get the PCB/GALs from eMedia, the supporter for c't hardware projects or from
MW-Electronic,
Heisterbacher Str. 96,
FRG-53639 Kï¿½nigswinter

MW-Electronic sells complete PAKs, too, DM 695,- for a PAK with 32 MHz, without FPU.

JB>I seem to remember something called a tos adapter board that only cost
JB>$20.
The PAK has got 32 Bit wide ROM sockets for TOS 2.06 or 3.06 (must be patched patched for PAK), so you do'nt need a TOS-Card any more

Ciao, Steffen

340. Re: Compiling Mint 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 08:36:56 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan6.083656.14369@mnemosyne.cs.du.edu>
Source record: 195688

I am currently also compiling Mint on my Falcon (down to one last prob
now), and I thought I'd make a few comments on my setup.

In article <1994Jan06.060824.129031@zeus.aix.calpoly.edu>,
Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
>In article <SCHWAB.94Jan5112401@issan.informatik.uni-dortmund.de>,
>Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
>[error deleted]
>>
>>Looks like this port of bison is broken.
>>Try setting TMPDIR to a pathname with trailing "/".
>
> That did the trick. I'm just about through the home stretch - but I
>have one last (I hope!) problem before the compile is complete:
>

Interesting, because I have all the newest libs + gcc, yet my TMPDIR
is set to U:\tmp. What problems is this supposed to cause?

> Running the make, finishes all of the separate .o compilations and
>does the assembly translations (I assume that is what "asmtrans.ttp" does),
>but when it goes to compile all of the .o files together it says this:
>----------------------------------8<----------------------------------
>gcc -G -Wall -O2 -fomit-frame-pointer -mshort -DMULTITOS -DDEBUG_INFO -o
>mint.prg bios.o xbios.o console.o dos.o dosdir.o dosfile.o dosmem.o dossig.o
>filesys.o main.o mem.o proc.o signal.o timeout.o tty.o util.o biosfs.o
>pipefs.o procfs.o tosfs.o debug.o rendez.o unifs.o shmfs.o fasttext.o
>welcome.o nalloc2.o memprot.o realloc.o context.o intr.o syscall.o quickzer.o
>quickmov.o cpu.o -liio16
>/usr/bin/gcc-ld.ttp: multiple definitions of symbol `__main'. Files:
> /usr/lib\gnu16.olb(main.o)
> main.o
>/usr/bin/gcc-ld.ttp: multiple definitions of symbol `_exit'. Files:
> /usr/lib\gnu16.olb(main.o)
> main.o
>/usr/bin/gcc-ld.ttp: multiple definitions of symbol `___main'. Files:
> /usr/lib\gnu16.olb(__main.o)
> main.o
>mem.o: Undefined symbol _xbios referenced from text
>
>make: *** [mint.prg] Error 1
>%
>----------------------------------8<----------------------------------
>

I certainly didn't get any of those errors - that last part compiled
file, but failed on "prgflags 7 7 mint.prg". Does anyone knoe where I
can find the program "prgflags"? I found a "flgset" program in the TT
directory, would this be able to do the same thing? What exactly
would "prgflags 7 7" do to my mint.prg anyway?

I did alter my makefile a little bit - in addition to the -D's you
have above, I added -mint and -DONLY030 (for my Falcon, after all!).
Don't you need to have the -mint to load in the mint libraries? I was
not sure if this was nessicary or not.

> These are such strange errors. Apparently the file that contains
>_xbios is not being included (btw, I couldn't even grep the string "xbios" in
>th the mem.h file). Which library file is _xbios contained in?
>
> Does the problem with multiple definitions mean that I have some
>incompatible mix of TOS/MiNT libs? I put them in the same directory - is this
>a bad idea?
>

Well, I'm no expert but it seems to me that using -mint would help -
it doesn't take that long to recompile! :-)

Also, I ran into an odd problem with bison - even though I had my
YTABC and YTABH set to asm_tab.[ch], they came out as y.tab.c and
y.tab.h - I just moved them by hand, but thought it was odd.

Thanks for any help,
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

341. Re: GFA Basic Code.

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 08:43:32 UTC
From: bjb@praxis.co.uk
Message-ID: <1994Jan6.084332.28108@praxis.co.uk>
Source record: 195623

>I currently program in GFA basic to create simple modem games and utilities, bu
>t I had an Idea that requires the use of a small Ram Disk. If anyone knows of
>the coding for GFA Basic that will allow me to make the computer think it has a
>nother drive available, I would greatly appreciate it.
> -thanks

> -SCOTT

Can't remember the address offhand, but there is a vector somewhere
(0x4a2?). Anyway it's in the source code for ofake.xfs at umich in
Mint/Filsystems/ofake.zoo, but I think you'll need more info (you seem
to need to change various other vectors too)
PS Does GFA and programs written in it work with MiNT yet?

Ben

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

342. Timeworks 2

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 09:28:55 UTC
From: andrew@minster.york.ac.uk
Message-ID: <757848534.9209@minster.york.ac.uk>
Source record: 195624

Timeworks 2 was given away on a recent edition of Atari ST Review.
Considering I can't get it to work properly on my Falcon, what do
people recommend is the best WP for my Falcon?

It must be able to print postscript to a file, it should have indexing
and cross referencing facilities, possibly vector graphics and possibly
some kind of equation editor.

Basically, I'd like many of the features of Latex or
Troff but in a WYSIWYG form.

-Andrew

P.S. If anyone has any hints on how I can get Timeworks to work it
would be very helpful so I can try it out properly.

343. Re: Atari systems, revised listing.

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 09:46:28 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Jan6094628@hal.cerfacs.fr>
Source record: 195612

```
>>>>> Regarding Atari systems, revised listing.;
>>>>> patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) adds:

ps> Year____Model__________RAM_____________Engine & Speed__________TOS Rev's__
ps> 1985 520ST 512KB CPU Motorola 68000 8MHz 1.0
ps> 1986 520STM 512KB CPU Motorola 68000 8MHz 1.0
ps> 1986 1040STF 1MB CPU Motorola 68000 8MHz 1.0
ps> 1987 MegaST 1,2,4MB CPU Motorola 68000 8MHz 1.02,04
ps> 1988 520STFM 512KB CPU Motorola 68000 8MHz 1.02,04
ps> 1988 1040STFM 1MB CPU Motorola 68000 8MHz 1.02,04

Well, my old 1040STFM only came with TOS 1.0 and I had it before 1988,
I believe the original purchase was '86. It came out before the
MegaST series, to which I upgraded.

That's all,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!
```

344. Re: HD driver problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 10:01:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2d2be1a7@kockens.ct.se>
Source record: 195565

In a strange ;-) little letter Pontus Sk|ld wrote:

PS> All HD drivers (at least Protar, AHDI, ICD, WtP and me assume CBHD too)
PS> does use the bootsector of the AHDI, otherwise, they would have to boot
PS> from disc (auto folder or boot sector are usual), AHDI can install itself
PS> over old drivers just fine...
PS>
Yup.. It did.. It worked fine.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

345. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 10:05:20 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.CUB7mKDhgfQ@yonder.equinox.gen.nz>
Source record: 195698

In <CJ6J5q.Lou@cix.compulink.co.uk>, "Kevin Donovan" writes:
>In message <2g0dq9$61k@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>>One big problem is the Shareware Price, its far to dear for Shareware,its even
>>dearer than a Commercial program...
>>
>Roger, shareware does not imply cheap, it just means you get to try before
>you buy.

In the case of COMA, it's the programming that's cheap.

I managed to receive a fax today, I used a program called BTFAX, which
is for use with the fido mailer program Binkley Term. I cheated and
got my modem to answer and then ran the program, it received the fax
just fine.
COMA receives scrambled fax pages (just dots everywhere), and can't
even get the modem to connect when sending for me.

To me, it's not worth 1 cent.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

346. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 10:07:58 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.1O10CLUaUWI@yonder.equinox.gen.nz>
Source record: 195699

In <2ga7u2$sec@news.dmpe.CSIRO.AU>, Karl Meyland writes:
>In article <LAFRANCE.94Jan3095739@epsilon.iesd.auc.dk> lafrance@iesd.auc.dk
(Lars Frandsen) writes:
>
>>But I've been using a very well-made arcers-program called ARJ. It contains
>>so many features and commands that EVERYTHING is possible. Like packing
>>for a specified size (eg. 1.44 mB), executing OS-commands or batchfiles
>>plus so much more.
>>
>
>There is an un-arj program, but is there ARJ? Wasn't it written by Robert K.
>Jung? Is this the same Robert we see from time to time here on c.s.a.s? If it
>is, Robert, can you do an Atari port, or provide the source to someone!?

Dunno if we're talking about the same person, but I wrote to the guy
that wrote unarj ages ago, and he had discontinued using atari's then.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

347. Re: Disk cataloguer wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 10:09:20 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.xpmAUFNvojw@yonder.equinox.gen.nz>
Source record: 195700

In article <16818@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall (G.M)
>Harris) wrote:
>
> Is there a PD floppy disk cataloguer that lists all files, including those
> within .arc, .lzh, .zoo, .zip, .arj archives?

If you want one that doesn't do those within the archives,
STDCAT is very good.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

348. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 10:12:54 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.kwYnyF94AUg@yonder.equinox.gen.nz>
Source record: 195601

In <94004.230259SAW151@psuvm.psu.edu>, <SAW151@psuvm.psu.edu> writes:
>Does anyone know of a Public Domain Text Editor that is good?...I don't need an
>ything fancy, I just need the basic stuff..... I have Page Stream to do the res
>t .....
>thanks

7UP is a brillient GEM based text editor, it's shareware, not PD though.
It's of commercial quality.

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

349. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 10:17:58 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CJ7Dxz.BML@muster.hrz.uni-giessen.de>
Source record: 195693

In article <2gd478$ff4@ucunix.san.uc.edu>, klasmekj@ucunix.san.uc.edu (Kevin Klasmeier) writes:

```
|>
|> Could anyone please mail me the message that was posted about Atari's history.
|>
|> I lost the message....sorry.
|>
|> +-------------------------------------+_
|> | *> Kevin Klasmeier | |
|> | *> NET: klasmekj@ucunix.san.uc.edu | |
|> | *> GEnie: K.KLASMEIER | |
|> | [Cincinnati, Ohio in the US of A] | |
|> +-------------------------------------+ |
|> '-------------------------------------'
|>
```

Due to Winter Breaks I missed it too, and am interested too
feel free to mail it to me

-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail:
Konstantinos.Xonis@math.uni-giessen.d400.de
gc85@vision.hrz.uni-giessen.de
gc85@sun2.hrz.uni-giessen.de
q4038908@bonsai.fernuni-hagen.de

Snail:
Konstantinos XONIS
Buderusstra&#65533;e 14
D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

350. Re: Bombing out

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 10:25:15 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan6112515@issan.informatik.uni-dortmund.de>
Source record: 195689

In article <1994Jan5.201825.2970@nosc.mil>, healy@nosc.mil (Mike Healy) writes:

|> In article <SCHWAB.94Jan5105916@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de writes:
|>> In article <steveb.757690456@thed.usup.uk22.bull.co.uk>,
steveb@thed.usup.uk22.bull.co.uk (Steve Bacall) writes:
|>>
|>> |> Does anyone know exactly what it means if your ST crashes with 6, 7, or 8
|>> |> bombs ? I couldn't count them quickly enough before the screen reset.
|>>
|>> 4 bombs illegal instruction
|>> 5 bombs division by zero (ignored by TOS)
|>> 6 bombs chk instruction failed
|>> 7 bombs trapv instruction failed
|>> 8 bombs privilege violation (instruction only allowed in
|>> supervisor mode)
|>> 9 bombs trace trap
|>>
|>> More than 4 bombs normally means big trouble, like stack overflow or
|>> wild pointers into the text segment. Looks like the game is quite
|>> unclean.
|>>

|> Often when you see a bunch of bombs it is several bus errors, not just
|> one error.

No, that is not possible, because the bombs are always painted from a
fixed location on the screen. If you get another bus error after the
first, the bombs will simply be overwritten.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

351. ATARI JAGUAR - INFO WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 10:57:34 UTC
From: richs@syma.sussex.ac.uk
Message-ID: <1994Jan6.105734.2050@syma.sussex.ac.uk>
Source record: 195691

Does anybody have any information on the ATARI JAGUAR 64-bit CD games console?
If so, could they mail it to me for a project I'm writing. I'm interested in
technical specs, release dates, prices, that sort of thing.

Thanks,

Happy Halibut IV
--
Richard Salter - richs@cogs.sussex.ac.uk
-- Official Contributor to DIGITAL DISK Amiga --
"From rags to richs" - the story of a self made man who ran short of material.

352. NVDI ET4000 for Spektrum?

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 13:15:13 UTC
From: avg@cwi.nl
Message-ID: <CJ7M5E.C49@cwi.nl>
Source record: 195692

Could someone help me with the following?

I'd like to improve the performance of my Spektrum 1 graphics
card in 256 colour modes. I could buy a blitter, as it says in
the manual they can supply one. However, there is also NVDI ET4000.
Does the latter work with the Spektrum card? Does anyone have
experience with the blitter? Are there any performance figures
available? What about prices?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

353. Re: Dr. T software for $49

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 13:19:29 UTC
From: jhurwitz@access3.digex.net
Message-ID: <2gh351$qa0@access3.digex.net>
Source record: 195622

In article <94004.28280.L676791@lmsc5.is.lmsc.lockheed.com>,
<L676791@LMSC5.IS.LMSC.LOCKHEED.COM> wrote:
>I got a letter yesterday from Dr. T software announcing the sale of their new
>MIDI composing software, "Omega II" for $49. (It's nice to see that there are
>still developers putting out stuff for Atari machines.) I have a copy of
>"Tiger Cub" from Dr. T. Does anyone know what the difference is between
>"Tiger Cub" and "Omega II"? Also, in the letter, they quoted AtariUser
>Magazine, December 1993. WAS there a December 1993 issue of AtariUser
>magazine ever distributed. I don't believe I've seen it?

For the most part, Omega II is Tiger, with the software KCS, Song Editor, the New MIDI mixer, PVG, and some accessories thrown in. Dr T also debugged the package, and added a dozen or so new features to the package.

At $49.95, they are giving the package away. If you are into MIDI and have a need for anything more than Tiger, this is a deal NOT to be passed up.

If you have any other questions email me.

__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +

354. DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 14:13:44 UTC
From: cse0947@desire.wright.edu
Message-ID: <1994Jan6.091344.16970@desire.wright.edu>
Source record: 195696

I just saw a post from David Taylor of id Software that stated that he was porting DOOM to the "Jag" right now. Could this be the Jaguar? Would sell a lot of units!

355. Falcon / Screenblaster?

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 14:40:22 UTC
From: lannie@ins.infonet.net
Message-ID: <2gh7sm$430@insosf1.infonet.net>
Source record: 195695

I am going to buy a Falcon this month and I have a question about
the screenblaster. If I buy a regular VGA, what will the maximum
res I can get out of the Screenblaster. I will also have a 1224.
I don't want to get a SVGA from them as their prices are blown way out
of my range. Has anyone used the 286 Emulator with the Falcon?
I have heard it emulates a 33Mhz 286.

Any info would be helpful.

Lannie

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

356. Anyone remember OIDS? (...Sundog?)

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 14:43:08 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2d2c27f466976@traveller.freiburg.sub.org>
Source record: 195468

Peter Sarrett (peter@hebron.connected.com) wrote:

>Sundog was published by FTL Software, the same folks who brought us Dungeon
>Master and Chaos Strikes Back-- easily the best game ever for the Atari ST--
>and Oids, a superlative Defender-meets-Lunar-Lander game which let you
>design your own levels.

Btw, when talking about OIDS...

I'm desperately seeking a non-Atari Version of OIDS, and self created
planets!

/\|ex.
--
galaxis@traveller.freiburg.sub.org
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

357. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 15:02:42 UTC
From: miff@apanix.apana.org.au
Message-ID: <2gh96i$qdc@olivaw.apanix.apana.org.au>
Source record: 195604

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

>In article <2fr3st$ldi@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>>> What's so bland about Connect?
>>
>>I like something a bit different. Not a boring Black & White GEM terminal!

>Try using it on a TT or a Falcon. Comes up in 16 colors on my Falcon, with
>nice buttons, etc ...

Yeah, scary! My mono screen blew up this morning, so I put the old colour
screen back on the TT, and wow! All these neat colours!

>Karl.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

358. GCC on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 15:09:29 UTC
From: mikega@serverinformatik.uni-siegen.de
Message-ID: <2gh9j9$7r@si-nic.hrz.uni-siegen.de>
Source record: 195694

Hi!
I tried several times to run GNU-C++ on my Falcon with MuliDos, Mint1.08 and the Mintshell.
the compiler ends with exit code 1 (told by mintshell)
The SAME configuration works on a tt (TOS3.06) veryfine so i have no idea what to do.
I hope someone who has running gnu on his falcon will help me.
thanx, mike :-)

--
****
* hierarchical systems are for computers *
* *
* and not for humans *
****
mikega@server.informatik.uni-siegen.de

359. Re: GNU Fax

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 15:12:10 UTC
From: miff@apanix.apana.org.au
Message-ID: <2gh9oa$nkq@olivaw.apanix.apana.org.au>
Source record: 195605

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>In article <1993Dec29.064850.168935@zeus.aix.calpoly.edu>, Michael Baffoni
>(mbaffoni@farad.elee.calpoly.edu) wrote:
>> Actually, this is being done as we speak. :) As it happens,
>Wolgang
>>is busy working on CoNnect 2.50 which will support sending faxes through
>>CoNnect. I would imagine that this requires a GNU fax compiled first....
>>
>> Now, all we need is a speedoGDOS FAX driver...

>No problem at all, as soon as Wolfgang tells me how to integrate it into
>his driver concept.

Hmm, someone has specs on writing Speedo device drivers. It'd be nice if
us poor antipodean developers got something better than the 1985 devkit for
our money 8(

Speaking of GNUfax, people really ought to go look : I snarfed it the other
day and had a good read - basically, GF is a queueing and communications
tool, no more.

You feed it postscript, which it then sends via Ghostscript (which you must
have installed, compiled with the digifax driver) into a queue, and thence
via your modem. Incoming faxes are simply stored as G3 faxfiles, you have to
work out what to do with them yourself.

In all, it's quite useless for 99% of the world's ST users... sorry.
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

360. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 15:24:06 UTC
From: miff@apanix.apana.org.au
Message-ID: <2ghaem$ok2@olivaw.apanix.apana.org.au>
Source record: 195606

(bear in mind I have three SCSI tape units, and scoff at people who use
floppies for backup purposes... _but_:)

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

>In article <LAFRANCE.94Jan3095739@epsilon.iesd.auc.dk> lafrance@iesd.auc.dk (Lars
Frandsen) writes:

>>But I've been using a very well-made arcers-program called ARJ. It contains
>>so many features and commands that EVERYTHING is possible. Like packing
>>for a specified size (eg. 1.44 mB), executing OS-commands or batchfiles
>>plus so much more.

>There is an un-arj program, but is there ARJ? Wasn't it written by Robert K.
>Jung? Is this the same Robert we see from time to time here on c.s.a.s? If it
>is, Robert, can you do an Atari port, or provide the source to someone!?

No - there was supposed to be an atari version - it was announced with
ARJ 1.0, but nothing has come of it... I suspect that RJ (not the RJ we know,
afaik) would be unlikely to let the source out for porting, as the PC
archiver world is a pretty cutthroat place.

If you're forced to do floppy backups, then Diamond Back II (still current?)
is the only way to go in the opinion of a large number of users here.
Despite a revolting user interface (what is it that americans have with
concentric dialogs, awful colours and _no_ structure to their interfaces?),
it seems to work remarkably well, doing compression, understanding HD
disks, etc...

>Karl.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

361. Re: Gemini 1.99

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 15:32:15 UTC
From: miff@apanix.apana.org.au
Message-ID: <2ghatv$aq8@olivaw.apanix.apana.org.au>
Source record: 195607

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <2g9864$1j6f@obelix.uni-muenster.de>, reschke@math.uni-muenster.de said:
>>
>>Gemini 1.99 -- a prerelease of Gemini 2.00 -- has been posted to ftp.uni-muenster.de,
>>pub/atari/Gemini. You'll need gmni2.tos and mupftl01.tos, both self-extracting
>>ZIP files. Note that there's currently only a german version and most of the
>>docs don't exist yet.
>>
>>Gemini 1.99 supports MiNT, MTOS and Mag!x and has a 99% POSIX compliant shell.
>>

>And looks great. I'll register as soon as there's an English version.
>Assuming there will be an English version.

For anyone curious - yes, _very_ slick - there are some _really_ nice ideas
in this system - as an example, there seem to be _fewer_ menu entries,
yet there are more options/functions selectable (tantalise... 8)

However, I am somewhat concerned as far as stability is concerned - I never
managed more than about 5 mins uptime (mono TT, vanilla config + nvdi 2.50).
Simple things like shifting icons around resulting in buserrors... And
no show (lockup during start) under my usual config (stoked 1.09 MiNT)

By contrast, earlier versions were _very_ stable (I ran a BBS under Gemini
for many months), so I hope we'll see the same with 2.0...

>Ofir ogal@cix.compulink.co.uk

Please, julian, pass my congrats on to the guys - a very nice product!

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

362. Re: Falcon / Screenblaster?

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 15:41:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ7sxG.ILx@barclays.co.uk>
Source record: 195602

In article <2gh7sm$430@insosf1.infonet.net>, lannie@ins.infonet.net writes:
|> I am going to buy a Falcon this month and I have a question about
|> the screenblaster. If I buy a regular VGA, what will the maximum
|> res I can get out of the Screenblaster.
VGA really isn't much good if you intend using Screenblaster or Blowup030 (I'd recommend the latter BTW - more configurable). You really need an SVGA or better yet a Multisync - the latter are much cheaper than they used to be. I paid GBP250 for mine and run at 968x680x16 on it.

|> I will also have a 1224.
You'll probably need to keep it. A lot of software only runs on VGA or RGB but not both.

|> Has anyone used the 286 Emulator with the Falcon?
It got fairly good reviews. In DOS it's not so good color wise but has a Windows driver to give you 256 colors under Windows. Norton speed is about 15 from memory. A 386/486 one is on the way. Maybe it's worth waiting???

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

363. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 15:42:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ7syy.lp2@barclays.co.uk>
Source record: 195603

In article <1994Jan6.091344.16970@desire.wright.edu>, cse0947@desire.wright.edu (Big Guy) writes:
|> I just saw a post from David Taylor of id Software that stated that he
|> was porting DOOM to the "Jag" right now. Could this be the Jaguar? Would sell a
|> lot of units!
This has been comon knowledge for a few weeks now. Yes, Doom is being ported to
the Atari Jaguar.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

364. War game wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 15:50:30 UTC
From: winters@access.digex.net
Message-ID: <2ghc06$nih@access.digex.net>
Source record: 195697

Any recommendations for War games for ST? Want something that requires
a lot of thought - visual action would be cool, but strategy would be
most important factor (updated Eastern Front?)

---- Mike Winters Peace Corps (202)606-3330

365. Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 16:05:46 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Jan6.160546.9622@dmu.ac.uk>
Source record: 195608

I had heard that the the Lynx had got a 68000 clocked at 16 Mhz.
Is it compatible with the ST's chip ??

By that I mean can you carefully remove both chips to give a cheap
16 Mhz ST ??

--
Simon
c2sgy@dmu.ac.uk

The above text and actions have no reflection
on my employer as stacking shelves has nothing
to do with computers whatsoever.
----

366. Re: GNU Zip problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 16:10:24 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.l4lScD&Jogg@harvee.billerica.ma.us>
Source record: 195626

In <SCHWAB.94Jan3113718@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
>In article <H.eg.Je6_M84v3DI@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>
>|> In <H.eg.sWompExnBmE@harvee.billerica.ma.us>, Eric S Johansson writes:
>|>> I was trying to recompile gnu zip and I get a warning about undefined
>|>> symbol _DIRENTSIZ. what library am I missing?
>
>|> oops, forgot to add that I am using gcc2.4.4 and libolb93.zoo
>
>I think this should be a macro in dirent.h. Probably gzip is not
>configured correctly (btw. what version of gzip are you compiling?),
>or the GNUlib is not up to date with MiNTlib.

__DIRENTSIZ is a macro in dirent.h so maybe there is a typo in the source
for libolb93.zoo.

the version of gzip I am compiling is 1.2.3

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

367. Re: Error messages?

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 16:41:37 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CJ7F4t.Hqz@ryn.mro4.dec.com>
Source record: 195690

In article <GJGKBFPJ@isys-hh.hanse.de>, dk3uz@isys-hh.hanse.de (Edmund Ramm) writes...
>tasking environment (MiNT), and having unplugged the hated rodent, I
>find that Murphy hits most times in the shape of the default button,
>which I could activate with the return key, being the wrong choice...

You could try the alt and shift keys concurrently with the insert (left button)
arrow (move) and home (right button) keys. Without shift the mouse will move
fast I believe.

Erlend.

368. ATARI SYSTEM V

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 16:53:12 UTC
From: saggini@uqbar.cirfid.unibo.it
Message-ID: <CJ7w8o.7Lv@dm.unibo.it>
Source record: 195610

Hello all

has anybody tried or seen the Atari implementation of
Unix System V? Is it good? Is it still on sale? How
much does it cost?
Any info would be appreciated.

Thanks

Valerio

--

Valerio Saggini
Universita' di Bologna
(Italia)
saggini@cirfid.unibo.it

369. Quick viewers

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 16:56:45 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Jan6.165645.11147@dmu.ac.uk>
Source record: 195609

For quick JPEG and GIF viewing I use VIEWER0.PRG by Brainstorm and v2.6 of Speed of Light (which doesn't have JPEG support)

Both are ftp-able but I'm not sure where I got the VIEWER0.PRG from. It is of course Falcon compatible, quick and a DSP version is available !

--
Simon
c2sgy@dmu.ac.uk

The above text and actions have no reflection
on my employer as stacking shelves has nothing
to do with computers whatsoever.
----

370. Re: Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 17:14:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ7x8w.44M@barclays.co.uk>
Source record: 195614

In article <1994Jan6.160546.9622@dmu.ac.uk>, c2sgy@dmu.ac.uk (SG Yardley) writes:
|> I had heard that the the Lynx had got a 68000 clocked at 16 Mhz.
|> Is it compatible with the ST's chip ??
AFAIK it's some sort of 6502 derivative. Not a 68K though.

|> By that I mean can you carefully remove both chips to give a cheap
|> 16 Mhz ST ??
Even if you could, putting in a 16Mhz rated 68K doesn't mean it will go at 16Mhz.
The speed of the processor is controlled by a clock which runs normally at 8Mhz.
A 16Mhz upgrade means adding a 16Mhz rated CPU as well as a 16Mhz clock.
Additionally, with the rest of the system running at 8Mhz, this will not be much
quicker unless you add a local fast

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

371. For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 17:15:57 UTC
From: rswanson@amber.utah.edu
Message-ID: <2ghh0d$7h@u.cc.utah.edu>
Source record: 195611

a few atari things for sale.... if you don't like the price, make an offer

discovery cartridge (hardware cartridge that allows
user to copy virtually any protected disks.... for
backing up their legitimate software purchases) $50
volksmodem 1200 baud modem (great for starting out) $35
regent word II (wysiwyg) w/expandable dictionary $15
regent base 1.1 (data base program) $10
word for word (scrabble type crossword puzzle game) $10
universal item selector III
choose desktop infos, auto folder programs, and
accessories upon bootup.... a must have $10
kid's stuff (educational program) $10
220 st (excellent terminal emulator from michtron) $15
bubble ghost (great game) $10

with prices this cheap, the buyer has to pay the shipping,
sorry.

e-mail your offer/responses to rswanson@mines.utah.edu

rob

372. Re: ATARI SYSTEM V

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 17:17:33 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ7xD9.4Ft@barclays.co.uk>
Source record: 195615

In article <CJ7w8o.7Lv@dm.unibo.it>, saggini@uqbar.cirfid.unibo.it (Valerio Saggini) writes:
|> Hello all
|>
|> has anybody tried or seen the Atari implementation of
|> Unix System V? Is it good? Is it still on sale? How
|> much does it cost?
It was mainly sold as a big HD with it pre-installed for TTs. It only supported mono X windows but was a pretty full implementation with some nice development tools. It is no longer being developed AFAIK although Atari Uk told me they would sell me a copy if I wanted one (that was about 6 months ago). It was very expensive. From memory it cost something like 2500GBP.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

373. Re: coprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 17:57:08 UTC
From: llunch@kleinrock.cba.csuohio.edu
Message-ID: <1994Jan6.175708.12658@news.csuohio.edu>
Source record: 195613

In article <2gc930INN1hfg@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.d400.de writes:
>GCC does support a 68881 coprocessor, and there are quite
>substantial performance increases on a TT when using it, as I
>know from my own experience. You have to watch out for a few
>snags, though:
I don't know a lot about this, so I hope someone will correct
me. There are three ways that gcc might use a coprocessor:

1) '881 through its memory mapped command register -- mntlib can do
this when compiled with -DMC68881 and -DSPF004 (or something very
similar). in this case, gcc won't know about floating point
registers.

2) '881 through a linef emulator -- some other software catches a linef
execption and moves data to the memory mapped '881. in this case gcc
-m68881 will produce inline floating point commands just as it would
for a TT and '882. I don't know wether a linef emulator like this
exists, and it would certainly require tos >=1.6.

3) you have an 020 or 030 and an '882. the cpu sends linef commands
directly to the fpu and gcc can treat them like normal assembly
commands.

So, my questions are: Do you get significant speedup with
option 1? Can the gcc math libraries sense wether and what kind of
copressessor is present, and take appropriate actions?

374. Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 18:00:46 UTC
From: lannie@ins.infonet.net
Message-ID: <2ghjke$5bj@insosf1.infonet.net>
Source record: 195617

The place I am buying from want $450 for a SVGA monitor. This is outragious!
My dad gets SVGA's all the time for around $275. The problem is, that I can't
afford to buy one without the purchase plan from work. They have to buy it
all from one place.
I would like to get the Screenblaster cause of the price, and an Emulator
to run some PC software. What is wrong with the Emulators colors?
Later,

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

375. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 18:13:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ghkc8$31o@mailer.fsu.edu>
Source record: 195618

Michael Baffoni (mbaffoni@farad.elee.calpoly.edu) wrote:
> In article <2gf76f$h4j@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:

> >That is a .AVI file that has been around for ages. It requires 4mb of
> >memory (if you have the version with sound). It is a great animation,
> >where the cat turns into Spock and the basketball player, etc. I think
> >I might have it on my hard disk somewhere. If so, I'll upload it to
> >atari.archive.

> What do you use to view .AVI files with, and more importantly to me, is
> it TT compatible, and GEM/VDI compliant (ie, will it run on GFX cards)?

AVIPLAY.PRG, I believe. I'll include the player if I can find the files
(unfortunately, this is not looking promising). I have no idea if it is
GEM compliant and such.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

376. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 18:15:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ghkfk$31o@mailer.fsu.edu>
Source record: 195619

Bernd Friedrich (friedric@mdd.comm.mot.com) wrote:
> Where can I purchase NVDI? Is it available in the United States?

Toad computers, 1-800-448-TOAD, about $80 if memory serves.

> And is it compatible with Cubase on the Falcon?

I'm not sure, but Toad could probably tell you. Be sure to ask for a
catalog when you call.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

377. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 18:15:46 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2ghkgi$kio@charm.magnus.acs.ohio-state.edu>
Source record: 195616

I have seen 120meg 2.5" IDE for under $200, not bad considering that HD prices have been going up again recently.

Dan Ackerman
ackerman.29@osu.edu

378. Re: Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 18:17:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ghkk3$31o@mailer.fsu.edu>
Source record: 195620

SG Yardley (c2sgy@dmu.ac.uk) wrote:
> I had heard that the the Lynx had got a 68000 clocked at 16 Mhz.
> Is it compatible with the ST's chip ??

> By that I mean can you carefully remove both chips to give a cheap
> 16 Mhz ST ??

I believe 16mHz 68000 chips only cost about $8 new, so there is probably
no reason to sacrifice a Lynx for it (if in fact there is one in there).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

379. Re: Is there a source site

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 18:19:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ghknk$31o@mailer.fsu.edu>
Source record: 195621

Jeff Pfeiffer (jeffp@hot100.EBay.Sun.COM) wrote:
> I looking for a source site from which to get an
> Atari compatable spread sheet.
> Can some one point me in the right direction?

If you mean source code, I'm not sure. If you mean a binary you can
use right away, ftp to atari.archive.umich.edu and grab Opus. Many
consider it to be the best spreadsheet you can get for the ST.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

380. Re: falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 18:48:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2d2c608f@p4.troed.ct.se>
Source record: 195566

In a message of <05 Jan 94 02:04:57>, Bruno SCHMIDT (2:200/427.3) writes:

> First, I am quite confused about what to do about a monitor. I was
> thinking of getting a VGA, or SVGA monitor with Sblaster or BlowUp, but
> this would not allow me to use software needing a RGB monitor. Also, I
> was wondering if anybody has tried to connect a 19 inch sun mono
> monitor to the falcon, and whether this is feasable(it seems that the
> amount of memory bandwidth used for 1280*960 at 72hz in 2 bits would be
> the same as that used by 640*480*8). But no company makes a screen
> enlarger that supports this size(the clocks on Blowup and co only allow
> 800*600 at this rate), how hard would it be to make (or modify) an
> adaptor to support this rez?

You're right, you won't be able to run "all" programs needing an RGB-monitor. You will, however, get rid of the unusable interlace of RGB-monitors, you will be able to run all programs except demos without destroying your eyes as you would by using the RGB... You will get higher usable resolutions... Nope, there is no alternative to an SVGA, other than a MultiSync that can go as low as 15kHz, then you'll get the best of both worlds...they are not easy to find these days unfortunately... Get an SVGA!!! Don't know about the 19" ;-(

> OK, next. I am getting a large SCSI HD(I don't think I can afford
> one larger than 300-500 megs) and I was wondering what solutions there
> are for memory upgrades. I am probably going to get the 1 meg Falcon,
> and will need to upgrade it to either 4 or 14 megs(am I right in
> assuming that there are no 8 meg upgrades available yet?). To do this,
> I will need a sim board, I would like to know what type of simms these
> use, and what modifications need to be made to the falcon.

I think there are at least one SIMM-board that can take 2Mb SIMMs, and 4 of those SIMMS will give you 8Mb.... The one from GE-Soft I think was able to do this.....

> For telecomunication software, what is a cheap FAX package for the
> ST? (I just want to use it to receive Faxes.. and maybe send ASCII
> files as Fax. Also, A slip that could multitask would be nice. Any
> information?

STraight Fax v2 seemed good, don't know where you can get it though...

> Onto games... Are there any that are falcon specific? what are they,
> how good are they????

Well... There are a few, Transarctica and Ishar II amongst others. More coming up... Don't know about the quality though ;-(

Since I don't do much programming I'll leave the other questions to those who know better! Cheers!

```
**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
****************************************************************
```

381. Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 19:03:04 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757897349.AA02414@byte.bbs.no>
Source record: 195634

```
>Have you actually tried to leave the serial connector connected? On th
>TT at least I have enough space to leave the serial connector hanging
>it works (space wise on mine) at least with the NOVA Board as the boar
>is sort'a semi internal <grin>

Saw a graphics card with a hole for the 9 pin Serial 2 connector on
the back. Then you can move it to the graphics card, and have both
the video connectors AND the Serial 2, smart....

If your card doesn't have this maybe you can make it...

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

382. Compton's Familly Encyclopedia

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 19:35:09 UTC
From: bjgrier@bnr.ca
Message-ID: <1994Jan6.193509.11098@nrtpa038.bnr.ca>
Source record: 195625

Several years ago I read something about a person that had
Compton's Familly encyclopedia running on an ST. The product
was never released because Atari never released a CD-Rom or
until recently a reliable CD-Rom driver.

I need to talk to this person. I have the basic parts of the Compton's
Familly and Interactive Encyclopedia displaying on my ST and TT but
I need help with their index files, to speed up searches.

Does anyone know how to contact this person?

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

383. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 20:08:15 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJ859s.AtG@cix.compulink.co.uk>
Source record: 195631

>AVIPLAY.PRG, I believe. I'll include the player if I can find the files
>(unfortunately, this is not looking promising). I have no idea if it is

Can you advise where it is available from as I've been looking for this
for the Falcon for quite a while.


```
=============================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
=============================================================================
```

384. Nettworking

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 20:13:18 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <757897345.AA02407@byte.bbs.no>
Source record: 195633

>From: kuehn@math.uni-muenster.de (Ulrich Kuehn)
>Organization: Westfaelische Wilhelms-Universitaet Muenster, Germany

>What kind of protocoll do you want to use? Normally a PC under DOS (or
>serves NETBIOS (I think). Uner some UNIX OS it will use TCIP/IP.
>There are people working on an TCP/IP implementation for MiNT, also a
>networking
>file system is worked on.
>Regards,
>Ulrich

I have not really given that any thought yet. But I guess it would have to be a DOS v (Netbios) since I have not gotten Linux installed on the PC.

Is there any Netbios compatibel software for the ST. I must confess that I am a novice in this field. And that I really havent gotten the foggiest as to what Netbios is. However I have had some experience with TCP/IP..

Best Wishes
Internet: william.kent@byte.bbs.no

-- ReadMail ST

385. Re: Falcon / Screenblaster?

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 20:51:37 UTC
From: Lexicor@world.std.com
Message-ID: <CJ87A2.G73@world.std.com>
Source record: 195627

In article <2gh7sm$430@insosf1.infonet.net>, <lannie@ins.infonet.net> wrote:
>I am going to buy a Falcon this month and I have a question about
>the screenblaster. If I buy a regular VGA, what will the maximum
>res I can get out of the Screenblaster. I will also have a 1224.
>I don't want to get a SVGA from them as their prices are blown way out
>of my range. Has anyone used the 286 Emulator with the Falcon?
>I have heard it emulates a 33Mhz 286.

Lannie,

seeing that you are in the USA, prices for VGA and SVGA should not
be so bad. A Midwest Micro ELITE SVGA that can do 1024x768 costs around 229
U$D....for about 179-189 U$D or so you can get one that does 800x600 or
1024x768 Interlaced though. Maybe even less....

However both the screenblaster AND the BlowUp030 can display 1024x768 or
higher..but interlaced...to get a good VGA Monitor look in the Computer
Shopper. Your SC1224 will become redundant if you want to use any of
the Expanders as a prerequisite IS to have a VGA at least.

Cheers

Yat @ Lexicor

* -- *
* Internet : Lexicor@world.std.com *
* Compuserve: 73073,142 *
* Delphi : LEXICORWORLD *
* Genie : Y.SIU *
* -- *
* 36 Queensberry Street, nr.6 *
* Boston, MA 02215, U.S.A. *
* Tel: (617) 437 0414 / Fax: (617) 437 0414 *
* -- *
* Internet: lexicor-request@world.std.com *
* to subscribe to the lexicor graphics list *
* -- *

386. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 21:00:27 UTC
From: Lexicor@world.std.com
Message-ID: <CJ87os.lon@world.std.com>
Source record: 195628

In article <2ghjke$5bj@insosf1.infonet.net>, <lannie@ins.infonet.net> wrote:
>The place I am buying from want $450 for a SVGA monitor. This is outragious!
>My dad gets SVGA's all the time for around $275. The problem is, that I can't
>afford to buy one without the purchase plan from work. They have to buy it
>all from one place.

Lannie....450 U$D for an SVGA is crazy, do you HAVE to buy it from that dealer?
Have you looked around for other dealers?

G'luck

Yat @ Lexicor

* -- *
* Internet : Lexicor@world.std.com *
* Compuserve: 73073,142 *
* Delphi : LEXICORWORLD *
* Genie : Y.SIU *
* -- *
* 36 Queensberry Street, nr.6 *
* Boston, MA 02215, U.S.A. *
* Tel: (617) 437 0414 / Fax: (617) 437 0414 *
* -- *
* Internet: lexicor-request@world.std.com *
* to subscribe to the lexicor graphics list *
* -- *

387. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 21:25:26 UTC
From: kmembry@viamar.UUCP
Message-ID: <GHILtApHBh107h@viamar.UUCP>
Source record: 195632
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

In <2gd92d$fmt@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>Sundog was indeed by FTL, and I know that a Mac version of OIDS existed...

> ~Chris

Someone should just make a software company that takes old arcade and computer
games and rewrites them for the new hardware (video/soundcards)

Why bother making these 50 disk adventure games when you could have
starcastle, lode runner, blasteroids, marblemadness, etc.

THOSE were good games. They had to be fast and challenging because of their
simple graphics and processors. Put them on new machines and revamp them
into NEW versions (Marble Maddness '94), etc!

I wish these companies would wake up. So many companies died. Look at
Bilestoad for the Apple, great game, and you thought Mortal Kombat was violent!

--
+------------------------+
| Viamar Systems |
| Kirk Membry |
| rutgers!viamar!kmembry |
+------------------------+

388. Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 21:27:14 UTC
From: Ralf.Quebbemann@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Jan6.213940.28519@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 195629

Sorry, first time I send a message.

If you need a good GEM based Text Editor just try out EVEREST or
7UP.

I only know ftp-servers in Germany where you can find them.

For Example: UNI CLAUSTHAL, remote host: 139.174.2.10
name : ftp.tu-clausthal.de

389. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 21:48:23 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2gi0v7$c6e@news.dmpe.CSIRO.AU>
Source record: 195635

In article <2ghaem$ok2@olivaw.apanix.apana.org.au> miff@apanix.apana.org.au (Michael Smith) writes:
>(bear in mind I have three SCSI tape units, and scoff at people who use
>floppies for backup purposes... _but_:)

Well, send me one of those units miff ;^)

>>There is an un-arj program, but is there ARJ? Wasn't it written by Robert K.
>>Jung? Is this the same Robert we see from time to time here on c.s.a.s? If it
>>is, Robert, can you do an Atari port, or provide the source to someone!?
>
>No - there was supposed to be an atari version - it was announced with
>ARJ 1.0, but nothing has come of it... I suspect that RJ (not the RJ we know,
>afaik) would be unlikely to let the source out for porting, as the PC
>archiver world is a pretty cutthroat place.
>
>If you're forced to do floppy backups, then Diamond Back II (still current?)
>is the only way to go in the opinion of a large number of users here.
>Despite a revolting user interface (what is it that americans have with
>concentric dialogs, awful colours and _no_ structure to their interfaces?),
>it seems to work remarkably well, doing compression, understanding HD
>disks, etc...

Ahh, but isn't DBII a commercial product!? The beauty of ARJ is that it is shareware, although the compression is a bit naff compared to .lzh and .zip algorithms, the extra options more than make up for it....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

390. Re: Atari Emulator for Ma

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 21:48:28 UTC
From: erlingh@idt.unit.no
Message-ID: <2gi0vc$ftf@ugle.unit.no>
Source record: 195630

Cherborth@semprini.Waterl,
In a message on 4 January, wrote :

cA> In <2g9ga7$a45@cnn.sim.es.com>, Greg Bennett writes:
cA> > No, I haven't tried it, but I did try to run PC-DITTO under the GEMulat
cA> > my PC. You can imagine my disappointment when it wouldn't work. Oh wel
cA> > I guess I'll just have to run my PC at full speed.
cA>
cA> Does that imply that it doesn't have an ISA bus, that it has ~20ns RAM
cA> (with a 32-bit path to memory, of course) and a hard disk interface that
cA> doesn't hog the bus or cause the CPU to halt while accessing?
cA>
cA> Sorry, couldn't resist.
cA>
cA> Then again, I wish my ST had a hard disk interface that didn't cause the
cA> CPU to halt while accessing... and floppy access, too.

Allthough the result is the same; the hard disk/floppy interface is ok.
It's the software (os) that causes the machine to halt while accessing
floppy/hd.

Does anyone know if Mag!x have interrupt-driven DMA (which won't block the
machine) ?

Erling

• ATP/Unix 1.40 • Give me a break.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

391. DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 21:59:09 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <CJ8AEM.1E8@brunel.ac.uk>
Source record: 195638

I've just put together a slightly customised falcon system. I bought a 4 Meg Falcon from Silica for 699 pounds, then a tower system from System solutions for 179.95, the Eagle 32 accelerator (Expandable with 32 Meg of fast ram, and no I couldn't afford the ram yet), 213 Meg Maxtor 3 1/2 inch IDE hard drive for 194 pounds, and an adaptor cable for power and connection to the IDE for about 15 pounds. The Eagle 32 cost about 279.95 pounds. The system is now running Okay but what I want to know is if anybody out there can give me a list of the software I would have got if I'd bought a Falcon with a hard disk already installed?

392. 520ST Software suitable for Yng Child??

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 23:23:08 UTC
From: mxc@plaza.ds.adp.com
Message-ID: <1994Jan6.232308.20578@plaza.ds.adp.com>
Source record: 195637

Hi,

Anyone out there know of any such beasts? I have a four year old who is interested in learning how to use my old 520ST. Is there any software that will run on a standard 520ST that is suitable for a youngster??

If so plaese email me on titles, availablility etc.

Thanks in advance.

Michael Callagan email:mxc@plaza.ds.adp.com
ADP Dealer Services Opus - APC
Portland, Oregon (503) 294-4200 x2124

---

393. FPATCH & BCONMAP

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 23:46:34 UTC
From: donm@ucon.gun.de
Message-ID: <1994Jan6.234634.13741@ucon.gun.de>
Source record: 195564

O>>
O>>I am wondering if I should use FPATCH2 and/or BMAPFIX2. RIght now I am
O>>using both, but is only one necessary???
O>>

O>One should do, I use FPatch2. But maybe Don Maple can give more info.

In short: it does *not* hurt to run both FPATCH2 and BMAPFIX2! FPATCH2
for the DMA and BMAPFIX2 for the bconmap. For more info read on...

I missed the beginning of this thread (don't ask... gateway trouble...)
but as a rule of thumb: when it comes to Bconmap - BMAPFIX*2* does
everything FPATCH2 does AND MORE! Although, FPATCH2 has the DMA fix
as well. BTW, putting two *unrelated* fixes in the same program (as in
FPATCHx) is not very smart...

A bit of "hysterical" information ;-). FPATCH2 is based on the *old*
BMAPFIX (without 2). This has been overtaken by BMAPFIX*2*. When/If
Atari returns to the computer universe I expect FPATCH*3* will copy
BMAPFIX*2*... ;-)))

Also, I'd like to set the record straight re AEO_0222 *disinformation*
(they seem to ignore my email so I'll just do the laundry in public):

AEO> If a program such as a screen saver is expecting to talk to the MFP
AEO> when accessing Device 6, then there could be a problem when using
AEO> BMAPFIX2.

If an SS tries to talk to Falcon's MFP directly *nothing* will happen (no
input) since the MFP is not connected to the serial! On the other hand if OS
calls are used everything will work just fine because it will be redirected
to the SCC. Ergo, I don't see how a screen saver can experience problems!?
(Do note that I'm intentionally not complaining about programs tickling
the hardware directly ;-))

Anyway, to the original poster: feel free to send me email and I'll help
if I can.

Don

P.S. I'll post this twice from different sites to make sure it gets done.
Appologies for eventual duplication.

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

394. Disc Partition Compression?

Newsgroup: comp.sys.atari.st
Date: 1994-01-06 23:54:36 UTC
From: gregk@nskernel.tandem.com
Message-ID: <CJ8Fr1.5KL@tandem.com>
Source record: 195636

Hi,

Is there any software which hooks into the disc I/O routines to perform
compression "on the fly"? Eg. Like Stacker on MS-DOS systems.

Cheers, Greg.

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..

395. HELP WANTED ON "PHANTOM" MESSAGES!

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 00:21:00 UTC
From: john.navas@uttsbbs.uucp
Message-ID: <12369.78.uupcb@uttsbbs.uucp>
Source record: 195583

I'm doing research on old computer systems, and am trying to track
down whatever system and/or disk product produced messages like the
following:

Phantom Error

Multiple Phantom Errors

Out of Range Errors

nn Tracks Added, mm Phantom Errors
[where nn and mm are numbers]

The common denominator seems to be the word "Phantom."

If you can possibly give me any clues, please reply by Internet mail.

Thanks in advance,
John

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

396. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 00:41:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ8HwL.Mvy@cix.compulink.co.uk>
Source record: 195642

>It was none other than "Roland Givan" that wrote on the 30 Dec 93 that ,
> "G> AFAIK there are at least 4 different types of SCSI2

Dare I comment on this as other people have already pointed out the simplicity (and inherent confusion) in my original post? *grin*

Clarification: The SCSI 2 types (1-4) I was talking about were an 'on the fly' definition by myself in order to try and catorogise what is available in the market. They don't bare any relationship to the SCSI 2 spec.

>But do types 1 and 2 share the same basic instruction set ? Just that the
>Falcon cannot access the extended Fast element ?

AFAIK the core of SCSI 2 is a tiedied up and rationalised version of SCSI 1. Therefore a SCSI 1 drive will talk to a SCSI 2 controller, and a SCSI 2 drive will talk to a SCSI 1 controller. Whether this is always true, I don't know.

However - many Falcon owners have successfully connected their SCSI 1 drives to the SCSI 2 controller in the Falcon. Also one of my SCSI drives is a SCSI 2 Seagate ST1280 (which is basically an OEM ST1480) and this lives quite happilly with my SCSI 1 Quantum and my (unspecified but probably SCSI 1) NEC CDR-37 CD-ROM.

>My interest is primarily though that I am looking for a SCSI2 for my ST
>and assuming I have a ICD Host am I also going to run into problem's on

In my limited experience - SCSI 2 drives will work with SCSI 1 controllers (eg ICD AdSCSI Plus).

>score ? I have been looking at drives that are being called 'Fast SCSI2' sinc
>I assumed this was just an advertising adjective :-)

I always beleived that 'fast SCSI' meant a SCSI drive whose bus could operate at up to twice the speed of a SCSI 1 bus, but apparently that is an oversimplictic statement.

Likewise 'wide SCSI' should have a 16bit bus instead of the 8 bit on the SCSI 1, but how backwards compatible this is, I don't know.

Hope that helps

:-)

Roland.

397. Re: Atari systems, revised listing.

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 00:41:11 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJ8Hwn.Mwn@cix.compulink.co.uk>
Source record: 195643

>Well, my old 1040STFM only came with TOS 1.0 and I had it before 1988,
>I believe the original purchase was '86. It came out before the

I thought only the 1040STF was available in 1986?

Roland.

@CiX

'proud' owner of 1986 STM - still works!

398. FOR SALE: Atari 1040ST and peripherals...

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 01:05:54 UTC
From: ericd@zimmer.CSUFresno.EDU
Message-ID: <CJ8J1u.AGp@zimmer.CSUFresno.EDU>
Source record: 195639
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

NOTE: I am posting this for friends, please respond ONLY to the
phone number given below. DO NOT SEND EMAIL OR POST REPLIES.

FOR SALE:

* Atari 1040ST
1MB RAM
Color Monitor (Atari)
3.5 floppy disk, disk eject sometimes sticks, but
otherwise the r/w functionality is O.K.

* Epson LX-800 9-pin printer
* Computer Cart
* Software
Word Writer ST
Swift Calc ST
Games
DAC Easy Accounting
Print Master Plus
* Joystick
* Disk caddy
* Mouse pad, computer covers, surge protector and power block.

Would like to sell the entire system for $475, buyer pays shipping.

Shipping arrangements: COD cash-only, UPS.

If interested, please call +1 209 897 7114.

399. LapLink Modem, MSTE, and Me

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 01:28:15 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2gidrf$bjd@apakabar.cc.columbia.edu>
Source record: 195645

I recently (today) received my $99 LineLink 144e Modem from Micro Warehouse.
Since I got it from a PC dealer, I don't appear to have any problems with
it being set up for the mac. However I do need to know what I have to do
to have it work with my MSTE. I use STalker, and I also use STraight Fax
(version 2.0, or whichever one ISN'T an .ACC).

Any advice (here or in Email) would be greatly appreciated...

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

400. ST Software CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 01:57:57 UTC
From: smegma@xmission.xmission.com
Message-ID: <2gifj5$kfi@xmission.xmission.com>
Source record: 195647

```
$15 each: (disks, manuals)
Timeworks Desktop Publisher CodeHead Utilities
ProCopy Thunder! (spell checker)
Populous Gunship
RoadWar 2000

$7 each: (disks only)
Toobin' Gauntlet

Prices include shipping in US/Canada.

smegma@xmission.com
"I don't need you any more, I'm not the man you're looking for..."
```

401. Re: Compiling Mint 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 02:01:45 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan07.020145.198218@zeus.aix.calpoly.edu>
Source record: 195644

In article <1994Jan6.083656.14369@mnemosyne.cs.du.edu>,
Kendall Gelner <kgelner@nyx10.cs.du.edu> wrote:
>I am currently also compiling Mint on my Falcon (down to one last prob
>now), and I thought I'd make a few comments on my setup.

You hope its the last. :>

>In article <1994Jan06.060824.129031@zeus.aix.calpoly.edu>,
>Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
>>In article <SCHWAB.94Jan5112401@issan.informatik.uni-dortmund.de>,
>>Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
>>[error deleted]
>>>Looks like this port of bison is broken.
>>>Try setting TMPDIR to a pathname with trailing "/".
>> That did the trick. I'm just about through the home stretch - but I
>>have one last (I hope!) problem before the compile is complete:
>Interesting, because I have all the newest libs + gcc, yet my TMPDIR
>is set to U:\tmp. What problems is this supposed to cause?

The part you are quoting is referring to Bison (1.19) from A.A. as
having a problem, not GCC or libs.

[errors delted]

>I certainly didn't get any of those errors - that last part compiled
>file, but failed on "prgflags 7 7 mint.prg". Does anyone knoe where I
>can find the program "prgflags"? I found a "flgset" program in the TT
>directory, would this be able to do the same thing? What exactly
>would "prgflags 7 7" do to my mint.prg anyway?

I don't know where to get it, but the prgflags.ttp would set the flags
governing how the program is loaded into memory and where it allocates its
memory. Since you don't have any fastRAM, it isn't necessary for your
compilations (it isn't strictly necessary for _any_ compilations, but it is
useful ...).

>I did alter my makefile a little bit - in addition to the -D's you
>have above, I added -mint and -DONLY030 (for my Falcon, after all!).
>Don't you need to have the -mint to load in the mint libraries? I was
>not sure if this was nessicary or not.

I don't think so since I have the -DMULTITOS, but I could be wrong.
The -DONLY030 sounds like a good idea - I'll add that while I'm figureing out
this bug ....
>Well, I'm no expert but it seems to me that using -mint would help -
>it doesn't take that long to recompile! :-)

Well, if I had a Medusa and everything was in a RAM disk, you might be right. However, since I don't have a Medusa, it does take a while (but the ramdisk is something I'm taking a look into...when I know it works fine without it...).

>Also, I ran into an odd problem with bison - even though I had my
>YTABC and YTABH set to asm_tab.[ch], they came out as y.tab.c and
>y.tab.h - I just moved them by hand, but thought it was odd.

Considering I don't know what they are for, I think its even more odd. :)

>Thanks for any help,
>--
>---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
And thanks for your help. ;>

-MikeB

402. Re: Non-speedo Fonts (was: Top Ten Progress)

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 02:14:41 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan07.021441.105472@zeus.aix.calpoly.edu>
Source record: 195646

In article <CJ6yID.6zH@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <1994Jan06.025106.131121@zeus.aix.calpoly.edu>,
mbaffoni@farad.elee.calpoly.edu said:

>Just add them to your assign.sys file. Not sure about the NOVA card but
>here's my assign.sys:
>
>PATH = C:\DRIVERS
>01p SCREEN.SYS
>BAGB09.FNT
>GEMINI_S.FNT
>s MONACO08.FNT
>s MONACO09.FNT
>s MONACO10.FNT

What does the "s" prefix mean? Also, since apparently the CoNnect
fonts have multiple resolutions in one file (ther is only connect.fnt, not
connct9.fnt and connct10.fnt, etc.), do I just put connect.fnt under each
screen rez, or do I have to modify the fonts with some program first?

>21 DJ5.SYS
>22 STFAXSPD.SYS

What is this? Is this a Speedo fax driver? If so, which modems does
it support?

>31 META.SYS
>61 MEMORY.SYS
>
>Ofir ogal@cix.compulink.co.uk
>
>

Thanks for all the help guys!!!

-MikeB

403. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 02:44:19 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2giia3$d2d@news.dmpe.CSIRO.AU>
Source record: 195552

In article <1994Jan6.091344.16970@desire.wright.edu> cse0947@desire.wright.edu (Big Guy) writes:
> I just saw a post from David Taylor of id Software that stated that he
>was porting DOOM to the "Jag" right now. Could this be the Jaguar? Would sell a
>lot of units!
>

The Jag is the only thing so far (apart from the PC) that DOOM is being developed for. Kick-Ass game, I hope that someone out there will do a Falcon Port .... Hey, it's almost worth shelling out $$$ for a PC to play doom ...

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

404. Re: Dr. T software for $49

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 03:15:53 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <1994Jan6.221554.8317@newstand.syr.edu>
Source record: 195648

In article <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I got a letter yesterday from Dr. T software announcing the sale of their new
>MIDI composing software, "Omega II" for $49. (It's nice to see that there are
>still developers putting out stuff for Atari machines.) I have a copy of
>"Tiger Cub" from Dr. T. Does anyone know what the difference is between
>"Tiger Cub" and "Omega II"?

This is indeed interesting. In the fall/winter 1993 catalog
from Soundware (a music software vendor) Dr. T's has an ad for
Omega II that states SRP as $299!
I guess I'll have to call them to see what is up? By the way,
their phone number is 800-989-MIDI.
Does anybody else know what is going on here?
--Gerry
ggreenbe@mailbox.syr.edu

405. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 03:22:56 UTC
From: rjung@netcom.com
Message-ID: <rjungCJ8pEB.8oE@netcom.com>
Source record: 195649

In article <1994Jan6.091344.16970@desire.wright.edu> cse0947@desire.wright.edu (Big Guy) writes:
> I just saw a post from David Taylor of id Software that stated that he
>was porting DOOM to the "Jag" right now. Could this be the Jaguar?

None other. They predict the Jaguar version will surpass the PC version.
Much to the consternation of 3DO advocates, Id has also said they don't think
much of the $700 machine, and prefer Atari's $250 one...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

406. Time Bandits

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 03:36:12 UTC
From: tim@rider.cactus.org
Message-ID: <5104@rider.UUCP>
Source record: 195553

Hello,
I was wondering if there's still anyone out there who would like to share tips and stuff for Time Bandits. I just really started playing this game and have found several parts of it a little difficult to comprehend (ie the text stuff). Also, I'm stuck in Dungeon Master (the best RPG ever written IMO). Any help with these would be greatly appreciated!

--
Tim Wilson
tim@rider.cactus.org
Hello, this is me. Who the hell are you?

407. A couple of questions...

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 03:39:49 UTC
From: tim@rider.cactus.org
Message-ID: <5105@rider.UUCP>
Source record: 195554

Hello,
Does anybody out there have the specs for both the Medusa 040 and the GeSoft Eagle? I'm inquiring for a friend.

Oh yeah, bI almost forgot...did Atari ever release any version of Unix for the TT030? Any help would be greatly appreciated.

--
Tim Wilson
tim@rider.cactus.org
Hello, this is me. Who the hell are you?

408. Re: Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 03:52:33 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <940106.82353.LMCCLURE@delphi.com>
Source record: 195650

The Lynx uses a 65xx series CPU, *NOT* a 68000.

409. Tape units

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 03:54:30 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Jan6.225430.1@csusys.ctstateu.edu>
Source record: 195551

I was wondering if it's possible to use a Colorado Tape backup unit on an Atari system. These use the floppy controller on PC's to interface, not SCSI.
Eric

410. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 05:21:14 UTC
From: smh@netserv.com
Message-ID: <1994Jan7.052114.12181@pagesat.com>
Source record: 195555

In article <2giia3$d2d@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au
> The Jag is the only thing so far (apart from the PC) that DOOM is being
> developed for. Kick-Ass game, I hope that someone out there will do a Falcon
> Port .... Hey, it's almost worth shelling out $$$ for a PC to play doom ...
>
> Karl.

Sorry Karl, Doom was developed on NeXT computers and ported to DOS. So NeXT
for Intel Processor was first, and a Black NeXT version is due out soon.
That makes 4 versions, NeXT FIP, DOS, NeXT Black, and Jag.

Scott

411. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 05:26:36 UTC
From: smh@netserv.com
Message-ID: <1994Jan7.052636.12589@pagesat.com>
Source record: 195556

In comp.sys.atari.st article <rjungCJ8pEB.8oE@netcom.com> you wrote:
> None other. They predict the Jaguar version will surpass the PC version.
> Much to the consternation of 3DO advocates, Id has also said they don't think
> much of the $700 machine, and prefer Atari's $250 one...

You wouldn't think much of the 3DO either if Atari had flown down and made you
an "offer you cannot refuse" ;-)

Atari bought ID off to make the DOOM version for Atari. Don't know the actual
deal, but by reading in the press, and comments from Atari, it seems that Atari
"just had to have Doom for the Jaguar" and "made it happen". $ talks.

Scott

412. Re: Non-speedo Fonts (was: Top Ten Progress)

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 06:21:17 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan7.062117.19467@mnemosyne.cs.du.edu>
Source record: 195563

```
In article <1994Jan07.021441.105472@zeus.aix.calpoly.edu>,
Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
>In article <CJ6yID.6zH@cix.compulink.co.uk>,
>Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>In message <1994Jan06.025106.131121@zeus.aix.calpoly.edu>,
mbaffoni@farad.elee.calpoly.edu said:
>
>>Just add them to your assign.sys file. Not sure about the NOVA card but
>>here's my assign.sys:
>>
>>PATH = C:\DRIVERS
>>01p SCREEN.SYS
>>BAGB09.FNT
>>GEMINI_S.FNT
>>s MONACO08.FNT
>>s MONACO09.FNT
>>s MONACO10.FNT
>
> What does the "s" prefix mean? Also, since apparently the CoNnect
>fonts have multiple resolutions in one file (ther is only connect.fnt, not
>connct9.fnt and connct10.fnt, etc.), do I just put connect.fnt under each
>screen rez, or do I have to modify the fonts with some program first?

I am trying to figure out how to add the Connect fonts to my
SpeedoGDOS setup as well any help is appreciated...

>
>>21 DJ5.SYS
>>22 STFAXSPD.SYS
>
> What is this? Is this a Speedo fax driver? If so, which modems does
>it support?

This is the Straight Fax Speedo GDOS driver - it outputs each page
into a fax file, which you then can send with a fax program (like
Straight Fax). Straight Fax has a number of such drivers for various
programs - they work pretty well.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)
```

413. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 07:46:57 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1DTKBWJU@math.fu-berlin.de>
Source record: 195567

In article <99997@cup.portal.com>, Hurn@cup.portal.com (Ed - Smith) writes:
>Where is the atari.archive site? I checked out the umich mirror sites
>but those programs were not there.

You are correct in assuming that I am speaking of the atari.archive.umich.edu ftp site. Check out the Editors directory. MicroEmacs can be found in two different versions on there. One is in the director ME3.12 or something like that. The other is in a file something like MicroEMACS3.12.zoo.

Everest is in a file named something like evst150b.lzh.

Good luck.
Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

414. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 07:50:05 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <4DTKBSOU@math.fu-berlin.de>
Source record: 195568

In article <CJ64r3.9Dy@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>Everest 3, it's shareware and superb.

Is there an English version of this one out? The only English version I saw
was a port of 1.5. It looked pretty well put together though.
Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

415. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 08:15:01 UTC
From: DOWDLE@delphi.com
Message-ID: <940107.11701.DOWDLE@delphi.com>
Source record: 195569

Hello Gang,

I just wanted to state that since I've been using GENEVA I've grown to love my Atari more. With all of the functionality of GENEVA, I don't know how anyone could ever consider it "crap." It makes me wonder if the person who called it so... if they every actually used it... and if so... if they had any documentation... as there have been many times I've heard people call a piece of software (and NOT just on the Atari platform) crap simply because they weren't smart enough to buy the package with the benefits of documentation.

TYL, Scott

416. External Keyboard for 520ST and 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 08:32:29 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <0ETKBRPV@math.fu-berlin.de>
Source record: 195570

The faq file shows how to hook up an external keyboard (Mega style) to a 520 and 1040. My 520 has a jack already on it for an external kb (aftermarket). After comparing its wiring to the one in the faq, I realize that it is identical. The faq gives no details of how to get an external Mega keyboard. Does anyone have any suggestions where these could be purchased?

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

417. High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 08:43:37 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <KFTKB9XV@math.fu-berlin.de>
Source record: 195571

I have been using a Supra 2400 until recently. One of my friends at school bought a LineLink 14.4k modem and let me borrow his Supra 2400 Plus. I like this Supra 2400 Plus, but I seem to have some problems with flow control.

I know that the ST has some bugs with RTS/CTS, so I got Serial Fix 2 and the CPX module to use with Flash 1.6. Using these, I have no problems d/l'ing with Z-modem at 2400/REL-LAP-COMP (port set to 9600). I *DO* however have problems with large amounts of text. If I do an extremely long directory listing or VT100 movies or such, portions of the text will get lost at these high speeds. I have also tried Storm 1.02 and the demo of Flash II with the same results. With Storm, I get less data loss with the flow control set to Both than simply RTS/CTS. Do I need the modem CPX as well? I understood that term programs would overwrite your default settings using the modem CPX anyway.

Any help on this would be appreciated as I plan to get a LineLink soon myself, and if the system can't keep up at 9600, I know it's gonna have problems with 19200.

Also, has anyone had any experience with the program on the umich ftp site named HISPEED.LZH? It claims to patch Flash to use RTS/CTS properly.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

418. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 08:45:18 UTC
From: DOWDLE@delphi.com
Message-ID: <940107.13518.DOWDLE@delphi.com>
Source record: 195573

Hello,

I see you having trouble with some QWK reader program called UQWK?!

....just a suggestion... get the demo of Mountain Software's Mountain QWK... and if that doesn't convince you to buy the commercial version, I guess nothing will. I've tried just about everything, with UQWK being the item making me say "just about." Mountain QWK rules! *GRIN*

TYL, Scott

419. TOS versions

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 08:56:03 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <XFTKB3AW@math.fu-berlin.de>
Source record: 195574

I am getting ready to get a hard drive, and I have some questions about TOS versions. I still have 1.0, and I know it has some bugs (archive bit, date, etc.).

First of all, I need to know what programs should be used with a hard drive and TOS 1.0 to speed it up and fix some of the bugs. I know about FATspeed, Pinhead, and Copyfix. I also know there is some archive bit patch program (not sure what it is, so I need to know it as well).

Secondly, I need to know about upgrading to a later version of TOS. When I checked on TOS 1.4 a few years ago, I was informed that it cost $100, and it had to be installed by a dealer (Atari's rules). I found someone who was willing to ship me a copy anyway, but I didn't have $100. So, I never upgraded. I am still looking to upgrade, but I understand that 2.06 is available for the original ST's with an add-on board. I need to know sources and prices for this board, TOS 1.4, and TOS 2.06. I also need to know about the availability of switches allowing multiple TOS versions. I have the 6-chip set in both of my ST's (520 ST and 1040 STf).

I know that some programs would not run on 1.4 since they used shortcuts. Were there any that run under 1.4 but would not run under 2.06? Also, what were the major changes in 2.06 from 1.4?

Thanks for any help you can give on these matters.
Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

420. DC Data Diet and hard drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 09:01:59 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <4FTKBYGW@math.fu-berlin.de>
Source record: 195575

I am getting ready to purchase a hard drive, and wanted to know more about DC Data Diet. I understand it is a program like Stacker on the PC.

My question is how it works within the max partitions size under TOS. I know that TOS 1.0 is limited to 16M partitions and TOS 1.4 is limited to 32M. Since Data Diet effectively doubles the size of the drive, will the partitioning need to be done differently or will it just double the effective size of the max partition?

Also, how fast/compatible/etc. is it? In effect, is it worthwile to consider? I am looking at anywhere from a 131 meg to a 270 meg drive, and wanted to try and get it set up right from the very beginning.

Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

421. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 09:51:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ97E3.1K0@barclays.co.uk>
Source record: 195576

```
In article <2ghjke$5bj@insosf1.infonet.net>, lannie@ins.infonet.net writes:
|> The place I am buying from want $450 for a SVGA monitor. This is outragious!
|> My dad gets SVGA's all the time for around $275. The problem is, that I can't
|> afford to buy one without the purchase plan from work. They have to buy it
|> all from one place.
Bummer :-(

|> I would like to get the Screenblaster cause of the price, and an Emulator
|> to run some PC software. What is wrong with the Emulators colors?
Nothing really, it's just it's color support under DOS is very limited compared
to it's support for Windows. It utilises a Windows screen driver to improve
things under windowss.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

422. Re: Timeworks 2

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 09:54:09 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ97I9.1L3@barclays.co.uk>
Source record: 195577

In article <757848534.9209@minster.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:
|> Timeworks 2 was given away on a recent edition of Atari ST Review.
|> Considering I can't get it to work properly on my Falcon, what do
|> people recommend is the best WP for my Falcon?
There is a Falcon happy version of Timeworks 2 on the way. Don't know when it will be released though.

|> It must be able to print postscript to a file, it should have indexing
|> and cross referencing facilities, possibly vector graphics and possibly
|> some kind of equation editor.
Sounds like you need something like Calligrapher but that's been recently dropped by the author. Maybe someone else will take it over. I've heard rumours...

|> P.S. If anyone has any hints on how I can get Timeworks to work it
|> would be very helpful so I can try it out properly.
It wont work. Period.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

423. ���� KEYHELP ���� and ���� CHAMELEON ����

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 10:33:10 UTC
From: mpellegrino@ge-serveur.insa-lyon.fr
Message-ID: <mpellegrino.1.2D2D3A66@ge-serveur.insa-lyon.fr>
Source record: 195579

I'm looking for some shareware PRG

BUT WHERE ARE THEY ??????????

WHICH ONE ??????????????????

OK : KEYHELP , CHAMELEON , msa_3_4 , kozmic(2,3 or 4)
loader construction kit , picture concept
any prg for comptability

������������ THANKS IN ADVANCE ��������������������������

424. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 11:15:43 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jan7.121543.825@cathy.ijs.si>
Source record: 195580

In article <1994Jan4.192753.16045@t.hfb.se>,
Robert Krenn <d93rkr@t.hfb.se> wrote:
>Hmmm.... Sorry... My fault... It's MIKNET not MIKENET!!!!
>
>Here is what I got out of a archie search:
>
>wuarchive.wustl.edu /systems/atari/umich.edu/Misc/miknet13.arj

Hah! I see what the problem was. I was reading the 0index file on a.a.u.e
and it wasn't there. It _is_ in the 0ls-lR.Z file.

Now alli I need is some MIDI cables.
Thanx!

425. Re: falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 11:39:50 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jan7.123950.826@cathy.ijs.si>
Source record: 195581

In article <2gd3nq$96p@homer.cs.mcgill.ca>,
Bruno SCHMIDT <dgently@binkley.cs.mcgill.ca> wrote:
>
> Hello, I am going to buy a falcon soon, and so, have a few questions
>about it.
>
> First, I am quite confused about what to do about a monitor. I was
>thinking of getting a VGA, or SVGA monitor with Sblaster or BlowUp, but this
>would not allow me to use software needing a RGB monitor.
You can buy two monitor plugs: One for SVGA (better get a Multiscan) with
Blow-up, and one for the RGB monitor (if you have an old Atari RGB monitor).

>(the clocks on Blowup
>and co only allow 800*600 at this rate), how hard would it be to make (or
>modify) an adaptor to support this rez?
In my experience, if the Blow-up doesn't support it, it can't be done.
I think you are bumping against BUS speed, not Blow-Up.
>Also, as far as an RCS, what would you recomend?
Interface. To my knowledge so far the only one that can do color icons.

> As far as music software is concerned, what is available? Has anybody
>tried DigiTape 2.0, Cubase Audio, or Notator Logic Audio, or dos anybody have
>information about these packages?
I haven't tried any of the above (can't afford them, yet), but try winrc from
a.a.u.e for some D2D recording with on-line effects. You should see people
on my last party laughing when they started playing with winrc's real time
pitch shifter :-)

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

426. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 12:29:06 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2gjkii$q30@sol.ctr.columbia.edu>
Source record: 195582

I like Edith. The only gripe I have with it is that it insists on
saving in UPPERCASE - a bit of a bummer on a minix filesystem...

Simon.
--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

427. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 13:40:05 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJ9Hyt.77y@uc2372c.DaytonOH.NCR.COM>
Source record: 195590

In article <A11124@MS.maus.de>, Julian_Reschke@ms.maus.de (Julian Reschke) says:
>
>Mag!x is ~ 150 K, *including* everything (BIOS, XBIOS, GEMDOS, VDI, AES)
>except desktop.

Does it need to have a desktop specifically designed to handle the multitasking
(like Geneva) or is it more just "running the the background" like MultiGEM?
(I have both, BTW)...

My one complaint about Geneva so far is that various software makes my
screen "shift" over about a half inch or so on a 13" monitor. In particular,
Pinhead and MiNT. I'm kinda curious as to why this is. Oh, BTW,
how does one "tear menus" under Geneva? (I know, I need to read the
manual, but it should be intuitive, right? :-)

Rob

...I find it fascinating that MGEM reminds me a bit of MultiFinder on the Mac,
and Geneva more like Windows (Taskman, etc)...

428. How to identify the current baud rate (old TOS)

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 13:41:19 UTC
From: bhanses@vnet.ibm.com
Message-ID: <19940107.144119.702@vnet.ibm.com>
Source record: 195588

I have a typewriter (IBM 6715) connected via the serial port to my ST. Setting the correct baud rate from the program requires power off at the typewriter, otherwise it may react very strange. To prevent power on / power of for each new call of this program I want to check the baud rate first and if ok, the init of the serial interface could be skipped.
Therefore I need to know the baud rate currently set in my ST. I know that for newer TOS versions it can be returned via the rsconf(), but my old TOS version does not support this. Could someone please tell me how to search for the baud rate? Is it hidden at a certain storage location or in one of the control registers?

Thanks for your help, Bernd Hanses

429. Gemview

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 13:48:23 UTC
From: wvleeshh@wg.estec.esa.nl
Message-ID: <1994Jan7.134823.6013@wg.estec.nl>
Source record: 195587

Saw a note about gemview3 yesterday, where can I get it?

430. Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 14:08:13 UTC
From: james@liverpool.ac.uk
Message-ID: <CJ9J9p.9Dx@liverpool.ac.uk>
Source record: 195586

Can anyone recommend a replacement mouse for the STe, the one supplied
is lousy! I'm in the UK, so UK prices etc apreciated.

What about tracker balls? Any good?

Thanks

Jim

james@liverpool.ac.uk

431. Ste: Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 14:09:22 UTC
From: ga@mrih.no
Message-ID: <2gjqei$71u@ugle.unit.no>
Source record: 195584

Could it be as easy as cutting a hole in the back of my Mega STe and connect
a second IDE drive to the same cable, just making sure one drive is master
and the other is slave? Just wondering. Clues, anyone?

Gard Eggesboe Abrahamsen "Wherever people
PO Box 5061, Larsgaarden feel free to
6021 Aalesund, Norway smoke, I feel free
Phone: +47 7015 5497 to fart."
Gard.Abrahamsen@mrih.no -- J-M DuFerre
Finger ga@samson.mrih.no
These are my views and not those of MRIH.

432. Re: War game wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 14:11:14 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Jan7.141114.4421@vax.sbu.ac.uk>
Source record: 195585

In article <2ghc06$nih@access.digex.net>, winters@access.digex.net (Michael Winters) writes:
> Any recommendations for War games for ST? Want something that requires
> a lot of thought - visual action would be cool, but strategy would be
> most important factor (updated Eastern Front?)
>

There is a twin-pack of games (I'll have to check the publisher, I don't have them, my friend does) called MAY 1940 and BLITZKREIG. The two games cover very similar periods and areas, but in the former the player is the Germans and in the latter the Allies. These are the only games I've seen which have a similar feel to Eastern Front.

PLUG: I will soon be releasing my Shareware wargaming system (two-player only). It is a bit like SSI's old Wargame Construction Set but with the addition of morale, facing, diagonal movement, objectives, user-definable terrain types and various other innovations.
The program itself is finished, the only reason it hasn't been released yet is that I'm still working on the documentation and example files. Anyone who is interested in a copy is welcome to EMAIL for more details.

Ross McNaughton

433. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 14:25:37 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CJ93KA.K29@ryn.mro4.dec.com>
Source record: 195572

In article <2ghkc8$31o@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes...

>AVIPLAY.PRG, I believe. I'll include the player if I can find the files
>(unfortunately, this is not looking promising). I have no idea if it is
>GEM compliant and such.

Are you sure this is an AVI player, not an AVS player? AFAIK AVI files are from video for windows. If such a player exists for Atari ST or Falcon it would be great, especially if source was available since that would finally allow some useful Multimedia applications to be developed for the Falcon.

Erlend.

434. Re: Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 14:37:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ9KLx.GCu@barclays.co.uk>
Source record: 195589

In article <CJ9J9p.9Dx@liverpool.ac.uk>, james@liverpool.ac.uk (Mr J.A. Parsons) writes:
|> Can anyone recommend a replacement mouse for the STe, the one supplied
|> is lousy! I'm in the UK, so UK prices etc apreciated.
Get a Naksha mouse if you can. Someone asked this question on CIX recently and
got 15 odd replies saying Naksha and not one for any others!
System Solutions, Silica, just about anyone should be able to do one for you.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

435. sun monitor on falcon. (was Re: falcon, dsp... help.)

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 15:19:04 UTC
From: brunos@mafalda.math.mcgill.ca
Message-ID: <1994Jan7.151904.936@sifon.cc.mcgill.ca>
Source record: 195591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jan7.123950.826@cathy.ijs.si> writes:
> In article <2gd3nq$96p@homer.cs.mcgill.ca>,
> >(the clocks on Blowup
> >and co only allow 800*600 at this rate), how hard would it be to make (or
> >modify) an adaptor to support this rez?
> In my experience, if the
Blow-up doesn't support it, it can't be done.
> I think you are bumping against BUS speed, not Blow-Up.
But shouldn't the bus speed needed be the same for 640*480*8, 72hz and
1280*960*2, 72hz? (same amount of memory needed). at least the Falcon
should be able to handle 1280*960*1 ....

anyways, Bye, Bruno Schmidt

Brunos@mafalda.math.mcgill.ca

436. ATARI JAGUAR: Thanks

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 15:24:16 UTC
From: richs@syma.sussex.ac.uk
Message-ID: <1994Jan7.152416.27533@syma.sussex.ac.uk>
Source record: 195595

Thanks to all those lovely fluffy individuals who helped me with info on the
Atari Jaguar.

Anybody got anything on 3D0 or CD-I?

Pretty please :)

Happy Halibut II
--
Richard Salter - richs@cogs.sussex.ac.uk
-- Official Contributor to DIGITAL DISK Amiga --
"From rags to richs" - the story of a self made man who ran short of material.

437. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 15:28:34 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <129800@hydra.gatech.EDU>
Source record: 195592

In article <CJ1vBI.F5o@news.Hawaii.Edu> jperez@Hawaii.Edu (John Perez) writes:
>Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
>: >the Fast Tecnologies Tiny Turbo 030 board

>The TinyTurbo030 boards for the Mega STE are a solderless installation

Yes, but can you actually GET a Tiny Turbo board? From what I was told
about 6 months ago, Fast Technologies was close to going under due to
getting bad parts. They were not filling orders which pissed off many
customers who had prepaid. Has this changed?
--
Opinions expressed are my own.

438. ADMIN: New moderator for comp.binaries.atari.st, comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 16:48:50 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <2gk3pi$qi1@spud.Hyperion.COM>
Source record: 195454
Cross-posted to: comp.sources.atari.st,comp.binaries.atari.st,comp.sys.atari.st,news.groups

After I posted a while ago asking if the groups should be dissolved, several people stepped forward volunteering to moderate. I'm happy to report that one of them is just about ready to start, so as of now I'm stepping down as moderator.

Please welcome Annius Groenink, avg@cwi.nl, to both groups. Under enthusiastic new management, I hope the groups will take on new life. I'll continue to hang around both groups in an advisory capacity for a while, but this is probably the last posting you'll see from me here.

All new submissions should be sent to the abovementioned E-mail address, and you should adjust your moderators or mailpaths file accordingly until the change is reflected in the List of Moderators maintained at Uunet. The archives will remain at ftp.hyperion.com until I can find another home for them (any volunteers?)

I'd like to thank everyone who participated over the years, both readers and submitters. It's been an interesting ride.

See you all on the net!

-Steve

439. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 17:15:43 UTC
From: avg@cwi.nl
Message-ID: <CJ9ry7.96G@cwi.nl>
Source record: 195593

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>>Due to public pressure, a new GEMINI-release has been published on Dec
>31.
>>Since it does not yet include documentation files and appears to be
>buggy,

>I wouldn't call it buggy. In fact, it's very *stable* compared to other
>programs I know. It should appear on a.a.u.e soon.

I found it is both stable and buggy; but I've only used it for three days
yet.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

440. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 17:22:34 UTC
From: avg@cwi.nl
Message-ID: <CJ9s9n.99K@cwi.nl>
Source record: 195594

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>I like Edith. The only gripe I have with it is that it insists on
>saving in UPPERCASE - a bit of a bummer on a minix filesystem...

Solved in the commercial version a demo of which will be posted within
three moths from now. It supports MiNT and MultiTOS in domain 1.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

441. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 18:02:17 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJ9u3u.3oH@cix.compulink.co.uk>
Source record: 195456

For those interested in getting the latest version of GEM-View I usually
ftp it from the following site;

quepasa.sc.tu-berlin.de

directory:

/pub/atari/Graphic/Gemview

I believe the author uploads it there directly.

Hope this is of use.


```
================================================================================
= .---. Atari .------------ = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

442. Re: Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 18:02:21 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJ9u3x.3p2@cix.compulink.co.uk>
Source record: 195457

Seconded Naksha mice are definatey the best around.

```
==========================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
==========================================================================
```

443. re: MAG!X specs.

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 18:07:50 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Jan7.180750.43429@urz.unibas.ch>
Source record: 195452

Mag!X is ca. 150 kB long, has it's own desktop (but just a simple one).
you can use an alternative desktop e.g. neodesk, gemini (in germany
Mag!X 2.0 is sold together with EASE (which can use Kobold for copying,
deleting, etc).
you can terminate any process at any time or switch between them
(except if you are in single mode (necessary for old progs)).
and it is pretty fast even on my 1040st (68000 proc.)

so for a multitasking enviroment it is a pretty good choice!

--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>

444. Re: Ste: Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 18:38:01 UTC
From: bjgrier@bnr.ca
Message-ID: <1994Jan7.183801.10728@nrtpa038.bnr.ca>
Source record: 195598

In article <2gjqei$71u@ugle.unit.no>, ga@mrih.no (Gard Eggesboe Abrahamsen) writes:
|> Could it be as easy as cutting a hole in the back of my Mega STe and connect
|> a second IDE drive to the same cable, just making sure one drive is master
|> and the other is slave? Just wondering. Clues, anyone?
|>

<LARGE .sig file deleted :>

Unless the MSTe is unique is should be using SCSI drives, not IDE.
On my TT I have a 25 pin SCSI connector. Doesn't the MSTe have this also?

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

445. Calligrapher & DA Vektor

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 18:56:14 UTC
From: abi@sn2.ee.umist.ac.uk
Message-ID: <1994Jan7.185614.27598@nessie.mcc.ac.uk>
Source record: 195597

Hi ALL,

I got Calligraphar (gold) last year, and I've just got DA Vektor, and I've now got a few problems with exporting/importing .GEM metafiles between the two !

DA Vektor seems to be working Ok and merrily exports and imports .GEM files. I haven't got any program that can really test the files - I've just downloaded GEMVIEW 3.0 from ftp.uni-kl.de to do just that (don't know when I'll get round to trying it though).

I created a nice 3D-extruded pound symbol which I wanted to import into a Calligrapher document, when I did the smooth curves got turned into sharp lines (YUCK !!!!!!)

What I want to know is :

* Can Calligrapher cope with bezier curves ??? (should it be able to ???)

* Does anyone *definitely* know if Calligrapher is being supported & updated (it has a lot of nice features - they just need debugging a little).

* Can anyone recommend an alternative to Calligrapher (Pagestream, Papyrus - the new HiSoft document processor, etc) ????

* Are there any ftp sites with stuff for DA Vektor (fonts, drivers, etc) ??? (I've already downloaded Calamus fonts from src.doc.ic.ac.uk)

Any help/comments/information concerning the above questions (or anything thats related to them) will be gratefully recieved.

I can't always get access to comp.sys.atari.st so awnsers via e-mail would be appreciated - any msgs I get I'll stick together and post here as soon as I can.

Thanks in advance for any help,
Bye for now,

Andrew

```
================================================================================
= /// = A baby is gods =
= .signature space @ @ = opinion that the =
= to let, apply within > = World should =
= \_/ = go on. =
================================================================================
```

446. GEM SZRZ 2.28 Available

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 19:17:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gkcg7$tf@mailer.fsu.edu>
Source record: 195596

Gem SZRZ 2.28 (successor to the popular version 1.9) has been uploaded to atari.archive.umich.edu, with the permission of the author. I have put a readme file in the distribution that explains the contradiction concerning the distribution statement in the author's documentation.

The author is currently selling version 4.0 of this program. If the increase in quality from 1.9 to 2.28 is any indication, 4.0 should be incredible. Purchase information is contained in the distribution file (gszrz228.lzh).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

447. Warp9 3.80 info

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 19:21:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gkco9$tf@mailer.fsu.edu>
Source record: 195599

I asked Codehead to email me the info files concerning the Warp9 3.80
upgrade (these were released in an lzh file on Genie and other places).
So, here you go.

Oh, the T-Shirts I asked John about are the cool ones with the CodeHead
logo (I think they say "We speak Assembly" on the back).

From j.eidsvoog1@genie.geis.com Fri Jan 7 12:32:55 1994
Return-Path: <j.eidsvoog1@genie.geis.com>
Received: from relay2.geis.com by gauss.math.fsu.edu with SMTP (5.65/31gauss)
id AA23796; Fri, 7 Jan 94 12:32:42 -0500
Received: by relay2.geis.com
(1.37.109.4/15.6) id AA28444; Fri, 7 Jan 94 17:32:25 GMT
From: j.eidsvoog1@genie.geis.com
Message-Id: <9401071732.AA28444@relay2.geis.com>
Date: Fri, 7 Jan 94 17:08:00 BST
To: boyd@gauss.math.fsu.edu
Subject: Re: XMODEM File: W9UPDATE.LZH
X-Genie-Id: 1316213
X-Genie-From: J.EIDSVOOG1
Status: OR

T-Shirts are available in turquoise or ash gray in a variety of sizes
for $10 (plus $3 shipping). If it accompanies an order, there will
only be one shipping charge.

I was wondering whether you could get file mail through GENie. I
guess not. Here are the two text files, back-to-back. The first is
called W9UPDATE.TXT and the second is EASY_UP.TXT:

For immediate release

CodeHeadQuarters
Friday, September 17, 1993

....
: :
: CodeHead Technologies announces Warp 9 3.80 :
: :
: Including Extend-O-Pak :
: :
:...:

The long-awaited upgrade to Warp 9 is here!

Feature List
---

o Fully compatible with the Falcon 030 computer.

o Fully compatible with SpeedoGDOS.

o Seven completely new Extend-O-Save modules!

o Seven of the previously-released modules have been enhanced, adding Falcon compatibility and new features, such as Alternate Screen, Test mode, Falcon "true color" support, and more.

o A newly-designed Warp 9 Control Panel provides easier access to all options and allows you to configure which page of features will appear upon the opening of the accessory.

o A new program, Extend-O-View, runs as an application for Extend-O-Save modules so that you can simply double-click on modules to load and view them! Or install Extend-O-Save modules right in your HotWire menu to select them with a single keypress or mouse click.

o A new accessory, EOS Timer, handles a new generation of Extend-O-Save modules which operate through the GEM event system. This allows modules to do disk access, and make many other types of system calls previously unavailable to Extend-O-Save modules. The Slide Show module mentioned below makes use of these new features.

o New MakeFast program provides users of TOS 1.0 and 1.2 a faster bootup of Warp 9.

o Now comes on two floppy disks containing over 1.3 megabytes worth of files. Disk two contains 20 Extend-O-Save modules from CodeHead Technologies and eight modules from other authors.

o Includes a 30-page manual addendum documenting all new features and Extend-O-Save modules.

New Extend-O-Save Modules

Slide Show - Picture files are displayed in an automatic slide show. The slide show displays pictures in any of the formats supported by Warp 9, including beautiful 256-color pictures on the Falcon 030.

Flying Thrones - A take-off on the popular Flying Toasters screensaver available on other platforms. Flying Thrones includes a separate program which allows you to load your own images/animations. Due to trademark restrictions, we can't release a clone of Flying Toasters, but now you can create your own version.

Rain, Man - Expanding circles appear on the screen, like drops of rain water hitting the ground.

Things That Go Bump... - The blinking eyes of various creatures randomly appear and disappear, accompanied by optional night sounds.

Spotlight - A circular section of the screen roams around a dark
background as if a flashlight or searchlight were lighting it.

Filled Shapes - Random shapes with variable number of sides appear
randomly, filled with random fill patterns.

RAM Page - The screen fills with an ASCII representation of the internal
memory of your computer, providing page after page of interesting and
unique screen displays. You might be surprised at what you've got inside
-- and it's not Intel.

Availability

Warp 9 3.80 with Extend-O-Pak is available now. The retail price remains
at $44.95. Owners of previous versions of Warp 9 can upgrade to v3.80
for $25 plus $3 shipping ($4 Canada, $6 overseas). Send us your master
disk and $28 to receive the upgrade. For more information, contact your
local dealer, or:

CodeHead Technologies
PO Box 74090
Los Angeles, CA 90004
Tel (213) 386-5735
Fax (213) 386-5789
BBS (213) 461-2095

****

For immediate release

CodeHeadQuarters
Friday, October 7, 1993

....
: :
: CodeHead Technologies announces :
: A New Update Policy for Warp 9 :
: :
:.....................................:

You asked and we listened!

Many of our customers have asked for an easier way to obtain their Warp 9
upgrades. Until now, we've required the return of your original disk in
order to receive most upgrades.

Effective immediately, CodeHead Technologies will accept upgrade orders
from registered owners of Warp 9 without the return of your original disk.

Upgrade orders may be placed in E-Mail on GEnie, Compuserve, Delphi, our
own BBS, by phone, FAX, or mail. All that is required is that we have
proof of your ownership of Warp 9 by one of the following means:

1. Inclusion in our database from your registration card.
2. Direct purchase with an invoice from CodeHead.
3. Return of original disk.
4. Receipt from a dealer showing Warp 9 purchase.

If you have any questions, give us a call. We value our customers' satisfaction and listen to your suggestions. The Warp 9 v3.80 upgrade is $25 plus $3 shipping ($4 Canada, $6 overseas). It comes on two disks, includes dozens of interesting and entertaining screensaver modules, and now has Falcon and SpeedoGDOS compatibility. For more information about the features of Warp 9 v3.80, read the online press release that was issued as W9UPDATE.TXT on September 17, 1993.

For more information, contact:

CodeHead Technologies
PO Box 74090
Los Angeles, CA 90004

Tel (213) 386-5735 Mon-Fri 9AM-1PM
Fax (213) 386-5789
BBS (213) 461-2095

GEnie: J.EIDSVOOG1
Compuserve: 76004,2232
Delphi: EIDSVOOG

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

448. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 19:25:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gkcui$tf@mailer.fsu.edu>
Source record: 195600

Besiktas... (nagel_e@cecehv.enet.dec.com) wrote:

> In article <2ghkc8$31o@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes...

> >AVIPLAY.PRG, I believe. I'll include the player if I can find the files
> >(unfortunately, this is not looking promising). I have no idea if it is
> >GEM compliant and such.
>
> Are you sure this is an AVI player, not an AVS player? AFAIK AVI files are from
> video for windows. If such a player exists for Atari ST or Falcon it would be
> great, especially if source was available since that would finally allow some
> useful Multimedia applications to be developed for the Falcon.

You are correct. I meant AVS player. It's been awhile :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

449. Re: Disc Partition Compression?

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 19:37:53 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gkdmh$tf@mailer.fsu.edu>
Source record: 195451

Greg Kilfoyle (gregk@nskernel.tandem.com) wrote:
> Hi,
>
> Is there any software which hooks into the disc I/O routines to perform
> compression "on the fly"? Eg. Like Stacker on MS-DOS systems.

Data Diet, by Double Click. They may be out of business, however. Toad
might have it (1-800-448-TOAD).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

450. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 20:07:59 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2gkfev$rea@cnn.sim.es.com>
Source record: 195453

In article <2giia3$d2d@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
> In article <1994Jan6.091344.16970@desire.wright.edu> cse0947@desire.wright.edu (Big Guy) writes:
> > I just saw a post from David Taylor of id Software that stated that he
> >was porting DOOM to the "Jag" right now. Could this be the Jaguar? Would sell a
> >lot of units!
> >
>
> The Jag is the only thing so far (apart from the PC) that DOOM is being
^^
> developed for. Kick-Ass game, I hope that someone out there will do a Falcon
^^^^^^^^^^^^^^
> Port .... Hey, it's almost worth shelling out $$$ for a PC to play doom ...

That's not completely true. DOOM was developed on the NeXT and a beta version is available now for it.
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

451. Re: Dr. T software for $49

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 21:00:43 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <1994Jan7.160043.9885@newstand.syr.edu>
Source record: 195460

In article <1994Jan6.221554.8317@newstand.syr.edu> ggreenbe@rodan.syr.edu (Gerald Greenberg) writes:
>In article <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM> L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>>I got a letter yesterday from Dr. T software announcing the sale of their new
>>MIDI composing software, "Omega II" for $49. (It's nice to see that there are
>>still developers putting out stuff for Atari machines.) I have a copy of
>>"Tiger Cub" from Dr. T. Does anyone know what the difference is between
>>"Tiger Cub" and "Omega II"?
>
>This is indeed interesting. In the fall/winter 1993 catalog
>from Soundware (a music software vendor) Dr. T's has an ad for
>Omega II that states SRP as $299!
>I guess I'll have to call them to see what is up? By the way,
>their phone number is 800-989-MIDI.
>Does anybody else know what is going on here?
>--Gerry
>ggreenbe@mailbox.syr.edu
>

I called Dr. T's today, and indeed they are having a special
intorductory offer of Omega II for $49.95 + shipping.
--Gerry

452. Disc Partition Compression?

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 21:04:30 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757983834.AA02426@byte.bbs.no>
Source record: 195459

>Is there any software which hooks into the disc I/O routines to perfor
>compression "on the fly"? Eg. Like Stacker on MS-DOS systems.

Data-Diet. (wonder if this wasn't a Branch Always product,
or maybe a Double Click product - one of them)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

453. Gemulator Answers

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 21:21:06 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2gkjo2$s1g@cnn.sim.es.com>
Source record: 195455

In article <1994Jan3.161122.8371@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 13242@oclc.org, scruggs@oclc.org (Kevin E. Scruggs) writes:
>> Does anyone here have an internet email address for Darek Mihoka
>>or BRA Software?
>>
>> Also, is anyone here currently using the GEMulator? I'd like some
>>genuine product info...
>
>Darek can be reached at darekm@microsoft.com. I own a Gemulator so ask away.
>
>
> I. Is the amount of memory accessable to the GEMulator ST user conf
>configurable as it is on the Spectre or is it allocated as needed.

You can select the Gemulator to emulate a 512K, 1040K, 2048K, or 4096K
ST at boot up

>
>
>II. What would the memory overhead to the rest of the system for
>GEMulator running with a 1Meg ST session?

Are you going to multitask? If so I have been able to run the Gemulator
emulating a 4 meg machine under OS/2 with no problem. I do have 8 megs of RAM
on my PC. It can also run under windows, but I have been unhappy with the
results, it seems to be too sluggish.

>
> III. Can autobooting software run on it? Something like Street Fighter IIi 2
>or World Karate Championship?

Gemulator will not work with most copy protected disks. It reads and writes
all the flavors of the TOS format with no problems otherwise. My guess that
most of your games will not work for this reason.

>\
> IV. Could a relatively well behaved game run on it? Will Populous 2 or
>Sim City run on it?
As long as it is not copy protected, the Gemulator emulates all the hardware
of the Atari (less joysticks [should be in next upgrade] and MIDI ports)
>
> V. Can the GEMulator access the joystick ports? If so how does the an
>analog stick get used by the GEMulator ST?

See above

>
> VI. Is linea supported.

Yes. all systems calls are supported.

>
> VII. Are all system addressed supported including IO registers.
>(context--hardware carrier detect routine)

Yup.

>
> VIII. Are internal modems accessable? Would an RS-422 be accessable? Would□□

It depends on your modem. The Gemulator allows you to use either com port
1 or 2 to act as the emulated serial port. As long as your modem uses either
of the two com ports, it should work fine.

>Would devices attached to an external SCSI port onthe clone be accessable?

Only the hard drive as far as I know.

>
> IX. Can it run under DOS? OS2? Windows? WindowsNT?...
> or even GEM (clone version) '-)

I'v successfully run it under DOS, Windows (a little too sluggish, but it
works), and OS/2. I'm not sure about GEM for the PC. (I don't know anyone
who has it anymore)

>
> X. Can GEMulator boot from a DOS partition.

Yes and know. A DOS partition can be larger than the 32 meg partition limit
on the Atari. If you partition your PC drive so that the first partition is
32 megs or less, you may access it directly. Otherwise, writing directly to
the hard drive could be destuctive to your PC data.

Up to 4 virtual hard drives are supported however, and they may reside
anywhere on your hard drive. I like the virtual drives since I can use
PKZIP to compress and backup an entire hard drive in one file. Virtual
hard drives may hold up to 32 megs each, and are only as large as the data
they are containing (They grow in size as you write to the virtual drive)

>
> XI. Can floppies be selectively disabled and rearrainged in the drive chai

Yes, you may either emulate one or both drives (even 5 1/4) and configure
which drive should be A or B in the Gemulator.

>chain? Do the ST seek rate settings (system vars) effect operation of the
>clone drives?

? I don't know.

>
> XII. Can gemulator boot from a TOS disk?

Yes, just like an original Atari ST. It can also boot from the hard drive.

Does it require the card to
>work? (your ad implied mobility of the package)

Yes and no once again. The emulator is entirely in software. The only thing
the hardware does is allow the ROM chips to be read in (similar to the
Magic Sac and Spectre cartridges). Theoretically, you could modify the
gemulator to load copies of the ROMS from disk instead, and avoid the hardware
entirely, but I have yet to see such a hack. Apparently it has been done
with the spectre (and no I do not have a copy, it is illegal)

>
> XIII. How fast will 'CPU' & 'graphics' speed be relative to a 520STe
>
> on a 486DLC-33
> a 486DX-40

I have a 486-33, and it runs about 1 1/4 to 1 1/2 the speed of a 1040ST

>
> both with ISA-bus & fairly generic VGA.
>
> XIV. Would a VL-bus video card speed up gemulator. If so, please give
>concrete examples & figures.

That's a hard question, since a VL card is not necessarily faster. Most
VGA cards today are accelerated cards, but usually are only specific
software packages, and require drivers to utilize the faster speeds. Many
times DOS programs do not show any or little speed increase. The Gemulator
does not include any drivers for accelerated cards. Darek included a
special copy of Quick ST the Atari software accelerator, and it will speed
up some graphic drawing routines for GEM.

>
> XV. Please give as complete as possible compatibility & incompatibility
>lists.

Of all the software, the only incompatibilities I have run into (aside
from the copy protection problem) is an older copy of FLASH! I have heard
other people using it, so it may just be my version. Also, since joysticks
are not supported at this time, for all practical purposes, any program
that uses one would be incompatible if there is not a mouse or keyboard
option.

P.S. I also have found incompatibilites with software that try to format
nonstandard track/sectors. It is probably related to the problem of why
most copy protected software will not work.

>
> XVI. Are there any plans for a TT, Falcon, or 030 emulator? (MultiTOS)
?????

>
> XVII. Can I access TT graphics models from the desktop. Can I switch bet
>between mono/color modes without restarting gemulator (as I would have to
>do on an ST)?

You do not have to restart the gemulator, but you will have to reboot the
emulated Atari session.

>
> XVIII. CAn you please give me a list of programs that utilize
>the extra screen size/res & colors. Also, if possible give me a list
>of programs that wont tolerate being run in non-ST/TT resolutions.

I have found that most programs will still run even in the oddball resolutions
but will only use a portion of the screen.
>
> XIV. Can the board physicall support more than one TOS chipset at
>a time & is the TOS in use easily switchable?

There are 8 ROM sockets on the gemulator board. I had both a 2 chipset TOS
and a 6 chipset TOS on board at the same time. Upon starting gemulator you
can select which TOS to install. Some cartridge ROMS may also bu plugged into
the board.

>
> XV. What kind of slot does the card use.

It uses an 8-bit slot.

Can Gemulator be used without
>the card/ROM & if so why not?

See XII.

>
> XVI. Is there any sort of executable demo for the clone that you could give
>give me?

Since it requires a hardware board, I know of no such demo.
>

Other answers to questions you didn't ask:

Q:Can I use the parallel port?
A:You can select either LPT1 or 2 to act as the emulated port.

Q:Will my Atari mouse accelerator work with the emulated mouse?
A:Yes

Q:Does gemulator require modifying an atari mouse to work?
A:No, it will work with any standard PC mouse. Atari mice are not supported

Q:Is sound supported?
A:If you have a Soundblaster(tm) or compatible card, sound is emulated.
(It could still use a little work though)

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

454. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 21:25:35 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2gkk0f$j4n@golem.wcc.govt.nz>
Source record: 195458

Hi Hiram..

Get TOS 1.4, then the Archive bit works ok, I think DC did a patch for it,
I have the developers docs on TOS 1.4, there are over 2 pages of fixes
to tos 1.4, you can't do all this with patch programs...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

455. Re: War game wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 21:48:51 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CJA4LF.F7q@arc.ab.ca>
Source record: 195462

In article <2ghc06$nih@access.digex.net>, winters@access.digex.net (Michael Winters) writes:
>Any recommendations for War games for ST? Want something that requires
>a lot of thought - visual action would be cool, but strategy would be
>most important factor (updated Eastern Front?)
>

Empire is quite good. I also have a game called Dominion that is rather challenging.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L
---

456. Re: Dr. T software for $49

Newsgroup: comp.sys.atari.st
Date: 1994-01-07 23:17:40 UTC
From: vij@vnet.ibm.com
Message-ID: <2gkqik$e57@tornews.torolab.ibm.com>
Source record: 195461

In <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>, L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I got a letter yesterday from Dr. T software announcing the sale of their new
>MIDI composing software, "Omega II" for $49. (It's nice to see that there are
>still developers putting out stuff for Atari machines.) I have a copy of
>"Tiger Cub" from Dr. T. Does anyone know what the difference is between
>"Tiger Cub" and "Omega II"? Also, in the letter, they quoted AtariUser
>Magazine, December 1993. WAS there a December 1993 issue of AtariUser
>magazine ever distributed. I don't believe I've seen it?

$49!!!!! I bought it as an upgrade to Omega I and it wasn't $49.
$149 maybe - I can't remember...

Anyway, I really enjoy Omega II. I believe Omega includes KCS (a
VERY powerful and flexible sequencer, but not exactly user-friendly),
Tiger, Song Editor (like Tiger, except it edits songs instead of
sequences), a Mixer module, some sort of score program, and some other
tools. Good manual too... Check out the Jan.94 edition of Keyboard
Magazine for the review of KCS 5.0 / Omega II.

It's a steal for $49...

VIJ...

457. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 00:44:03 UTC
From: rjung@netcom.com
Message-ID: <rjungCJACpJ.DpL@netcom.com>
Source record: 195466

In article <1994Jan7.052636.12589@pagesat.com> smh@netserv.com writes:
>In comp.sys.atari.st article <rjungCJ8pEB.8oE@netcom.com> you wrote:
>> None other. They predict the Jaguar version will surpass the PC version.
>>Much to the consternation of 3DO advocates, Id has also said they don't think
>>much of the $700 machine, and prefer Atari's $250 one...
>
>You wouldn't think much of the 3DO either if Atari had flown down and made you
>an "offer you cannot refuse" ;-)
>
>Atari bought ID off to make the DOOM version for Atari.

Firstly, your suggestion has not been supported by any statements I have seen. Until evidence to the contrary is shown, the sequence of events appears to be (1) Bill Rehbock sees DOOM on the PC, (2) Bill Rehbock talks to Id about a Jaguar version, (3) Id Software likes the Jaguar, (4) Id Software agrees to do a Jaguar port.

Secondly, your suggestion that Id was "bought off" doesn't jive. DOOM is going to appear for the 3DO -- it will simply be done by some other company that Id has licensed the game to. Id themselves do not want to write a 3DO version of their game, but will take the money they can make from it. B-)

Thirdly, your suggestion that the only reason Id is working on the Jaguar for monetary reasons contradicts public statements made about the Jaguar hardware:

"The Jaguar is a cooler, much cheaper machine with more flexible hardware. The only thing the 3DO has over it is a CD ROM."
--David Taylor

"I want to do a cool product even if it doesn't make tons of money. ...
"[The Jaguar] is the system I want to see become a standard platform. ...
"We finally decided that we didn't want to be a part of the chicken-and-the-egg problem of new systems not attracting customers because developers haven't written for the platform because there are no customers. The Jag is cool, I think it has a shot at success, and I am going to put my time where my mouth is."
--John Carmack

Even if Atari made Id a deal they "couldn't refuse", I doubt the guys at Id are complimenting the Jaguar hardware merely for the sake of getting some extra bonuses from Atari. Touch`e.

Followups to rec.games.video.advocacy

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

458. Re: Disc Partition Compression?

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 00:53:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJAD4E.ICI@cix.compulink.co.uk>
Source record: 195463

In message <2gkdmh$tf@mailer.fsu.edu>, boyd@gauss.math.fsu.edu said:
>>
>> Is there any software which hooks into the disc I/O routines to perform
>> compression "on the fly"? Eg. Like Stacker on MS-DOS systems.
>
>Data Diet, by Double Click. They may be out of business, however. Toad
>might have it (1-800-448-TOAD).
>
Also DataLite from HiSoft in the UK.

Ofir ogal@cix.compulink.co.uk

459. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 01:24:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Qj7Py9i3d5A@semprini.waterloo-rdp.on.ca>
Source record: 195480

In <2410.2D2992C5@mechanic.fidonet.org>, Bill Jones writes:
> Yeah, I've wondered for quite some time why ICD can't use PATCH or
> DIFF files on their PRO series of utilities. I realize they can't just

The biggest problem would be the fact that diff and patch work on text files, not binaries; patching binaries on the ST is pretty inefficient (either that or the tools just need some work). Add to that the fact that their utils are shipped compressed, and seem to act a bit weird when uncompressed (ex, the display of RATEHD is corrupted somewhat)...

> upload them to GEnie or the like since they don't require an ICD host to
> operate, but requiring me to mail in my master disk (and $10 I believe)
> for each upgrade is a little slack, since I was able to upgrade my old
> software (the non-PRO version) by just calling their BBS or GEnie.

I've never understood why the distribution of the ICD utils is so incredibly restrictive. I mean, the versions that requrie an ICD host to run... it's annoying to have to log onto GEnie (hmm, haven't done that in about four months now...) or call the ICD BBS to get the "latest" (and that's being charitable... they _still_ haven't fixed an annoying bug that affects the minix filesystem of MiNT... Stephen's stuck kluging around it).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

460. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 01:30:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9eiT4tL_V_g@semprini.waterloo-rdp.on.ca>
Source record: 195481

In <94004.230259SAW151@psuvm.psu.edu>, <SAW151@psuvm.psu.edu> writes:
> Does anyone know of a Public Domain Text Editor that is good?...I don't need an
> ything fancy, I just need the basic stuff..... I have Page Stream to do the res
> t .....
> thanks

MicroEMACS! Yes, join the EMACS religion and learn to use MicroEMACS
(the one that _isn't_ an OS masquerading as a text editor)... It's
fast, it's powerful, it's got a macro language if you need it, etc, etc.
A rather flakey port of 3.12 (the latest) is on atari.archive; the 3.11
ports are much moe useful at this point.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

461. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 01:40:46 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJAFBy.JrC@cix.compulink.co.uk>
Source record: 195470

>>Here is what I got out of a archie search:
>>
>>wuarchive.wustl.edu /systems/atari/umich.edu/Misc/miknet13.arj
>
>Hah! I see what the problem was. I was reading the 0index file on a.a.u.e
>and it wasn't there. It _is_ in the 0ls-lR.Z file.

I've ftp this too - and I must admit I'm pretty impressed. Its at least
as good as every other shareware network I've seen, and works under MTOS.

One problem I found so far is that if I have a TOS/TTP MINIWIN window
open I can't copy files onto that machine. Reading files and moving
around directories works fine. A loaded GEM program doesn't seem to cause
a problem.

Also under MTOS (but not under TOS) I can't reasign real drive letters to
other drives. I can create new fake drives fine.

Finaly I can't seem to network my CD-ROM drive (driven by the XFS driver).
The remote machine can't open the drive - but doesn't give an error.

:-)

Roland.

462. GEM View

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 01:46:59 UTC
From: cwynne@sage.wlu.edu
Message-ID: <1994Jan8.014659.62@liberty.uc.wlu.edu>
Source record: 195464

I understand the latest version of GEM View is 3.01 (at least---correct me if I'm wrong). a.a.u.e doesn't seem to have anything above 2.48. Does anyone know where I could find a later version? Please respond by either post or e-mail.

CJW

****
/\ Colin J. Wynne Washington and Lee University
(()) E-Mail: cwynne@wlu.edu
/____\ Lunatic-at-Large NeXT-Mail: cwynne@sage.wlu.edu
/______\
/________\

463. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 02:04:20 UTC
From: ETAT@delphi.com
Message-ID: <940107.75860.ETAT@delphi.com>
Source record: 195465

There are lots of serial fixes out there...but the combination you are using
would be hard to beat...you are locking the CTS in with the CPX aren't you.
I use Determ_M and Freeze Dried Term and download at aprox 1600 bps with
my Zoom modem. There probably isn't that much difference in the modems.
Check the phone line to the modem and all connections...just a suggestion.

464. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 04:00:17 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <PBUKBHEE@math.fu-berlin.de>
Source record: 195467

In article <940107.75860.ETAT@delphi.com>, ETAT@delphi.com writes:
>There are lots of serial fixes out there...but the combination you are using
>would be hard to beat...you are locking the CTS in with the CPX aren't you.

Yes, I am locking the CTS. Without it Z-Modem crashes after a couple of blocks. With it Z-Modem works like a charm, but text sometimes gets a little trashed. Would it help to increase the size of the ST's internal RS232 buffers?

+------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+------------------------+----------------------+--------------------------+

465. Thanks!

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 04:54:59 UTC
From: tim@rider.cactus.org
Message-ID: <5134@rider.UUCP>
Source record: 195472

A big thanks to all of those who responded to my articles!

--
Tim Wilson
tim@rider.cactus.org
Hello, this is me. Who the hell are you?

466. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 05:07:12 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2glf20$hbl@terminator.rs.itd.umich.edu>
Source record: 195469
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 81280 Jan 4 17:48 ./Telecomm/storm_patch02.lzh
-rw-r--r-- weiner 6353 Jan 4 17:51 ./Telecomm/0index
-rw-r--r-- lenn 38489 Jan 4 17:54 ./Magazines/Str/str1001.lzh
-rw-r--r-- lenn 37253 Jan 4 17:54 ./Magazines/Str/str949.lzh
-rw-r--r-- lenn 78176 Jan 4 17:54 ./Magazines/Str/str950.lzh
-rw-r--r-- lenn 47759 Jan 4 17:54 ./Magazines/Str/str951.lzh
-rw-r--r-- lenn 39803 Jan 4 17:54 ./Magazines/Str/str952.lzh
-rw-r--r-- lenn 312 Jan 4 17:59 ./Magazines/Diskmags/Dnt/dp6.txt
-rw-r--r-- lenn 382059 Jan 4 17:59 ./Magazines/Diskmags/Dnt/dp6_1.lzh
-rw-r--r-- lenn 393017 Jan 4 18:00 ./Magazines/Diskmags/Dnt/dp6_2.lzh
-rw-r--r-- lenn 221694 Jan 5 15:47 ./Applications/Other/chronos.lzh
-rw------- lenn 957 Jan 5 15:47 ./Applications/Other/chronos.txt
-rw-r--r-- lenn 40320 Jan 5 15:38 ./Cli/ashell.doc
-rw-r--r-- lenn 38000 Jan 5 15:38 ./Cli/ashell.lzh
-rw-rw-r-- weiner 784 Jan 5 15:42 ./Cli/0index
-rw-r--r-- lenn 15682 Jan 5 15:44 ./Diskutils/bkill_ed.lzh
-rw-rw-r-- entropy 7797 Jan 5 15:45 ./Diskutils/0index
-rw-r--r-- lenn 192162 Jan 5 15:56 ./Games/dangmer1.lzh
-rw-r--r-- lenn 275550 Jan 5 15:56 ./Games/dangmer2.lzh
-rw-r--r-- lenn 16873 Jan 5 16:00 ./Games/0index
-rw------- lenn 2939 Jan 5 16:15 ./Graphics/tp_demo.txt
-rw-r--r-- lenn 396224 Jan 5 16:15 ./Graphics/tp_demo.zip
-rw-r--r-- entropy 11982 Jan 5 16:17 ./Graphics/0index
-rw-r--r-- lenn 7177 Jan 5 11:27 ./Utilities/allshell.lzh
-rw-r--r-- lenn 6325 Jan 5 11:27 ./Utilities/append.lzh
-rw-rw-r-- entropy 23012 Jan 5 16:12 ./Utilities/0index
-rw-r--r-- lenn 479288 Jan 5 16:02 ./Utilities/Desktop/gmni2.tos
-rw-r--r-- lenn 196 Jan 5 16:02 ./Utilities/Desktop/gmni2.txt
-rw-r--r-- lenn 284278 Jan 5 16:06 ./Utilities/Desktop/mupftl01.tos
-rw-r--r-- lenn 6325 Jan 5 11:27 ./Utilities/append.lzh
-rw-r--r-- lenn 7177 Jan 5 11:27 ./Utilities/allshell.lzh
-rw-r--r-- lenn 30080 Jan 5 15:54 ./Printing/cd3_cdar.lzh
-rw-rw-r-- weiner 3077 Jan 5 15:55 ./Printing/0index
-rw-r--r-- lenn 16947 Jan 6 19:41 ./Games/0index
-rw-rw-rw- lenn 156544 Jan 6 19:32 ./Games/nostram.zip
-rw-r--r-- weiner 5255 Jan 6 19:45 ./Languages/0index
-rw-r--r-- lenn 20480 Jan 6 19:44 ./Languages/stsfx27a.lzh
-rw-rw-r-- entropy 7063 Jan 6 13:13 ./Mint/0index
-rw-rw-r-- weiner 84224 Jan 6 13:12 ./Mint/Lib/mnthlb39a.zoo
-rw-rw-r-- weiner 63616 Jan 6 13:11 ./Programming/cpp106.zoo
-rw-r--r-- weiner 6353 Jan 7 10:19 ./Telecomm/0index
-rw-rw-r-- weiner 386826 Jan 7 10:18 ./Telecomm/conn244e.lzh
-rw-rw-r-- weiner 403514 Jan 7 10:18 ./Telecomm/conn244g.lzh
```

```
-rw-rw-rw- weiner 86373 Jan 7 10:30 ./0ls-lR.Z
-rw-rw-rw- weiner 86167 Jan 7 10:33 ./0ls-lRc.Z
-rw-r--r-- weiner 100347 Jan 7 10:27 ./0compind.Z
-rw-r--r-- weiner 216221 Jan 7 10:27 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

467. Re: BETA-TESTERS NEEDED: MasterBrowse

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 05:37:50 UTC
From: davecook@multiline.com.au
Message-ID: <1994Jan8.053750.20242@multiline.com.au>
Source record: 195475

Will gladly help out :-)

My system consists of 4 Meg RAM 84Meg IDE, 120Meg Ext, Atari SC1435 monitor
with ScreenBlaster and NVDI V2.50. I have TOS 4.04.

Thanks,

Dave Cook (davecook@multiline.com.au)

468. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 05:47:08 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJAqqL.4FE@sdf.lonestar.org>
Source record: 195482

```
==========================

Toad computers, 1-800-448-TOAD, about $80 if memory serves.

==========================

Memory serves wrong. Its about half that. I wouldn't have paid $80 for
NVDI and I have it sitting here. Its a great program. Closer to $40.
```

469. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 05:53:45 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJAr1L.4Jz@sdf.lonestar.org>
Source record: 195484

```
======================
>There is an un-arj program, but is there ARJ? Wasn't it written by Robert K.
>Jung? Is this the same Robert we see from time to time here on c.s.a.s? If it

>is, Robert, can you do an Atari port, or provide the source to someone!?

Dunno if we're talking about the same person, but I wrote to the guy
that wrote unarj ages ago, and he had discontinued using atari's then.
=======================

ARJ was originally written in fast assembly. Source code to Unarj was
released in C so other platforms could read the ARJ format (so that IBM
users would be dicouraged from using ARJ). The format of ARJ and the code
has been kept secret by the author - on purpose.
```

470. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 05:58:44 UTC
From: RSTORA@delphi.com
Message-ID: <940108.03524.RSTORA@delphi.com>
Source record: 195471

Did anyone ever run into Mike while walking around on one of the planets?
I did one time and he gave me 25000 credits and thanked me for playing
his game. Pretty surprising!

471. Re: Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 06:01:33 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJArEL.4pD@sdf.lonestar.org>
Source record: 195483

Hey guys! Don't go blowing up your Lynx.

An AdSpeed is only $100 and its much easier to install in an ST (especially since you would need a cache because the bus needs to be at 8Mhz). The Lynx is .. Hmm .. I don't know what processor. I thought a 68000, but perhaps its a 6502 like someone else said (that I find hard to swallow since the Lynx is 16 bit - I guess it could be a 65816 or whatever that 16-bit 6502 is called).

472. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 07:02:00 UTC
From: karl.meyland@canrem.com
Message-ID: <60.42947.4514.0N190905@canrem.com>
Source record: 195415

```
Path: portnoy!news2.uunet.ca!ukma!gatech!howland.reston.ans.net
vixen.cso.uiuc.edu!sdd.hp.com!sgiblab!munnari.oz.au!mel.dit.csiro.au
news.dmpe.CSIRO.AU!karlm
From: karlm@highett.mel.dbce.csiro.au (Karl Meyland)
Newsgroups: comp.sys.atari.st
Subject: Re: Disk Backup
Date: 6 Jan 1994 21:48:23 GMT
Organization: CSIRO, Div. Building Constr. and Eng'ing, Melb., Australia
Lines: 32
Message-ID: <2gi0v7$c6e@news.dmpe.CSIRO.AU>
References: <LAFRANCE.94Jan3095739@epsilon.iesd.auc.dk>
<2ga7u2$sec@news.dmpe.CSIRO.AU> <2ghaem$ok2@olivaw.apanix.apana.org.au>
NNTP-Posting-Host: highett.mel.dbce.csiro.au

In article <2ghaem$ok2@olivaw.apanix.apana.org.au> miff@apanix.apana.org.au
(Michael Smith) writes:
>(bear in mind I have three SCSI tape units, and scoff at people who use
>floppies for backup purposes... _but_:)

Well, send me one of those units miff ;^)

>>There is an un-arj program, but is there ARJ? Wasn't it written by Robert K.
>>Jung? Is this the same Robert we see from time to time here on c.s.a.s? If
it
>>is, Robert, can you do an Atari port, or provide the source to someone!?
>
>No - there was supposed to be an atari version - it was announced with
>ARJ 1.0, but nothing has come of it... I suspect that RJ (not the RJ we know,
>afaik) would be unlikely to let the source out for porting, as the PC
>archiver world is a pretty cutthroat place.
>
>If you're forced to do floppy backups, then Diamond Back II (still current?)
>is the only way to go in the opinion of a large number of users here.
>Despite a revolting user interface (what is it that americans have with
>concentric dialogs, awful colours and _no_ structure to their interfaces?),
>it seems to work remarkably well, doing compression, understanding HD
>disks, etc...

Ahh, but isn't DBII a commercial product!? The beauty of ARJ is that it is
shareware, although the compression is a bit naff compared to .lzh and .zip
algorithms, the extra options more than make up for it....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
```

| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |
---
* RoseMail 2.10b:

473. Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 07:05:00 UTC
From: GREGK@NSKERNEL.TANDEM.COM
Message-ID: <60.42948.4514.0N190906@NSKERNEL.TANDEM.COM>
Source record: 195443

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet!tandem
guitar!gregk
From: gregk@nskernel.tandem.com (Greg Kilfoyle)
Subject: Disc Partition Compression?
Message-ID: <CJ8Fr1.5KL@tandem.com>
Sender: news@tandem.com
Nntp-Posting-Host: guitar.nskernel.tandem.com
Reply-To: gregk@nskernel.tandem.com
Organization: Tandem Computers Inc.
Date: Thu, 6 Jan 1994 23:54:36 GMT
Lines: 11
X-Disclaimer: This article is not the opinion of Tandem Computers, Inc.

Hi,

Is there any software which hooks into the disc I/O routines to perform
compression "on the fly"? Eg. Like Stacker on MS-DOS systems.

Cheers, Greg.
---
Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..
* RoseMail 2.10b:
```

474. 520ST Software suitable f

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 07:25:00 UTC
From: MXC@PLAZA.DS.ADP.COM
Message-ID: <60.42949.4514.0N190907@PLAZA.DS.ADP.COM>
Source record: 195353

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!uwm.edu!vixen.cso.uiuc.edu
howland.reston.ans.net!europa.eng.gtefsd.com!uunet!psinntp!adpgate!mxc
From: mxc@plaza.ds.adp.com (Michael Callagan)
Subject: 520ST Software suitable for Yng Child??
Organization: ADP Dealer Services, Portland, OR
Date: Thu, 6 Jan 1994 23:23:08 GMT
Message-ID: <1994Jan6.232308.20578@plaza.ds.adp.com>
X-Newsreader: TIN [version 1.1 PL6]
Sender: usenet@plaza.ds.adp.com (Usenet News Admin)
Lines: 16

Hi,

Anyone out there know of any such beasts? I have a four year old who is
interested in learning how to use my old 520ST. Is there any software that
will run on a standard 520ST that is suitable for a youngster??

If so plaese email me on titles, availablility etc.

Thanks in advance.

Michael Callagan email:mxc@plaza.ds.adp.com
ADP Dealer Services Opus - APC
Portland, Oregon (503) 294-4200 x2124

---
* RoseMail 2.10b:

475. DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 07:35:00 UTC
From: EE90JDE@BRUNEL.AC.UK
Message-ID: <60.42950.4514.0N190908@BRUNEL.AC.UK>
Source record: 195422

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!brunel!ee90jde
From: ee90jde@brunel.ac.uk (Jonathan D Evans)
Subject: DIY FALCONS
Message-ID: <CJ8AEM.1E8@brunel.ac.uk>
Organization: Brunel University, Uxbridge, UK
X-Newsreader: TIN [version 1.2 PL2]
Date: Thu, 6 Jan 1994 21:59:09 GMT
Lines: 13

I've just put together a slightly customised falcon system.
I bought a 4 Meg Falcon from Silica for 699 pounds, then a
tower system from System solutions for 179.95, the Eagle 32
accelerator (Expandable with 32 Meg of fast ram, and no I
couldn't afford the ram yet), 213 Meg Maxtor 3 1/2 inch IDE
hard drive for 194 pounds, and an adaptor cable for power
and connection to the IDE for about 15 pounds. The Eagle 32
cost about 279.95 pounds. The system is now running Okay
but what I want to know is if anybody out there can give me
a list of the software I would have got if I'd bought a
Falcon with a hard disk already installed?
---
* RoseMail 2.10b:
```

476. FOR SALE: Atari 1040ST an

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 07:53:00 UTC
From: eric.douglas@canrem.com
Message-ID: <60.42951.4514.0N190909@canrem.com>
Source record: 195354

Newsgroups: comp.sys.atari.st,misc.forsale.computers
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
usenet.ins.cwru.edu!eff!news.kei.com!yeshua.marcam.com!charnel!rat!zimmer!news
From: ericd@zimmer.CSUFresno.EDU (Eric Douglas)
Subject: FOR SALE: Atari 1040ST and peripherals...
Message-ID: <CJ8J1u.AGp@zimmer.CSUFresno.EDU>
Sender: news@zimmer.CSUFresno.EDU
Nntp-Posting-Host: zimmer.csufresno.edu
Organization: CSU Fresno
Distribution: usa
Date: Fri, 7 Jan 1994 01:05:54 GMT
Lines: 29

NOTE: I am posting this for friends, please respond ONLY to the
phone number given below. DO NOT SEND EMAIL OR POST REPLIES.

FOR SALE:

* Atari 1040ST
1MB RAM
Color Monitor (Atari)
3.5 floppy disk, disk eject sometimes sticks, but
otherwise the r/w functionality is O.K.

* Epson LX-800 9-pin printer
* Computer Cart
* Software
Word Writer ST
Swift Calc ST
Games
DAC Easy Accounting
Print Master Plus
* Joystick
* Disk caddy
* Mouse pad, computer covers, surge protector and power block.

Would like to sell the entire system for $475, buyer pays shipping.

Shipping arrangements: COD cash-only, UPS.

If interested, please call +1 209 897 7114.
---
* RoseMail 2.10b:

477. Native sound format for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 08:00:08 UTC
From: arcana@netcom.com
Message-ID: <arcanaCJAwwA.562@netcom.com>
Source record: 195473

I was wondering if anyone here could help me with a pretty basic question about Ataris: what's the native sound format that Ataris use? In other words, what's the one, most used sound format for the Atari (for system beeps, sound snippets, etc.). If you're wondering *why* I might be asking..you guessed it! I'm not an Atari user myself so I'm totally in the dark :-(

Actually out of curiousity, can all Ataris play sound without third party hardware??

Many thanks to all who reply (speaking of replying, if you're so kind to answer my Q. could you perhaps e-mail it to me...I don't frequent this newsgroup much). :-) I'd gladly exchange some Mac knowledge for your time! ;-)

-Jeremy
arcana@netcom.com

478. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 08:14:47 UTC
From: DOWDLE@delphi.com
Message-ID: <940108.11687.DOWDLE@delphi.com>
Source record: 195474

Rob,

It's _EASY_ to make menus tear away... although I've personally never desired to do so... Just move the mouse to the dropdown desired and Control left-click. Pop. There you have it.

So far as having things shift over 1/2 inch.... You've lost me, I've not run into that... I don't use Pinhead nor MiNT (although I wish I had the stuff to make a binary out of the latest sources, which I don't have either). Anyway, the current versions of Geneva don't work well with MiNT but it is supposed to be directly supported in an upcoming release so stay tuned.

TYL, Scott

479. Re: Falcon030 Compatable?

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 08:23:00 UTC
From: rickard.troedsson@canrem.com
Message-ID: <60.42953.4514.0N19090B@canrem.com>
Source record: 195436

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
sunic!seunet!seunet!cindy!nntp
From: rickard_troedsson@troed.ct.se (Rickard Troedsson)
Newsgroups: comp.sys.atari.st
Subject: Re: Falcon030 Compatable?
Message-ID: <2d2b0c24@troed.ct.se>
Date: Wed, 05 Jan 94 19:51:00 +0100
Organization: uugate/2 (OS/2) Home of uugate, the OS/2 Internet/Fidonet
gateway
Lines: 27

In a message of 05 Jan 94 11:19:29, Iain.Laskey wrote:

I> |> concerns. Should I get the VGA monitor and sell my 1223 or keep
I> I'd get an SVGA minimum or a multisync, I have the latter & BlowUp030 and
I> normally run at 928x680x16 which is very nice to work with. VGA monitors
I> limit

(Just my 2 cents .. )

I bought a normal VGA, which just happens to be quite good ... you never know
until you try ...

My monitor did 800*600 maximum on the PC system it was used on before .. with
BlowUp030 I'm running it at 1024*768i, 1024*768ni, 1280*960 and others ... the
BlowUp030 is VERY flexible, thus it's able to do a lot more with a normal VGA
than any other machine I've seen ..

(Note, my monitor does between 28-48kHz, and 45-125Hz, and should really be
called a MultiScan ... but it was sold as a VGA .... for those interested, it's
a DMC Super-MD3 .. )

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employer! --------+
---
* RoseMail 2.10b:
```

480. Re: Calligrapher & DA Vektor

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 08:55:32 UTC
From: djs@jet.uk
Message-ID: <1994Jan8.085532.24970@jet.uk>
Source record: 195476

In <1994Jan7.185614.27598@nessie.mcc.ac.uk> abi@sn2.ee.umist.ac.uk (Andrew Bianchi) writes:

>Hi ALL,

>I got Calligraphar (gold) last year, and I've just got DA Vektor,..
>a few problems with exporting/importing .GEM metafiles between the two !
GEM Metafiles are not, in general, the ideal output format for DA's Vektor. They can't cope with things like the TIFF fills for example. Unfortunately, with Calligrapher you don't have any other vector import. You could perhaps print the picture to a .IMG file then import that. Far from ideal, but at least it gets imported reliably.

>I created a nice 3D-extruded pound symbol which I wanted to import into a
>Calligrapher document, when I did the smooth curves got turned into
> sharp lines (YUCK !!!!!!)

>What I want to know is :

> * Can Calligrapher cope with bezier curves ??? (should it be able to ???)
You would think that it should, but it probably does not. It no longer uses GDOS, so upgrading to FontGDOS or SpeedoGDOS will not help. The upgrade to version 3 did improve it's metafile handling, after I finally convinced Working Title of a few bugs in version 2.

> * Does anyone *definitely* know if Calligrapher is being supported & updated
> (it has a lot of nice features - they just need debugging a little).
No, apparently Working Title have dropped the ST.

> * Can anyone recommend an alternative to Calligrapher (Pagestream, Papyrus
Don't know about Papyrus. Apart from that, there is no alternative really, as a document processor. PageStream will allow more sophisticated page layouts, but will not handle page cross referencing, indices, etc.

> * Are there any ftp sites with stuff for DA Vektor (fonts, drivers, etc) ???
> (I've already downloaded Calamus fonts from src.doc.ic.ac.uk)
CGS told me that they are mailing out info regarding upgrades to Vektor this month. The new version will include extra drivers (eg EPS). I have not seen any PD drivers anywhere.

There are zillions of PD PostScript fonts about; DA's Vektor includes a utility to convert them to Didot format, which it can use directly.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

481. LapLink Modem, MSTE, and

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 09:08:00 UTC
From: haim.s#d#.poretsky@canrem.com
Message-ID: <60.42957.4514.0N19090F@canrem.com>
Source record: 195423

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
sol.ctr.columbia.edu!news.columbia.edu!namaste.cc.columbia.edu!hsp4
From: hsp4@namaste.cc.columbia.edu (Haim S. Poretsky)
Newsgroups: comp.sys.atari.st
Subject: LapLink Modem, MSTE, and Me
Date: 7 Jan 1994 01:28:15 GMT
Organization: Columbia University
Lines: 12
Distribution: World
Message-ID: <2gidrf$bjd@apakabar.cc.columbia.edu>
NNTP-Posting-Host: namaste.cc.columbia.edu

I recently (today) received my $99 LineLink 144e Modem from Micro Warehouse.
Since I got it from a PC dealer, I don't appear to have any problems with
it being set up for the mac. However I do need to know what I have to do
to have it work with my MSTE. I use STalker, and I also use STraight Fax
(version 2.0, or whichever one ISN'T an .ACC).

Any advice (here or in Email) would be greatly appreciated...

******************************************************************************
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street
---
* RoseMail 2.10b:
```

482. Re: Compiling Mint 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 09:08:00 UTC
From: michael.baffoni@canrem.com
Message-ID: <60.42956.4514.0N19090E@canrem.com>
Source record: 195449

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!darwin.sura.net!sgiblab
sgigate.sgi.com!olivea!charnel!rat!zeus!farad.elee.calpoly.edu!mbaffoni
From: mbaffoni@farad.elee.calpoly.edu (Michael Baffoni)
Subject: Re: Compiling Mint 1.08
Message-ID: <1994Jan07.020145.198218@zeus.aix.calpoly.edu>
Sender: news@zeus.calpoly.edu
Organization: California Polytechnic State University, San Luis Obispo
References: <1994Jan05.082501.192999@zeus.aix.calpoly.edu>
<SCHWAB.94Jan5112401@issan.informatik.uni-dortmund.de>
<1994Jan06.060824.129031@zeus.aix.calpoly.edu>
<1994Jan6.083656.14369@mnemosyne.cs.du.edu>
Date: Fri, 07 Jan 1994 02:01:45 GMT
Lines: 66

In article <1994Jan6.083656.14369@mnemosyne.cs.du.edu>,
Kendall Gelner <kgelner@nyx10.cs.du.edu> wrote:
>I am currently also compiling Mint on my Falcon (down to one last prob
>now), and I thought I'd make a few comments on my setup.

You hope its the last. :>

>In article <1994Jan06.060824.129031@zeus.aix.calpoly.edu>,
>Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
>>In article <SCHWAB.94Jan5112401@issan.informatik.uni-dortmund.de>,
>>Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
>>[error deleted]
>>>Looks like this port of bison is broken.
>>>Try setting TMPDIR to a pathname with trailing "/".
>> That did the trick. I'm just about through the home stretch - but I
>>have one last (I hope!) problem before the compile is complete:
>Interesting, because I have all the newest libs + gcc, yet my TMPDIR
>is set to U:\tmp. What problems is this supposed to cause?

The part you are quoting is referring to Bison (1.19) from A.A. as
having a problem, not GCC or libs.

[errors delted]

>I certainly didn't get any of those errors - that last part compiled
>file, but failed on "prgflags 7 7 mint.prg". Does anyone knoe where I
>can find the program "prgflags"? I found a "flgset" program in the TT
>directory, would this be able to do the same thing? What exactly
>would "prgflags 7 7" do to my mint.prg anyway?

I don't know where to get it, but the prgflags.ttp would set the flags governing how the program is loaded into memory and where it allocates its memory. Since you don't have any fastRAM, it isn't necessary for your compilations (it isn't strictly necessary for _any_ compilations, but it is useful ...).

>I did alter my makefile a little bit - in addition to the -D's you
>have above, I added -mint and -DONLY030 (for my Falcon, after all!).
>Don't you need to have the -mint to load in the mint libraries? I was
>not sure if this was nessicary or not.

I don't think so since I have the -DMULTITOS, but I could be wrong.
The -DONLY030 sounds like a good idea - I'll add that while I'm figureing out this bug ....
>Well, I'm no expert but it seems to me that using -mint would help -
>it doesn't take that long to recompile! :-)

Well, if I had a Medusa and everything was in a RAM disk, you might be right. However, since I don't have a Medusa, it does take a while (but the ramdisk is something I'm taking a look into...when I know it works fine without it...).

>Also, I ran into an odd problem with bison - even though I had my
>YTABC and YTABH set to asm_tab.[ch], they came out as y.tab.c and
>y.tab.h - I just moved them by hand, but thought it was odd.

Considering I don't know what they are for, I think its even more odd.
:)

>Thanks for any help,
>--
>---> Kendall Gelner (kgelner@nyx.cs.du.edu)
>
And thanks for your help. ;>

-MikeB
---
* RoseMail 2.10b:

483. Re: Non-speedo Fonts (was

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 09:16:00 UTC
From: michael.baffoni@canrem.com
Message-ID: <60.42958.4514.0N190910@canrem.com>
Source record: 195421

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!sol.ctr.columbia.edu
news.kei.com!yeshua.marcam.com!charnel!rat!zeus!farad.elee.calpoly.edu
mbaffoni
From: mbaffoni@farad.elee.calpoly.edu (Michael Baffoni)
Subject: Re: Non-speedo Fonts (was: Top Ten Progress)
Message-ID: <1994Jan07.021441.105472@zeus.aix.calpoly.edu>
Sender: news@zeus.calpoly.edu
Organization: California Polytechnic State University, San Luis Obispo
References: <931227.01219.BIBLINSKI@delphi.com> <CJ4s6x.52J@cix.compulink.co.u
<1994Jan06.025106.131121@zeus.aix.calpoly.edu>
<CJ6yID.6zH@cix.compulink.co.uk>
Date: Fri, 07 Jan 1994 02:14:41 GMT
Lines: 36

In article <CJ6yID.6zH@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <1994Jan06.025106.131121@zeus.aix.calpoly.edu>,
mbaffoni@farad.elee.calpoly.edu said:

>Just add them to your assign.sys file. Not sure about the NOVA card but
>here's my assign.sys:
>
>PATH = C:\DRIVERS
>01p SCREEN.SYS
>BAGB09.FNT
>GEMINI_S.FNT
>s MONACO08.FNT
>s MONACO09.FNT
>s MONACO10.FNT

What does the "s" prefix mean? Also, since apparently the CoNnect
fonts have multiple resolutions in one file (ther is only connect.fnt, not
connct9.fnt and connct10.fnt, etc.), do I just put connect.fnt under each
screen rez, or do I have to modify the fonts with some program first?

>21 DJ5.SYS
>22 STFAXSPD.SYS

What is this? Is this a Speedo fax driver? If so, which modems does
it support?

>31 META.SYS
>61 MEMORY.SYS
>
>Ofir ogal@cix.compulink.co.uk
```

>
>

Thanks for all the help guys!!!

-MikeB
---
* RoseMail 2.10b:

484. ST Software CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 09:23:00 UTC
From: roger.weeks@canrem.com
Message-ID: <60.42959.4514.0N190911@canrem.com>
Source record: 195424

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!sol.ctr.columbia.edu
hamblin.math.byu.edu!news.byu.edu!cwis.isu.edu!u.cc.utah.edu
xmission.xmission.com!xmission.xmission.com!not-for-mail
From: smegma@xmission.xmission.com (Roger Weeks)
Newsgroups: comp.sys.atari.st
Subject: ST Software CHEAP!
Date: 6 Jan 1994 18:57:57 -0700
Organization: XMission Public Access Internet (801-539-0900)
Lines: 14
Message-ID: <2gifj5$kfi@xmission.xmission.com>
NNTP-Posting-Host: xmission
Keywords: ST Atari software sale cheap
X-Newsreader: TIN [version 1.2 PL2]

$15 each: (disks, manuals)
Timeworks Desktop Publisher CodeHead Utilities
ProCopy Thunder! (spell checker)
Populous Gunship
RoadWar 2000

$7 each: (disks only)
Toobin' Gauntlet

Prices include shipping in US/Canada.

smegma@xmission.com
"I don't need you any more, I'm not the man you're looking for..."
---
* RoseMail 2.10b:
```

485. Re: Dr. T software for $4

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 10:04:00 UTC
From: GGREENBE@RODAN.SYR.EDU
Message-ID: <60.42960.4514.0N190912@RODAN.SYR.EDU>
Source record: 195363

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet!psinntp
newstand.syr.edu!rodan.syr.edu!ggreenbe
From: ggreenbe@rodan.syr.edu (Gerald Greenberg)
Subject: Re: Dr. T software for $49
Message-ID: <1994Jan6.221554.8317@newstand.syr.edu>
Organization: Syracuse University, Syracuse, NY
References: <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Date: Thu, 6 Jan 94 22:15:53 EST
Lines: 16

In article <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I got a letter yesterday from Dr. T software announcing the sale of their new
>MIDI composing software, "Omega II" for $49. (It's nice to see that there are
>still developers putting out stuff for Atari machines.) I have a copy of
>"Tiger Cub" from Dr. T. Does anyone know what the difference is between
>"Tiger Cub" and "Omega II"?

This is indeed interesting. In the fall/winter 1993 catalog
from Soundware (a music software vendor) Dr. T's has an ad for
Omega II that states SRP as $299!
I guess I'll have to call them to see what is up? By the way,
their phone number is 800-989-MIDI.
Does anybody else know what is going on here?
--Gerry
ggreenbe@mailbox.syr.edu
---
* RoseMail 2.10b:

486. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 10:14:00 UTC
From: RJUNG@NETCOM.COM
Message-ID: <60.42961.4514.0N190913@NETCOM.COM>
Source record: 195358

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!gatech
swrinde!elroy.jpl.nasa.gov!decwrl!netcomsv!netcom.com!rjung
From: rjung@netcom.com (Robert A. Jung)
Subject: Re: DOOM on the Jag
Message-ID: <rjungCJ8pEB.8oE@netcom.com>
Organization: Southern California Lynx Enthusiasts
References: <1994Jan6.091344.16970@desire.wright.edu>
Date: Fri, 7 Jan 1994 03:22:56 GMT
Lines: 16

In article <1994Jan6.091344.16970@desire.wright.edu> cse0947@desire.wright.edu
(Big Guy) writes:
> I just saw a post from David Taylor of id Software that stated that he
>was porting DOOM to the "Jag" right now. Could this be the Jaguar?

None other. They predict the Jaguar version will surpass the PC version.
Much to the consternation of 3DO advocates, Id has also said they don't think
much of the $700 machine, and prefer Atari's $250 one...

--R.J.
B-)

//////////////////////////////////////|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."
---
* RoseMail 2.10b:
```

487. Re: Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 10:24:00 UTC
From: LMCCLURE@DELPHI.COM
Message-ID: <60.42962.4514.0N190914@DELPHI.COM>
Source record: 195360

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
europa.eng.gtefsd.com!MathWorks.Com!noc.near.net!news.delphi.com!usenet
From: Lonnie McClure <LMCCLURE@delphi.com>
Newsgroups: comp.sys.atari.st
Subject: Re: Lynx 68000 chip :-)
Date: Thu, 6 Jan 94 22:52:33 EST
Organization: Delphi Internet
Lines: 2
Message-ID: <940106.82353.LMCCLURE@delphi.com>
References: <1994Jan6.160546.9622@dmu.ac.uk>
NNTP-Posting-Host: delphi.com

The Lynx uses a 65xx series CPU, *NOT* a 68000.
---
* RoseMail 2.10b:
```

488. Tape units

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 10:24:00 UTC
From: <>
Message-ID: <60.42963.4514.0N190915@canrem.com>
Source record: 195418

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!magnus.acs.ohio-state.edu
usenet.ins.cwru.edu!nigel.msen.com!yale.edu!cs.yale.edu!csusys.ctstateu.edu
palm_erd
From: palm_erd@csusys.ctstateu.edu
Subject: Tape units
Message-ID: <1994Jan6.225430.1@csusys.ctstateu.edu>
Lines: 5
Sender: news@cs.yale.edu (Usenet News)
Nntp-Posting-Host: csusys.ctstateu.edu
Organization: Yale University, Department of Computer Science, New Haven, CT
Date: Fri, 7 Jan 1994 03:54:30 GMT

I was wondering if it's possible to use a Colorado Tape backup unit on an
Atari system. These use the floppy controller on PC's to interface, not
SCSI.
Eric
---
* RoseMail 2.10b:
```

489. Re: Calligrapher & DA Vektor

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 10:42:17 UTC
From: djs@jet.uk
Message-ID: <1994Jan8.104217.25211@jet.uk>
Source record: 195477

In <1994Jan8.085532.24970@jet.uk> djs@jet.uk (David Stevenson) writes:

>In <1994Jan7.185614.27598@nessie.mcc.ac.uk> abi@sn2.ee.umist.ac.uk (Andrew Bianchi) writes:

...
>> * Can anyone recommend an alternative to Calligrapher (Pagestream, Papyrus
>Don't know about Papyrus. Apart from that, there is no alternative really,
>as a document processor. PageStream will allow more sophisticated page
>layouts, but will not handle page cross referencing, indices, etc.
I forgot to add that I used CVG export from DA's Vektor to get stuff into
PageStream. The only problems with that are that you lost the TIFF fills
still (no alternative but to use TIFF output from Vektor), and you lost
colour. This last problem is a bug in the export of CVG from Vektor,
and CGS said that they are in the process of sending me a fix.

PageStream doesn't handle large bitmaps very well, so, provided one has
access to GhostScript or a PostScript printer, using EPS to communicate
between Vektor and PageStream will be the best bet.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

490. Re: GEM View

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 11:05:33 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJB5H9.6L0@cix.compulink.co.uk>
Source record: 195479

I've now postd the information so you should have it now.

```
==========================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
==========================================================================
```

491. Re: Ste: Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 11:33:17 UTC
From: ga@mrih.no
Message-ID: <2gm5lt$80p@ugle.unit.no>
Source record: 195478

Brian Grier Perpk was cool enough to write:
><LARGE .sig file deleted :>

>Unless the MSTe is unique is should be using SCSI drives, not IDE.
>On my TT I have a 25 pin SCSI connector. Doesn't the MSTe have this also?

>Brian

<Just as large .sig (in number of lines) deleted :>

Last time I looked inside, it sure as hell looked like an IDE cable. I'll
take another look. But it's a standard M2STe with two extra megabytes and
a TOS 2.06 upgrade (from TOS 2.05).

Gard Eggesboe Abrahamsen "Wherever people
PO Box 5061, Larsgaarden feel free to
6021 Aalesund, Norway smoke, I feel free
Phone: +47 7015 5497 to fart."
Gard.Abrahamsen@mrih.no -- J-M DuFerre
Finger ga@samson.mrih.no
These are my views and not those of MRIH.

492. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 11:34:00 UTC
From: karl.meyland@canrem.com
Message-ID: <60.42964.4514.0N190916@canrem.com>
Source record: 195439

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!darwin.sura.net!sgiblab
munnari.oz.au!mel.dit.csiro.au!news.dmpe.CSIRO.AU!karlm
From: karlm@highett.mel.dbce.csiro.au (Karl Meyland)
Newsgroups: comp.sys.atari.st
Subject: Re: DOOM on the Jag
Date: 7 Jan 1994 02:44:19 GMT
Organization: CSIRO, Div. Building Constr. and Eng'ing, Melb., Australia
Lines: 16
Message-ID: <2giia3$d2d@news.dmpe.CSIRO.AU>
References: <1994Jan6.091344.16970@desire.wright.edu>
NNTP-Posting-Host: highett.mel.dbce.csiro.au

In article <1994Jan6.091344.16970@desire.wright.edu> cse0947@desire.wright.edu
(Big Guy) writes:
> I just saw a post from David Taylor of id Software that stated that he
>was porting DOOM to the "Jag" right now. Could this be the Jaguar? Would sell
a
>lot of units!
>

The Jag is the only thing so far (apart from the PC) that DOOM is being
developed for. Kick-Ass game, I hope that someone out there will do a Falcon
Port .... Hey, it's almost worth shelling out $$$ for a PC to play doom ...

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |
---
* RoseMail 2.10b:

493. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 11:49:52 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.19485PzY26I@yonder.equinox.gen.nz>
Source record: 195486

In <KFTKB9XV@math.fu-berlin.de>, Hiram Lester, Jr. writes:
>I know that the ST has some bugs with RTS/CTS, so I got Serial Fix 2 and the
>CPX module to use with Flash 1.6. Using these, I have no problems d/l'ing with
>Z-modem at 2400/REL-LAP-COMP (port set to 9600). I *DO* however have problems
>with large amounts of text. If I do an extremely long directory listing or
>VT100 movies or such, portions of the text will get lost at these high speeds.
>I have also tried Storm 1.02 and the demo of Flash II with the same results.
>With Storm, I get less data loss with the flow control set to Both than simply
>RTS/CTS. Do I need the modem CPX as well? I understood that term programs
>would overwrite your default settings using the modem CPX anyway.

Umm, try switching the CPX into LOCK mode and see if that makes any
difference?

>Any help on this would be appreciated as I plan to get a LineLink soon myself,
>and if the system can't keep up at 9600, I know it's gonna have problems with
>19200.

It certainly does work, i've got a GVC V.32bis/V.42bis, I talk to it
at 19200 all the time.

>Also, has anyone had any experience with the program on the umich ftp site
>named HISPEED.LZH? It claims to patch Flash to use RTS/CTS properly.

There should be a new one appearing their any time now (if it's not
already) called HSMODEM1.LZH , it's supposed to be the best one.
Docs are in German so I don't know what it can and can't do, but it's
working fine on my STE.

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

494. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 11:52:04 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.h4J5GZidTI_@yonder.equinox.gen.nz>
Source record: 195488

In <1994Jan6.213940.28519@arbi.Informatik.Uni-Oldenburg.DE>, Ralf Quebbemann writes:
>Sorry, first time I send a message.
>
>If you need a good GEM based Text Editor just try out EVEREST or
>7UP.
>
>I only know ftp-servers in Germany where you can find them.
>
>For Example: UNI CLAUSTHAL, remote host: 139.174.2.10
> name : ftp.tu-clausthal.de
>

That will probably be no good for English speaking/reading people.
I sent the english version to umich the other day.. should be there soon.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

495. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 11:57:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.26H8hRoXNCg@yonder.equinox.gen.nz>
Source record: 195489

In <940107.13518.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
>Hello,
>
> I see you having trouble with some QWK reader program called UQWK?!
>
> ....just a suggestion... get the demo of Mountain Software's Mountain
>QWK... and if that doesn't convince you to buy the commercial version, I
>guess nothing will. I've tried just about everything, with UQWK being
>the item making me say "just about." Mountain QWK rules! *GRIN*

Yes, Mountain QWK is very good. But overall, I think all the QWK
readers suck badly.
They're all desigened to work on only _one_ news packet at a time, and
you can make up only one reply packet at a time.
What i'd like to see is one that has it's own news system of storing the
messages, and just keeps on adding packets to it, and lets you make
as many reply packets as you feel like.

The flexability in them in comparrison to the usenet news readers available
is non-existant.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

496. A couple of questions...

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 12:37:00 UTC
From: TIM@RIDER.CACTUS.ORG
Message-ID: <60.42966.4514.0N190918@RIDER.CACTUS.ORG>
Source record: 195357

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
cs.utexas.edu!chinacat!rider!tim
From: tim@rider.cactus.org (Tim Wilson)
Newsgroups: comp.sys.atari.st
Subject: A couple of questions...
Message-ID: <5105@rider.UUCP>
Date: 7 Jan 94 03:39:49 GMT
Sender: tim@rider.UUCP
Reply-To: tim@rider.cactus.org (Tim Wilson)
Organization: NOT
Lines: 12

Hello,
Does anybody out there have the specs for both the Medusa 040 and the GeSoft
Eagle? I'm inquiring for a friend.

Oh yeah, bI almost forgot...did Atari ever release any version of Unix for
the TT030? Any help would be greatly appreciated.

--
Tim Wilson
tim@rider.cactus.org
Hello, this is me. Who the hell are you?
---
* RoseMail 2.10b:
```

497. Time Bandits

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 12:37:00 UTC
From: TIM@RIDER.CACTUS.ORG
Message-ID: <60.42965.4514.0N190917@RIDER.CACTUS.ORG>
Source record: 195434

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!chinacat!rider
tim
From: tim@rider.cactus.org (Tim Wilson)
Newsgroups: comp.sys.atari.st
Subject: Time Bandits
Message-ID: <5104@rider.UUCP>
Date: 7 Jan 94 03:36:12 GMT
Sender: tim@rider.UUCP
Reply-To: tim@rider.cactus.org (Tim Wilson)
Organization: NOT
Lines: 12

Hello,
I was wondering if there's still anyone out there who would like to share
tips and stuff for Time Bandits. I just really started playing this game and
have found several parts of it a little difficult to comprehend (ie the text
stuff). Also, I'm stuck in Dungeon Master (the best RPG ever written IMO).
Any help with these would be greatly appreciated!

--
Tim Wilson
tim@rider.cactus.org
Hello, this is me. Who the hell are you?
---
* RoseMail 2.10b:
```

498. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 12:50:00 UTC
From: SMH@NETSERV.COM
Message-ID: <60.42967.4514.0N190919@NETSERV.COM>
Source record: 195356

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!usc!howland.reston.ans.net
agate!netsys!pagesat.net!news
From: smh@netserv.com
Subject: Re: DOOM on the Jag
Message-ID: <1994Jan7.052114.12181@pagesat.com>
Sender: news@pagesat.com
Reply-To: smh@netserv.com
Organization: Pagesat Inc.
References: <2giia3$d2d@news.dmpe.CSIRO.AU>
Date: Fri, 7 Jan 1994 05:21:14 GMT
Lines: 12

In article <2giia3$d2d@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au
> The Jag is the only thing so far (apart from the PC) that DOOM is being
> developed for. Kick-Ass game, I hope that someone out there will do a Falcon
> Port .... Hey, it's almost worth shelling out $$$ for a PC to play doom ...
>
> Karl.

Sorry Karl, Doom was developed on NeXT computers and ported to DOS. So NeXT
for Intel Processor was first, and a Black NeXT version is due out soon.
That makes 4 versions, NeXT FIP, DOS, NeXT Black, and Jag.

Scott
---
* RoseMail 2.10b:

499. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 12:51:00 UTC
From: SMH@NETSERV.COM
Message-ID: <60.42968.4514.0N19091A@NETSERV.COM>
Source record: 195437

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!magnus.acs.ohio-state.edu
usenet.ins.cwru.edu!agate!netsys!pagesat.net!news
From: smh@netserv.com
Subject: Re: DOOM on the Jag
Message-ID: <1994Jan7.052636.12589@pagesat.com>
Sender: news@pagesat.com
Reply-To: smh@netserv.com
Organization: Pagesat Inc.
References: <rjungCJ8pEB.8oE@netcom.com>
Date: Fri, 7 Jan 1994 05:26:36 GMT
Lines: 13

In comp.sys.atari.st article <rjungCJ8pEB.8oE@netcom.com> you wrote:
> None other. They predict the Jaguar version will surpass the PC version.
> Much to the consternation of 3DO advocates, Id has also said they don't think
> much of the $700 machine, and prefer Atari's $250 one...

You wouldn't think much of the 3DO either if Atari had flown down and made you
an "offer you cannot refuse" ;-)

Atari bought ID off to make the DOOM version for Atari. Don't know the actual

deal, but by reading in the press, and comments from Atari, it seems that Atari

"just had to have Doom for the Jaguar" and "made it happen". $ talks.

Scott
---
* RoseMail 2.10b:

500. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:03:00 UTC
From: JULIAN_RESCHKE@MS.MAUS.DE
Message-ID: <60.42970.4514.0N19091C@MS.MAUS.DE>
Source record: 195417

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
usenet.ins.cwru.edu!nigel.msen.com!math.fu-berlin.de!nebsy.nt.fh-koeln.de
rrz.uni-koeln.de!teralon!k.maus.de!ms.maus.de!Julian_Reschke
From: Julian_Reschke@ms.maus.de (Julian Reschke)
Newsgroups: comp.sys.atari.st
Subject: Re: GEMINI 2.0
Message-ID: <A11125@MS.maus.de>
Date: Wed, 05 Jan 94 14:35:00 GMT
References: <KUERSCH.48.757604292@rog1.rog.rwth-aachen.de>
Organization: MausNet (Mitglied im IN e.V.)
Lines: 12
X-Gateway: MausGate/News 1.18/k
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

In article <KUERSCH.48.757604292@rog1.rog.rwth-aachen.de>, Juergen Kuersch
(KUERSCH@rog1.rog.rwth-aachen.de) wrote:
>Due to public pressure, a new GEMINI-release has been published on Dec
31.
>Since it does not yet include documentation files and appears to be
buggy,
>it is called GEMINI 1.99, which is at least better than nothing, and even
>better than 1.21. It can be anonymous FTPd at ftp.uni-paderborn.de
>(atari/tools/gemini).

I wouldn't call it buggy. In fact, it's very *stable* compared to other
programs I know. It should appear on a.a.u.e soon.
---
* RoseMail 2.10b:

501. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:03:00 UTC
From: PETER_MISSEL@M4.MAUS.DE
Message-ID: <60.42974.4514.0N190920@M4.MAUS.DE>
Source record: 195426

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!math.fu-berlin.de!nebsy.nt.fh-koeln.de
rrz.uni-koeln.de!teralon!k.maus.de!m4.maus.de!Peter_Missel
From: Peter_Missel@m4.maus.de (Peter Missel)
Newsgroups: comp.sys.atari.st
Subject: Re: Falcon030
Message-ID: <A62236@M4.maus.de>
Date: Wed, 05 Jan 94 18:37:00 GMT
References: <CJ1D30.66u@world.std.com>
Organization: MausNet (Mitglied im IN e.V.)
Lines: 11
X-Gateway: MausGate/News 1.18/k
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

>The Falcon internal IDE drive...happens to be for notebooks or? This
>would mean that a 340 mb 2.5" IDE would cost a lot of money...

340 MB is quite expensive for now. It's the maximum size anyway (for
now...)

Seagate and Conner 240 MB drives have come down in price quite a lot. Here
in Germany, an internal 240 MB 2,5" is cheaper than an external SCSI 3,5"
with cable and box.

bye, Peter
---
* RoseMail 2.10b:
```

502. Re: Idea: 68010/10 in Ata

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:03:00 UTC
From: STEFFEN_ENGEL@PE2.MAUS.DE
Message-ID: <60.42972.4514.0N19091E@PE2.MAUS.DE>
Source record: 195435

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!math.fu-berlin.de!nebsy.nt.fh-koeln.de
rrz.uni-koeln.de!teralon!k.maus.de!pe2.maus.de!Steffen_Engel
From: Steffen_Engel@pe2.maus.de (Steffen Engel)
Newsgroups: comp.sys.atari.st
Subject: Re: Idea: 68010/10 in Atari ST
Message-ID: <A4302@PE2.maus.de>
Date: Thu, 06 Jan 94 08:35:00 GMT
References: <1994Jan3.233456.15864@news.csuohio.edu>
Organization: MausNet (Mitglied im IN e.V.)
Lines: 18
X-Gateway: MausGate/News 1.18/k
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

Hi Jason,
JB>Does C't sell these gadgets already put together?
No, c't is a german magazine only.
You can get the PCB/GALs from eMedia, the supporter for c't hardware
projects or from
MW-Electronic,
Heisterbacher Str. 96,
FRG-53639 K/nigswinter

MW-Electronic sells complete PAKs, too, DM 695,- for a PAK with 32 MHz,
without FPU.

JB>I seem to remember something called a tos adapter board that only cost
JB>$20.
The PAK has got 32 Bit wide ROM sockets for TOS 2.06 or 3.06 (must be
patched patched for PAK), so you do'nt need a TOS-Card any more

Ciao, Steffen
---
* RoseMail 2.10b:
```

503. Re: Falcon030, one more

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:03:00 UTC
From: DON_MAPLE@KR.MAUS.DE
Message-ID: <60.42971.4514.0N19091D@KR.MAUS.DE>
Source record: 195440

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!zrz.TU-Berlin.DE!math.fu-berlin.de
nebsy.nt.fh-koeln.de!rrz.uni-koeln.de!teralon!k.maus.de!kr.maus.de!Don_Maple
From: Don_Maple@kr.maus.de (Don Maple)
Newsgroups: comp.sys.atari.st
Subject: Re: Falcon030, one more
Message-ID: <A39410@KR.maus.de>
Date: Wed, 05 Jan 94 13:13:00 GMT
References: <CJ055r.9AG@cix.compulink.co.uk>
Organization: MausNet (Mitglied im IN e.V.)
Lines: 46
X-Gateway: MausGate/News 1.18/k
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

O>>
O>>I am wondering if I should use FPATCH2 and/or BMAPFIX2. RIght now I am
O>>using both, but is only one necessary???
O>>

O>One should do, I use FPatch2. But maybe Don Maple can give more info.

In short: it does *not* hurt to run both FPATCH2 and BMAPFIX2! FPATCH2
for the DMA and BMAPFIX2 for the bconmap. For more info read on...

I missed the beginning of this thread (don't ask... gateway trouble...)
but as a rule of thumb: when it comes to Bconmap - BMAPFIX*2* does
everything FPATCH2 does AND MORE! Although, FPATCH2 has the DMA fix
as well. BTW, putting two *unrelated* fixes in the same program (as in
FPATCHx) is not very smart...

A bit of "hysterical" information ;-). FPATCH2 is based on the *old*
BMAPFIX (without 2). This has been overtaken by BMAPFIX*2*. When/If
Atari returns to the computer universe I expect FPATCH*3* will copy
BMAPFIX*2*... ;-)))

Also, I'd like to set the record straight re AEO_0222 *disinformation*
(they seem to ignore my email so I'll just do the laundry in public):

AEO> If a program such as a screen saver is expecting to talk to the MFP
AEO> when accessing Device 6, then there could be a problem when using
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If an SS tries to talk to Falcon's MFP directly *nothing* will happen (no
input) since the MFP is not connected to the serial! On the other hand if
OS
```

calls are used everything will work just fine because it will be
redirected
to the SCC. Ergo, I don't see how a screen saver can experience problems!?
(Do note that I'm intentionally not complaining about programs tickling
the hardware directly ;-))

Anyway, to the original poster: feel free to send me email and I'll help
if I can.

Don

P.S. I'll post this twice from different sites to make sure it gets done.
Appologies for eventual duplication.

donm@ucon.gun.dedonmaple@cix.compulink.co.ukDon_Maple@kr.maus.de
---
* RoseMail 2.10b:

504. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:03:00 UTC
From: PETER_MISSEL@M4.MAUS.DE
Message-ID: <60.42973.4514.0N19091F@M4.MAUS.DE>
Source record: 195441

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!math.fu-berlin.de!nebsy.nt.fh-koeln.de
rrz.uni-koeln.de!teralon!k.maus.de!m4.maus.de!Peter_Missel
From: Peter_Missel@m4.maus.de (Peter Missel)
Newsgroups: comp.sys.atari.st
Subject: Re: SCSI 2 hard disks ...
Message-ID: <A62235@M4.maus.de>
Date: Wed, 05 Jan 94 18:31:00 GMT
References: <2g82s5$kti@olivaw.apanix.apana.org.au>
Organization: MausNet (Mitglied im IN e.V.)
Lines: 24
X-Gateway: MausGate/News 1.18/k
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

>>That doesn't make sense, since there's virtually no hard drive yet (no
>>affordable one, at least) that drives the NCR chip to its limits.
>
>The controller in the falcon is limited to around 1.1M a sec,
>_flat_strap_,
>depending on various annoying timing considerations. (NCR5380)

sigh, why is there always someone who never tried and still knows
better...

I have a Fujitsu M2622-512 hooked to our demo unit Falcon030 (stock 4/80
machine), and GEMDOS read access goes up to 1850 KB/s.
Quantum LPS 240 and Seagate 3600N drives also get that high, a 240 MB
Maxtor 7245S did 1450 KB/s, Syquest 3105S removable does 1400 KB/s.
Fastest on the Falcon was a HP 1 GB 3,5" drive doing 1900 KB/s through
GEMDOS.
For the TT (with FastRAM), it was a Quantum LPS 240 flying at 2200 KB/s.

(These are just the ones I remember, I tried loads more.)

1.1 meg/second is about the limit old STs have through GEMDOS. Falcon and
TT can do about twice the speed.

bye, Peter
---
* RoseMail 2.10b:
```

505. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:03:00 UTC
From: JULIAN_RESCHKE@MS.MAUS.DE
Message-ID: <60.42969.4514.0N19091B@MS.MAUS.DE>
Source record: 195444

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!sdd.hp.com!nigel.msen.com
math.fu-berlin.de!nebsy.nt.fh-koeln.de!rrz.uni-koeln.de!teralon!k.maus.de
ms.maus.de!Julian_Reschke
From: Julian_Reschke@ms.maus.de (Julian Reschke)
Newsgroups: comp.sys.atari.st
Subject: Re: MAG!X
Message-ID: <A11124@MS.maus.de>
Date: Wed, 05 Jan 94 14:35:00 GMT
References: <2g7mev$n0e@golem.wcc.govt.nz>
Organization: MausNet (Mitglied im IN e.V.)
Lines: 18
X-Gateway: MausGate/News 1.18/k
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

In article <2g7mev$n0e@golem.wcc.govt.nz>, Steve Wells
(wells_s@jethro.UUCP) wrote:
>] Well ... no offence, but according to the ones who should know Geneva
is *C
>] compared to MAG!X v2.0 .. (no offence to Geneva addicts, it's just that
MAG
>] is said to be *MUCH* better ... )
>
>How big is Magix. Geneva is only about a 200k file.
>
>Try using something before claiming it's better, even after being told
>by the ones who should know. Quite often they say so because it does
>what *they* want, and nothing anyone else wants quite often!
>
>Anyone want to give us some specs on magix!?

Mag!x is ~ 150 K, *including* everything (BIOS, XBIOS, GEMDOS, VDI, AES)
except desktop.
---
* RoseMail 2.10b:
```

506. Re: Non-speedo Fonts (was

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:35:00 UTC
From: KGELNER@NYX10.CS.DU.EDU
Message-ID: <60.42975.4514.0N190921@NYX10.CS.DU.EDU>
Source record: 195450

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet
mnemosyne.cs.du.edu!nyx10!kgelner
From: kgelner@nyx10.cs.du.edu (Kendall Gelner)
Subject: Re: Non-speedo Fonts (was: Top Ten Progress)
Message-ID: <1994Jan7.062117.19467@mnemosyne.cs.du.edu>
X-Disclaimer: Nyx is a public access Unix system run by the University
of Denver for the Denver community. The University has neither
control over nor responsibility for the opinions of users.
Sender: usenet@mnemosyne.cs.du.edu (netnews admin account)
Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
References: <931227.01219.BIBLINSKI@delphi.com>
<1994Jan06.025106.131121@zeus.aix.calpoly.edu>
<CJ6yID.6zH@cix.compulink.co.uk>
<1994Jan07.021441.105472@zeus.aix.calpoly.edu>
Date: Fri, 7 Jan 94 06:21:17 GMT
Lines: 40

In article <1994Jan07.021441.105472@zeus.aix.calpoly.edu>,
Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
>In article <CJ6yID.6zH@cix.compulink.co.uk>,
>Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>In message <1994Jan06.025106.131121@zeus.aix.calpoly.edu>,
mbaffoni@farad.elee.calpoly.edu said:
>
>>Just add them to your assign.sys file. Not sure about the NOVA card but
>>here's my assign.sys:
>>
>>PATH = C:\DRIVERS
>>01p SCREEN.SYS
>>BAGB09.FNT
>>GEMINI_S.FNT
>>s MONACO08.FNT
>>s MONACO09.FNT
>>s MONACO10.FNT
>
> What does the "s" prefix mean? Also, since apparently the CoNnect
>fonts have multiple resolutions in one file (ther is only connect.fnt, not
>connct9.fnt and connct10.fnt, etc.), do I just put connect.fnt under each
>screen rez, or do I have to modify the fonts with some program first?

I am trying to figure out how to add the Connect fonts to my
SpeedoGDOS setup as well any help is appreciated...
```

>
>>21 DJ5.SYS
>>22 STFAXSPD.SYS
>
> What is this? Is this a Speedo fax driver? If so, which modems does
>it support?

This is the Straight Fax Speedo GDOS driver - it outputs each page
into a fax file, which you then can send with a fax program (like
Straight Fax). Straight Fax has a number of such drivers for various
programs - they work pretty well.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)
---
* RoseMail 2.10b:

507. FPATCH & BCONMAP

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:50:00 UTC
From: DONM@UCON.GUN.DE
Message-ID: <60.42976.4514.0N190922@UCON.GUN.DE>
Source record: 195433

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
paladin.american.edu!europa.eng.gtefsd.com!uunet!zib-berlin.de
math.fu-berlin.de!easix!ucon!donm
From: donm@ucon.gun.de (Don Maple)
Subject: FPATCH & BCONMAP
Organization: Unlimited Communication and Networking, Duesseldorf, FRG. (pvt)
Date: Thu, 6 Jan 1994 23:46:34 GMT
Message-ID: <1994Jan6.234634.13741@ucon.gun.de>
Lines: 47

O>>
O>>I am wondering if I should use FPATCH2 and/or BMAPFIX2. RIght now I am
O>>using both, but is only one necessary???
O>>

O>One should do, I use FPatch2. But maybe Don Maple can give more info.

In short: it does *not* hurt to run both FPATCH2 and BMAPFIX2! FPATCH2
for the DMA and BMAPFIX2 for the bconmap. For more info read on...

I missed the beginning of this thread (don't ask... gateway trouble...)
but as a rule of thumb: when it comes to Bconmap - BMAPFIX*2* does
everything FPATCH2 does AND MORE! Although, FPATCH2 has the DMA fix
as well. BTW, putting two *unrelated* fixes in the same program (as in
FPATCHx) is not very smart...

A bit of "hysterical" information ;-). FPATCH2 is based on the *old*
BMAPFIX (without 2). This has been overtaken by BMAPFIX*2*. When/If
Atari returns to the computer universe I expect FPATCH*3* will copy
BMAPFIX*2*... ;-)))

Also, I'd like to set the record straight re AEO_0222 *disinformation*
(they seem to ignore my email so I'll just do the laundry in public):

AEO> If a program such as a screen saver is expecting to talk to the MFP
AEO> when accessing Device 6, then there could be a problem when using
AEO> BMAPFIX2.

If an SS tries to talk to Falcon's MFP directly *nothing* will happen (no
input) since the MFP is not connected to the serial! On the other hand if OS
calls are used everything will work just fine because it will be redirected
to the SCC. Ergo, I don't see how a screen saver can experience problems!?
(Do note that I'm intentionally not complaining about programs tickling
the hardware directly ;-))

Anyway, to the original poster: feel free to send me email and I'll help
if I can.

Don

P.S. I'll post this twice from different sites to make sure it gets done.
Appologies for eventual duplication.

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de
---
* RoseMail 2.10b:

508. Re: HD driver problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:51:00 UTC
From: JESPER_KOCK@KOCKENS.CT.SE
Message-ID: <60.42977.4514.0N190923@KOCKENS.CT.SE>
Source record: 195419

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
sunic!seunet!seunet!cindy!nntp
From: jesper_kock@kockens.ct.se (Jesper Kock)
Newsgroups: comp.sys.atari.st
Subject: Re: HD driver problems
Message-ID: <2d2be1a7@kockens.ct.se>
Date: Thu, 06 Jan 94 11:01:00 +0100
Organization: uugate/2 (OS/2) Home of uugate, the OS/2 Internet/Fidonet
gateway
Lines: 19

In a strange ;-) little letter Pontus Sk|ld wrote:

PS> All HD drivers (at least Protar, AHDI, ICD, WtP and me assume CBHD too)
PS> does use the bootsector of the AHDI, otherwise, they would have to boot
PS> from disc (auto folder or boot sector are usual), AHDI can install itself
PS> over old drivers just fine...
PS>
Yup.. It did.. It worked fine.

Grtz from Sweden:

_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
---
* RoseMail 2.10b:
```

509. Re: falcon, dsp, programi

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 13:51:00 UTC
From: magnus.thylander@canrem.com
Message-ID: <60.42978.4514.0N190924@canrem.com>
Source record: 195428

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
sunic!seunet!seunet!cindy!nntp
From: magnus_thylander@p4.troed.ct.se (Magnus Thylander)
Newsgroups: comp.sys.atari.st
Subject: Re: falcon, dsp, programing, documentation, help.
Message-ID: <2d2c608f@p4.troed.ct.se>
Date: Thu, 06 Jan 94 19:48:00 +0100
Organization: uugate/2 (OS/2) Home of uugate, the OS/2 Internet/Fidonet
gateway
Lines: 58

In a message of <05 Jan 94 02:04:57>, Bruno SCHMIDT (2:200/427.3) writes:

> First, I am quite confused about what to do about a monitor. I was
> thinking of getting a VGA, or SVGA monitor with Sblaster or BlowUp, but
> this would not allow me to use software needing a RGB monitor. Also, I
> was wondering if anybody has tried to connect a 19 inch sun mono
> monitor to the falcon, and whether this is feasable(it seems that the
> amount of memory bandwidth used for 1280*960 at 72hz in 2 bits would be
> the same as that used by 640*480*8). But no company makes a screen
> enlarger that supports this size(the clocks on Blowup and co only allow
> 800*600 at this rate), how hard would it be to make (or modify) an
> adaptor to support this rez?

You're right, you won't be able to run "all" programs needing an RGB-monitor.
You will, however, get rid of the unusable interlace of RGB-monitors, you will
be able to run all programs except demos without destroying your eyes as you
would by using the RGB... You will get higher usable resolutions... Nope, there
is no alternative to an SVGA, other than a MultiSync that can go as low as
15kHz, then you'll get the best of both worlds...they are not easy to find
these days unfortunately... Get an SVGA!!! Don't know about the 19" ;-(

> OK, next. I am getting a large SCSI HD(I don't think I can afford
> one larger than 300-500 megs) and I was wondering what solutions there
> are for memory upgrades. I am probably going to get the 1 meg Falcon,
> and will need to upgrade it to either 4 or 14 megs(am I right in
> assuming that there are no 8 meg upgrades available yet?). To do this,
> I will need a sim board, I would like to know what type of simms these
> use, and what modifications need to be made to the falcon.

I think there are at least one SIMM-board that can take 2Mb SIMMs, and 4 of
those SIMMS will give you 8Mb.... The one from GE-Soft I think was able to do
this.....

> For telecomunication software, what is a cheap FAX package for the
> ST? (I just want to use it to receive Faxes.. and maybe send ASCII

> files as Fax. Also, A slip that could multitask would be nice. Any
> information?

STraight Fax v2 seemed good, don't know where you can get it though...

> Onto games... Are there any that are falcon specific? what are they,
> how good are they????

Well... There are a few, Transarctica and Ishar II amongst others. More coming up... Don't know about the quality though ;-(

Since I don't do much programming I'll leave the other questions to those who know better! Cheers!

****
* GREETZ, Magnus Thylander..... *
* .... **
* .... CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. ..XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
****
---
* RoseMail 2.10b:

510. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 14:28:00 UTC
From: HWL0978@TNTECH.EDU
Message-ID: <60.42980.4514.0N190926@TNTECH.EDU>
Source record: 195425

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
europa.eng.gtefsd.com!uunet!Germany.EU.net!netmbx.de!zrz.TU-Berlin.DE
math.fu-berlin.de!gemini.tntech.edu!HWL0978
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: Re: Text Editors
Message-ID: <4DTKBSOU@math.fu-berlin.de>
Sender: news@math.fu-berlin.de (Math Department)
Nntp-Posting-Host: gemini.tntech.edu
Reply-To: hwl0978@tntech.edu
Organization: Tennessee Technological University
References: <94004.230259SAW151@psuvm.psu.edu>,<CJ64r3.9Dy@cix.compulink.co.uk>
Date: Fri, 7 Jan 1994 07:50:05 GMT
Lines: 13

In article <CJ64r3.9Dy@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir
Gal") writes:
>Everest 3, it's shareware and superb.

Is there an English version of this one out? The only English version I saw
was a port of 1.5. It looked pretty well put together though.
Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

---
* RoseMail 2.10b:

511. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 14:28:00 UTC
From: HWL0978@TNTECH.EDU
Message-ID: <60.42979.4514.0N190925@TNTECH.EDU>
Source record: 195438

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!math.fu-berlin.de!gemini.tntech.edu!HWL0978
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: Re: Text Editors
Message-ID: <1DTKBWJU@math.fu-berlin.de>
Sender: news@math.fu-berlin.de (Math Department)
Nntp-Posting-Host: gemini.tntech.edu
Reply-To: hwl0978@tntech.edu
Organization: Tennessee Technological University
References: <94004.230259SAW151@psuvm.psu.edu>
<08QKB07S@math.fu-berlin.de>,<99997@cup.portal.com>
Date: Fri, 7 Jan 1994 07:46:57 GMT
Lines: 19

In article <99997@cup.portal.com>, Hurn@cup.portal.com (Ed - Smith) writes:
>Where is the atari.archive site? I checked out the umich mirror sites
>but those programs were not there.

You are correct in assuming that I am speaking of the atari.archive.umich.edu
ftp site. Check out the Editors directory. MicroEmacs can be found in two
different versions on there. One is in the director ME3.12 or something like
that. The other is in a file something like MicroEMACS3.12.zoo.

Everest is in a file named something like evst150b.lzh.

Good luck.
Hiram

+-------------------------+---------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+---------------------+--------------------------+

---
* RoseMail 2.10b:

512. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 14:44:00 UTC
From: DOWDLE@DELPHI.COM
Message-ID: <60.42981.4514.0N190927@DELPHI.COM>
Source record: 195429

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
noc.near.net!news.delphi.com!usenet
From: DOWDLE@delphi.com
Newsgroups: comp.sys.atari.st
Subject: Re: MAG!X
Date: Fri, 7 Jan 94 03:15:01 EST
Organization: Delphi Internet
Lines: 12
Message-ID: <940107.11701.DOWDLE@delphi.com>
References: <2d26a534@troed.ct.se> <2gbrsi$590@titan.ucs.umass.edu>
NNTP-Posting-Host: delphi.com

Hello Gang,

I just wanted to state that since I've been using GENEVA I've grown to
love my Atari more. With all of the functionality of GENEVA, I don't know
how anyone could ever consider it "crap." It makes me wonder if the person
who called it so... if they every actually used it... and if so... if they
had any documentation... as there have been many times I've heard people
call a piece of software (and NOT just on the Atari platform) crap simply
because they weren't smart enough to buy the package with the benefits of
documentation.

TYL, Scott
---
* RoseMail 2.10b:
```

513. External Keyboard for 520

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 14:46:00 UTC
From: HWL0978@TNTECH.EDU
Message-ID: <60.42982.4514.0N190928@TNTECH.EDU>
Source record: 195416

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet
Germany.EU.net!netmbx.de!zrz.TU-Berlin.DE!zib-berlin.de!math.fu-berlin.de
gemini.tntech.edu!HWL0978
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: External Keyboard for 520ST and 1040ST
Message-ID: <0ETKBRPV@math.fu-berlin.de>
Sender: news@math.fu-berlin.de (Math Department)
Nntp-Posting-Host: gemini.tntech.edu
Reply-To: hwl0978@tntech.edu
Organization: Tennessee Technological University
Date: Fri, 7 Jan 1994 08:32:29 GMT
Lines: 12

The faq file shows how to hook up an external keyboard (Mega style) to a 520
and 1040. My 520 has a jack already on it for an external kb (aftermarket).
After comparing its wiring to the one in the faq, I realize that it is
identical. The faq gives no details of how to get an external Mega keyboard.
Does anyone have any suggestions where these could be purchased?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

---
* RoseMail 2.10b:

514. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 14:59:00 UTC
From: besiktas#d##d##d#@canrem.com
Message-ID: <60.42984.4514.0N19092A@canrem.com>
Source record: 195430

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
doc.ic.ac.uk!decwrl!pa.dec.com!nntpd.lkg.dec.com!ryn.mro4.dec.com
cecehv.enet.dec.com!nagel_e
From: nagel_e@cecehv.enet.dec.com (Besiktas...)
Subject: Re: Atari Demo on a PC
Message-ID: <CJ93KA.K29@ryn.mro4.dec.com>
Sender: news@ryn.mro4.dec.com (USENET News System)
Organisation: Digital Equipment bv Cooperative Engineering Centre Netherlands
Organization: Digital Equipment Corporation - Marlboro, MA
References: <1994Jan06.025700.134263@zeus.aix.calpoly.edu>
<2ghkc8$31o@mailer.fsu.edu>
Date: Fri, 7 Jan 1994 14:25:37 GMT
Lines: 13

In article <2ghkc8$31o@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd)
writes...

>AVIPLAY.PRG, I believe. I'll include the player if I can find the files
>(unfortunately, this is not looking promising). I have no idea if it is
>GEM compliant and such.

Are you sure this is an AVI player, not an AVS player? AFAIK AVI files are from
video for windows. If such a player exists for Atari ST or Falcon it would be
great, especially if source was available since that would finally allow some
useful Multimedia applications to be developed for the Falcon.

Erlend.
---
* RoseMail 2.10b:

515. High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 14:59:00 UTC
From: HWL0978@TNTECH.EDU
Message-ID: <60.42983.4514.0N190929@TNTECH.EDU>
Source record: 195447

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!zrz.TU-Berlin.DE!math.fu-berlin.de!gemini.tntech.edu
HWL0978
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: High Speed Modems
Message-ID: <KFTKB9XV@math.fu-berlin.de>
Sender: news@math.fu-berlin.de (Math Department)
Nntp-Posting-Host: gemini.tntech.edu
Reply-To: hwl0978@tntech.edu
Organization: Tennessee Technological University
Date: Fri, 7 Jan 1994 08:43:37 GMT
Lines: 27

I have been using a Supra 2400 until recently. One of my friends at school
bought a LineLink 14.4k modem and let me borrow his Supra 2400 Plus. I like
this Supra 2400 Plus, but I seem to have some problems with flow control.

I know that the ST has some bugs with RTS/CTS, so I got Serial Fix 2 and the
CPX module to use with Flash 1.6. Using these, I have no problems d/l'ing with
Z-modem at 2400/REL-LAP-COMP (port set to 9600). I *DO* however have problems
with large amounts of text. If I do an extremely long directory listing or
VT100 movies or such, portions of the text will get lost at these high speeds.
I have also tried Storm 1.02 and the demo of Flash II with the same results.
With Storm, I get less data loss with the flow control set to Both than simply
RTS/CTS. Do I need the modem CPX as well? I understood that term programs
would overwrite your default settings using the modem CPX anyway.

Any help on this would be appreciated as I plan to get a LineLink soon myself,
and if the system can't keep up at 9600, I know it's gonna have problems with
19200.

Also, has anyone had any experience with the program on the umich ftp site
named HISPEED.LZH? It claims to patch Flash to use RTS/CTS properly.

+-------------------------+----------------------+--------------------------+
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Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+
---
* RoseMail 2.10b:

516. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 15:08:27 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Jan8.150827.21040@solaris.rz.tu-clausthal.de>
Source record: 195487

```
-----BEGIN PGP SIGNED MESSAGE-----

wim vleeshhouwer (wvleeshh@wg.estec.esa.nl) wrote:
> Saw a note about gemview3 yesterday, where can I get it?

Try ftp.tu-clausthal.de (139.174.2.10) in the directory
/pub/atari/graphics/viewer/GEM-View.301

Access via FTP, FSP (port 21) and email ("mail-server@ftp.tu-clausthal.de").

Bye,
Wolfgang.
- --
- ------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLS7MV/YBdBEQoy/9AQHqhwQAnUCowag39dDEczqE4BGZ1mQuN3YfJg8m
WF99qb8RoxTn9nMs021qNDZzr957GdaOlzf73hYU+bLJz253gWWG/CgSHkrwBca3
f8GEnAkCEVIh1vQ0NJvGTwdA8XOIxFd4AzuUDkZEwrwOOh3YqicVX3BkLP8YH4St
Yt5npJ8L+NY=
=e+aV
-----END PGP SIGNATURE-----
```

517. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 15:12:00 UTC
From: DOWDLE@DELPHI.COM
Message-ID: <60.42985.4514.0N19092B@DELPHI.COM>
Source record: 195448

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
noc.near.net!news.delphi.com!usenet
From: DOWDLE@delphi.com
Newsgroups: comp.sys.atari.st
Subject: Re: uqwk
Date: Fri, 7 Jan 94 03:45:18 EST
Organization: Delphi Internet
Lines: 10
Message-ID: <940107.13518.DOWDLE@delphi.com>
References: <1994Jan3.172445.8213@ucon.gun.de> <99920@cup.portal.com>
NNTP-Posting-Host: delphi.com

Hello,

I see you having trouble with some QWK reader program called UQWK?!

....just a suggestion... get the demo of Mountain Software's Mountain
QWK... and if that doesn't convince you to buy the commercial version, I
guess nothing will. I've tried just about everything, with UQWK being
the item making me say "just about." Mountain QWK rules! *GRIN*

TYL, Scott
---
* RoseMail 2.10b:
```

518. TOS versions

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 15:13:00 UTC
From: HWL0978@TNTECH.EDU
Message-ID: <60.42986.4514.0N19092C@TNTECH.EDU>
Source record: 195446

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!news.th-darmstadt.de!math.fu-berlin.de
gemini.tntech.edu!HWL0978
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: TOS versions
Message-ID: <XFTKB3AW@math.fu-berlin.de>
Sender: news@math.fu-berlin.de (Math Department)
Nntp-Posting-Host: gemini.tntech.edu
Reply-To: hwl0978@tntech.edu
Organization: Tennessee Technological University
Date: Fri, 7 Jan 1994 08:56:03 GMT
Lines: 32

I am getting ready to get a hard drive, and I have some questions about TOS
versions. I still have 1.0, and I know it has some bugs (archive bit, date,
etc.).

First of all, I need to know what programs should be used with a hard drive and
TOS 1.0 to speed it up and fix some of the bugs. I know about FATspeed,
Pinhead, and Copyfix. I also know there is some archive bit patch program (not
sure what it is, so I need to know it as well).

Secondly, I need to know about upgrading to a later version of TOS. When I
checked on TOS 1.4 a few years ago, I was informed that it cost $100, and it
had to be installed by a dealer (Atari's rules). I found someone who was
willing to ship me a copy anyway, but I didn't have $100. So, I never
upgraded. I am still looking to upgrade, but I understand that 2.06 is
available for the original ST's with an add-on board. I need to know sources
and prices for this board, TOS 1.4, and TOS 2.06. I also need to know about
the availability of switches allowing multiple TOS versions. I have the 6-chip
set in both of my ST's (520 ST and 1040 STf).

I know that some programs would not run on 1.4 since they used shortcuts. Were
there any that run under 1.4 but would not run under 2.06? Also, what were the
major changes in 2.06 from 1.4?

Thanks for any help you can give on these matters.
Hiram

+------------------------+----------------------+--------------------------+
| Hiram W. Lester, Jr. | School: | Home: |
| Electrical Engineering | TTU P.O. Box 14587 | 1903 E. Main St. |
| Tennessee Technological | Cookeville, TN 38505 | Murfreesboro, TN 37130 |
| University | hwl0978@tntech.edu | h.lester1@genie.geis.com |
+------------------------+----------------------+--------------------------+
```

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* RoseMail 2.10b:

519. DC Data Diet and hard dri

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 15:14:00 UTC
From: HWL0978@TNTECH.EDU
Message-ID: <60.42987.4514.0N19092D@TNTECH.EDU>
Source record: 195352

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
europa.eng.gtefsd.com!uunet!Germany.EU.net!netmbx.de!zib-berlin.de
math.fu-berlin.de!gemini.tntech.edu!HWL0978
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: DC Data Diet and hard drives
Message-ID: <4FTKBYGW@math.fu-berlin.de>
Sender: news@math.fu-berlin.de (Math Department)
Nntp-Posting-Host: gemini.tntech.edu
Reply-To: hwl0978@tntech.edu
Organization: Tennessee Technological University
Date: Fri, 7 Jan 1994 09:01:59 GMT
Lines: 21

I am getting ready to purchase a hard drive, and wanted to know more about DC
Data Diet. I understand it is a program like Stacker on the PC.

My question is how it works within the max partitions size under TOS. I know
that TOS 1.0 is limited to 16M partitions and TOS 1.4 is limited to 32M. Since
Data Diet effectively doubles the size of the drive, will the partitioning need
to be done differently or will it just double the effective size of the max
partition?

Also, how fast/compatible/etc. is it? In effect, is it worthwile to consider?
I am looking at anywhere from a 131 meg to a 270 meg drive, and wanted to try
and get it set up right from the very beginning.

Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

---
* RoseMail 2.10b:

520. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 15:49:00 UTC
From: <>
Message-ID: <60.42988.4514.0N19092E@canrem.com>
Source record: 195420

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
barclay!usenet
From: Iain.Laskey@barclays.co.uk
X-Disclaimer: These views are the poster's and not necessarily those of
Barclays
Subject: Re: Falcon030
Message-ID: <CJ97E3.1K0@barclays.co.uk>
Sender: news@barclays.co.uk
Organization: Barclays Bank Plc.
References: <2ghjke$5bj@insosf1.infonet.net>
Date: Fri, 7 Jan 1994 09:51:38 GMT
Lines: 19

In article <2ghjke$5bj@insosf1.infonet.net>, lannie@ins.infonet.net writes:
|> The place I am buying from want $450 for a SVGA monitor. This is
outragious!
|> My dad gets SVGA's all the time for around $275. The problem is, that I
can't
|> afford to buy one without the purchase plan from work. They have to buy it
|> all from one place.
Bummer :-(

|> I would like to get the Screenblaster cause of the price, and an Emulator
|> to run some PC software. What is wrong with the Emulators colors?
Nothing really, it's just it's color support under DOS is very limited compared
to it's support for Windows. It utilises a Windows screen driver to improve
things under windowss.

--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-------------------------------------------------------------+
---
* RoseMail 2.10b:
```

521. Re: Timeworks 2

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 15:49:00 UTC
From: <>
Message-ID: <60.42989.4514.0N19092F@canrem.com>
Source record: 195442

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
barclay!usenet
From: Iain.Laskey@barclays.co.uk
X-Disclaimer: These views are the poster's and not necessarily those of
Barclays
Subject: Re: Timeworks 2
Message-ID: <CJ97I9.1L3@barclays.co.uk>
Sender: news@barclays.co.uk
Organization: Barclays Bank Plc.
References: <757848534.9209@minster.york.ac.uk>
Date: Fri, 7 Jan 1994 09:54:09 GMT
Lines: 23

In article <757848534.9209@minster.york.ac.uk>, andrew@minster.york.ac.uk
(Andrew Hague) writes:
|> Timeworks 2 was given away on a recent edition of Atari ST Review.
|> Considering I can't get it to work properly on my Falcon, what do
|> people recommend is the best WP for my Falcon?
There is a Falcon happy version of Timeworks 2 on the way. Don't know when it
will be released though.

|> It must be able to print postscript to a file, it should have indexing
|> and cross referencing facilities, possibly vector graphics and possibly
|> some kind of equation editor.
Sounds like you need something like Calligrapher but that's been recently
dropped
by the author. Maybe someone else will take it over. I've heard rumours...

|> P.S. If anyone has any hints on how I can get Timeworks to work it
|> would be very helpful so I can try it out properly.
It wont work. Period.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
---
* RoseMail 2.10b:
```

522. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 16:07:20 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2gmlno$1s3@sol.ctr.columbia.edu>
Source record: 195485

In article <H.eg.Qj7Py9i3d5A@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
} In <2410.2D2992C5@mechanic.fidonet.org>, Bill Jones writes:
} I've never understood why the distribution of the ICD utils is so
} incredibly restrictive. I mean, the versions that requrie an ICD host
} to run... it's annoying to have to log onto GEnie (hmm, haven't done
} that in about four months now...) or call the ICD BBS to get the
} "latest" (and that's being charitable... they _still_ haven't fixed an
} annoying bug that affects the minix filesystem of MiNT... Stephen's
} stuck kluging around it).
}
[hits a raw nerve]

It might be annoying to you - it's almost impossible for me. Until a
kind person sent me version 5.5, I was using 5.1 for ages. I believe
there is a higher version available now....

It would be *nice* if they let an ftp site (or a bbs) somewhere other
than America distribute the software, especially since you can't use
it unless you've already got an ICD host adaptor; they can't be
afraid of piracy.

I guess they're afraid someone will put some fake software up and
when it crashes and burns, ICD'll get the blame. Still, anyone getting
HD drivers ought to make sure they'll work before trusting their HD
to them...

Simon.

523. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 16:31:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.F7uH12eKBXQ@semprini.waterloo-rdp.on.ca>
Source record: 195516

In <2giia3$d2d@news.dmpe.CSIRO.AU>, Karl Meyland writes:
> In article <1994Jan6.091344.16970@desire.wright.edu> cse0947@desire.wright.edu (Big Guy) writes:
> > I just saw a post from David Taylor of id Software that stated that he
> >was porting DOOM to the "Jag" right now. Could this be the Jaguar? Would sell a
> >lot of units!
> >
>
> The Jag is the only thing so far (apart from the PC) that DOOM is being
> developed for. Kick-Ass game, I hope that someone out there will do a Falcon
> Port .... Hey, it's almost worth shelling out $$$ for a PC to play doom ...

Almost right... DOOM was developed under NeXTstep For Intel; the
NeXTstep version was out about a week before the DOS version.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

524. Re: falcon, dsp, programi

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 16:35:00 UTC
From: MATIJA.GRABNAR@IJS.SI
Message-ID: <60.42992.4514.0N190932@IJS.SI>
Source record: 195359

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!scsing.switch.ch!cmir.arnes.si!cathy.ijs.si!sirius!matija
Newsgroups: comp.sys.atari.st
Subject: Re: falcon, dsp, programing, documentation, help.
Message-ID: <1994Jan7.123950.826@cathy.ijs.si>
From: matija@sirius.ijs.si (Grabnar Matija)
Date: 7 Jan 94 12:39:50 +0100
Reply-To: matija.grabnar@ijs.si
References: <2gd3nq$96p@homer.cs.mcgill.ca>
Organization: Josef Stefan Institute, Ljubljana, Slovenia
Nntp-Posting-Host: sirius.ijs.si
Lines: 33

In article <2gd3nq$96p@homer.cs.mcgill.ca>,
Bruno SCHMIDT <dgently@binkley.cs.mcgill.ca> wrote:
>
> Hello, I am going to buy a falcon soon, and so, have a few questions
>about it.
>
> First, I am quite confused about what to do about a monitor. I was
>thinking of getting a VGA, or SVGA monitor with Sblaster or BlowUp, but this
>would not allow me to use software needing a RGB monitor.
You can buy two monitor plugs: One for SVGA (better get a Multiscan) with
Blow-up, and one for the RGB monitor (if you have an old Atari RGB monitor).

>(the clocks on Blowup
>and co only allow 800*600 at this rate), how hard would it be to make (or
>modify) an adaptor to support this rez?
In my experience, if the Blow-up doesn't support it, it can't be done.
I think you are bumping against BUS speed, not Blow-Up.
>Also, as far as an RCS, what would you recomend?
Interface. To my knowledge so far the only one that can do color icons.

> As far as music software is concerned, what is available? Has anybody
>tried DigiTape 2.0, Cubase Audio, or Notator Logic Audio, or dos anybody have
>information about these packages?
I haven't tried any of the above (can't afford them, yet), but try winrc from
a.a.u.e for some D2D recording with on-line effects. You should see people
on my last party laughing when they started playing with winrc's real time
pitch shifter :-)

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian

Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
---
* RoseMail 2.10b:

525. Re: New Falcon user quest

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 16:35:00 UTC
From: MATIJA.GRABNAR@IJS.SI
Message-ID: <60.42991.4514.0N190931@IJS.SI>
Source record: 195432

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!scsing.switch.ch!cmir.arnes.si!cathy.ijs.si!sirius!matija
Newsgroups: comp.sys.atari.st
Subject: Re: New Falcon user questions
Message-ID: <1994Jan7.121543.825@cathy.ijs.si>
From: matija@sirius.ijs.si ( Grabnar Matija)
Date: 7 Jan 94 12:15:43 +0100
Reply-To: matija.grabnar@ijs.si
References: <1994Jan3.130049.816@cathy.ijs.si> <1994Jan4.192753.16045@t.hfb.se>
Organization: Josef Stefan Institute, Ljubljana, Slovenia
Nntp-Posting-Host: sirius.ijs.si
Lines: 14

In article <1994Jan4.192753.16045@t.hfb.se>,
Robert Krenn <d93rkr@t.hfb.se> wrote:
>Hmmm.... Sorry... My fault... It's MIKNET not MIKENET!!!!
>
>Here is what I got out of a archie search:
>
>wuarchive.wustl.edu /systems/atari/umich.edu/Misc/miknet13.arj

Hah! I see what the problem was. I was reading the 0index file on a.a.u.e
and it wasn't there. It _is_ in the 0ls-lR.Z file.

Now alli I need is some MIDI cables.
Thanx!
---
* RoseMail 2.10b:
```

526. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 16:37:50 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CJBKv2.DnL@cix.compulink.co.uk>
Source record: 195493

*In message <2gc6mo$k2v@harbinger.cc.monash.edu.au>,
int877w@lindblat.cc.monash.edu.au said:

> There should be some sort of hack so you can hook up a 3.5" IDE
>drive to the Falcon.
>The Amiga folks have been hacking the 2.5" IDE connector on the
>A600's and A1200's so that you can use the larger 3.5" hard-drive.

>It involves getting a special adaptor and either mounting the drive
>externally, or removing the floppy drive and mounting that externally.
>I'm not too sure of the space inside a Falcon, but I think you'll
>have to do the same.

I have been using a 3.5in. IDE drive with the Falcon for quite a while
now. I also use an external power supply.

One bonus is an increase in transfer rates.

Barry

527. Atari ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 16:39:16 UTC
From: crowder@netcom.com
Message-ID: <crowderCJBKxH.1H9@netcom.com>
Source record: 195490

The following Atari ST software is for sale. All software packages consist of original diskettes and documentation. All prices include shipping prices. Any reasonable offers will be considered. Please email me at CROWDER@NETCOM.COM if interested.

Thanks,
Elaine

Degas Elite $13.00
Certificate Maker & library $18.00
Silent Service $13.00
Balance of Power $13.00
Zork Trilogy $13.00
Test Drive $13.00
Prof. Craps $13.00
Skyfox $13.00
A Mind Forever Voyaging $13.00
Borrowed Time $13.00
Mindshadow $13.00
Bartender's Guide $13.00
Thunder (spell check) $13.00
DB Master $13.00
Black Cauldron $13.00
Math Talk $13.00
Shareware Disk $8.00

--
Email: CROWDER@NETCOM.COM

528. Re: Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 16:45:57 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2gmo05E5ss@uni-erlangen.de>
Source record: 194821

Lonnie McClure <LMCCLURE@delphi.com> writes:

>The Lynx uses a 65xx series CPU, *NOT* a 68000.

Correct. Just like the old ATARi 8 bit computers, but twice
the speed and a special graphics chip.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

529. Re: Native sound format for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 16:51:19 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2gmoa7E67j@uni-erlangen.de>
Source record: 194826

arcana@netcom.com (Jeremy Wells) writes:

>about Ataris: what's the native sound format that Ataris use? In other
>words, what's the one, most used sound format for the Atari (for system
>beeps, sound snippets, etc.). If you're wondering *why* I might be

The standard sound format is the AVR format.

You can also find some programs that play WAV or plain 8bit raw data.

Certainly there are programs like Fortune that can cope with SND, AU, WAV
AVR and DVS, too.

ATARI's System Audio manager for the Falcon uses AVR or WAV.

>Actually out of curiousity, can all Ataris play sound without third party
>hardware??

Yes, certainly. The STs only 'analog' sounds or rather bad digitized
sounds, the STE+TT 8bit stereo digitized, and the Falcon 16bit stereo.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

530. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 16:53:00 UTC
From: SJG@PHLIM.PH.KCL.AC.UK
Message-ID: <60.42993.4514.0N190933@PHLIM.PH.KCL.AC.UK>
Source record: 195362

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!sol.ctr.columbia.edu
phlim.ph.kcl.ac.uk!sjg
From: sjg@phlim.ph.kcl.ac.uk (Simon Gornall)
Newsgroups: comp.sys.atari.st
Subject: Re: Text Editors
Date: 7 Jan 1994 12:29:06 GMT
Organization: Kings College London Image Processing Group
Lines: 9
Distribution: world
Message-ID: <2gjkii$q30@sol.ctr.columbia.edu>
References: <94004.230259SAW151@psuvm.psu.edu>,<CJ64r3.9Dy@cix.compulink.co.uk>
<4DTKBSOU@math.fu-berlin.de>
NNTP-Posting-Host: phlem.ph.kcl.ac.uk

I like Edith. The only gripe I have with it is that it insists on
saving in UPPERCASE - a bit of a bummer on a minix filesystem...

Simon.
--

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---
* RoseMail 2.10b:
```

531. HELP WANTED ON "PHANTOM"

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 17:25:00 UTC
From: JOHN.NAVAS@UTTSBBS.UUCP
Message-ID: <60.42994.4514.0N190934@UTTSBBS.UUCP>
Source record: 195427

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet!decwrl
nntp.crl.com!boo!uttsbbs!john.navas
From: john.navas@uttsbbs.uucp (John Navas)
Newsgroups: comp.sys.atari.st
Subject: HELP WANTED ON "PHANTOM" MESSAGES!
Message-ID: <12369.78.uupcb@uttsbbs.uucp>
Date: 7 Jan 94 00:21:00 GMT
Distribution: world
Organization: The Transfer Station BBS, Danville, CA - 510-837-4610/837-5591
Reply-To: john.navas@uttsbbs.uucp (John Navas)
Lines: 25

I'm doing research on old computer systems, and am trying to track
down whatever system and/or disk product produced messages like the
following:

Phantom Error

Multiple Phantom Errors

Out of Range Errors

nn Tracks Added, mm Phantom Errors
[where nn and mm are numbers]

The common denominator seems to be the word "Phantom."

If you can possibly give me any clues, please reply by Internet mail.

Thanks in advance,
John

---
+-----------------------------------------------------------------------+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+-----------------------------------------------------------------------+
---
* RoseMail 2.10b:
```

532. Ste: Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 17:45:00 UTC
From: GA@MRIH.NO
Message-ID: <60.42995.4514.0N190935@MRIH.NO>
Source record: 195355

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
sunic!ugle.unit.no!ga
From: ga@mrih.no (Gard Eggesboe Abrahamsen)
Newsgroups: comp.sys.atari.st
Subject: Ste: Harddisk
Date: 7 Jan 1994 14:09:22 GMT
Organization: More og Romsdal Ingeniorhogskole
Lines: 11
Message-ID: <2gjqei$71u@ugle.unit.no>
NNTP-Posting-Host: samson.mrih.no
X-Newsreader: TIN [version 1.1 PL8]

Could it be as easy as cutting a hole in the back of my Mega STe and connect
a second IDE drive to the same cable, just making sure one drive is master
and the other is slave? Just wondering. Clues, anyone?

#### ### Gard Eggesboe Abrahamsen "Wherever people
## ## ## PO Box 5061, Larsgaarden feel free to
## ##### ## ### ## 6021 Aalesund, Norway smoke, I feel free
## ## ### ## ##### Phone: +47 7015 5497 to fart."
## ### ###### ## ## ## ## Gard.Abrahamsen@mrih.no -- J-M DuFerre
## ## ## ## ## ## ## Finger ga@samson.mrih.no
###### ### ## #### ### ## These are my views and not those of MRIH.
---
* RoseMail 2.10b:
```

533. Re: War game wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 17:47:00 UTC
From: MCNAUGRA@VAX.SBU.AC.UK
Message-ID: <60.42996.4514.0N190936@VAX.SBU.AC.UK>
Source record: 195431

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!doc.ic.ac.uk!vax.sbu.ac.uk!mcnaugra
From: mcnaugra@vax.sbu.ac.uk (Ross McNaughton)
Newsgroups: comp.sys.atari.st
Subject: Re: War game wanted
Message-ID: <1994Jan7.141114.4421@vax.sbu.ac.uk>
Date: 7 Jan 94 14:11:14 GMT
References: <2ghc06$nih@access.digex.net>
Organization: South Bank University
Lines: 24

In article <2ghc06$nih@access.digex.net>, winters@access.digex.net (Michael
Winters) writes:
> Any recommendations for War games for ST? Want something that requires
> a lot of thought - visual action would be cool, but strategy would be
> most important factor (updated Eastern Front?)
>

There is a twin-pack of games (I'll have to check the publisher, I don't have
them, my friend does) called MAY 1940 and BLITZKREIG. The two games cover
very similar periods and areas, but in the former the player is the Germans
and in the latter the Allies. These are the only games I've seen which have
a similar feel to Eastern Front.

PLUG: I will soon be releasing my Shareware wargaming system (two-player only).
It is a bit like SSI's old Wargame Construction Set but with the addition of
morale, facing, diagonal movement, objectives, user-definable terrain types
and various other innovations.
The program itself is finished, the only reason it hasn't been released yet is
that I'm still working on the documentation and example files. Anyone who is
interested in a copy is welcome to EMAIL for more details.

Ross McNaughton
---
* RoseMail 2.10b:

534. Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 18:02:00 UTC
From: JAMES@LIVERPOOL.AC.UK
Message-ID: <60.42997.4514.0N190937@LIVERPOOL.AC.UK>
Source record: 195361

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!liv!james
From: james@liverpool.ac.uk (Mr J.A. Parsons)
Subject: Mouse Advice
Message-ID: <CJ9J9p.9Dx@liverpool.ac.uk>
Sender: news@liverpool.ac.uk (News System)
Nntp-Posting-Host: uxg.liv.ac.uk
Organization: The University of Liverpool
X-Newsreader: TIN [version 1.1 PL8]
Date: Fri, 7 Jan 1994 14:08:13 GMT
Lines: 11

Can anyone recommend a replacement mouse for the STe, the one supplied
is lousy! I'm in the UK, so UK prices etc apreciated.

What about tracker balls? Any good?

Thanks

Jim

james@liverpool.ac.uk
---
* RoseMail 2.10b:
```

535. Gemview

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 18:18:00 UTC
From: WVLEESHH@WG.ESTEC.ESA.NL
Message-ID: <60.42998.4514.0N190938@WG.ESTEC.ESA.NL>
Source record: 195351

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
sunic!EU.net!sun4nl!esatst!wg!wg.estec.esa.nl!wvleeshh
From: wvleeshh@wg.estec.esa.nl (wim vleeshhouwer)
Subject: Gemview
Message-ID: <1994Jan7.134823.6013@wg.estec.nl>
Sender: news@wg.estec.nl
Nntp-Posting-Host: wgnetman
Organization: WG/Estec, Noordwijk, The Netherlands
Date: Fri, 7 Jan 94 13:48:23 GMT
Lines: 1

Saw a note about gemview3 yesterday, where can I get it?
---
* RoseMail 2.10b:
```

536. How to identify the curre

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 18:20:00 UTC
From: BHANSES@VNET.IBM.COM
Message-ID: <60.42999.4514.0N190939@VNET.IBM.COM>
Source record: 195445

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
cs.utexas.edu!uunet!newsgate.watson.ibm.com!watnews.watson.ibm.com!sernews
bhanses
From: bhanses@vnet.ibm.com (Bernd Hanses)
Subject: How to identify the current baud rate (old TOS)
Sender: news@sernews.raleigh.ibm.com
Message-ID: <19940107.144119.702@vnet.ibm.com>
Date: Fri, 7 Jan 1994 13:41:19 GMT
Reply-To: bhanses@vnet.ibm.com (Bernd Hanses)
Disclaimer: This posting represents the poster's views, not those of IBM
Nntp-Posting-Host: 9.164.182.252
Organization: IBM
Lines: 12

I have a typewriter (IBM 6715) connected via the serial port to my ST.
Setting the correct baud rate from the program requires power off at the
typewriter, otherwise it may react very strange. To prevent power on / power
of for each new call of this program I want to check the baud rate first
and if ok, the init of the serial interface could be skipped.
Therefore I need to know the baud rate currently set in my ST. I know that
for newer TOS versions it can be returned via the rsconf(), but my old TOS
version does not support this. Could someone please tell me how to search
for the baud rate? Is it hidden at a certain storage location or in one of
the control registers?

Thanks for your help, Bernd Hanses
---
* RoseMail 2.10b:

537. Network ST (NeST) Info.

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 18:32:24 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJBq60.G5E@cix.compulink.co.uk>
Source record: 195494

```
Network ST International Association (NeST).
=============================================

Press Release Issue 008 (29/12/93)

What is NeST?
-------------

NeST (Network ST) is an international network based on FidoNet
technology, dedicated to the Atari range of computers, mainly to the
Atari ST and above.

The aim of the network is to provide messaging facilities to all
Atari users the world over who are interested in the world of
communications and in the ST.

Eventually it is planned that NeST will extend to virtually every
country in the world, however NeST now links the following countries:

The United Kingdom.
The United States of America.
Canada.
Australia.
Sweden.
Italy.
The Netherlands.
Germany.
Switzerland.
France.
Norway.
Denmark.
Luxembourg.
Singapore.
Belgium.

This is by far the largest ST dedicated network in the world, and it
is growing rapidly, with an average of a new country coming online each
month.

NeST members work closely together to generate a good atmosphere;
within NeST you will not find any political battles, something which
can't be said for a lot of other internets.

NeST also has a habit of collecting programers from every walk of
life, including some very well known names, who are either members of
the network itself, or affiliated with it.
```

- Roland Bohn.
- Tiny Shell
- ACS
- LED (with Volkmar Wieners)
- Daron Brewood.
- F-Scan (with Phil Gadsby)
- LITS
- NeST BBS
- DmpCRX
- Today
- Lastcallers
- Greet
- J&#65533;rg Spilker
- Mupdate
- NLUpdate
- JetMail
- Phil Gadsby.
- SEE Fido
- Gate_Way
- F-Scan
- Daniel Roesen
- JetMail
- BTNC
- ApplyList
- JetStat
- ExitInfo
- XVision
- BinkGag
- PktEdit
- Coord
- Keyop Troy
- /\/\idas
- Mike De.Petris
- MikeNet
- Bryan Hall
- FidoDoor
- Jeff Mitchell
- PhidoZap
- David Thomas
- MakeDiff
- AutoFile
- Robert Darling
- Callcost
- Mario van der Heuvel
- MarShell
- Blackmail
- Ugo Rossini
- Log
- Alex Guerrazzi
- RepuList

- Paul Civati
- Statistics Generator
- NLister
- File-Rep (With Paul Baker)
- Mark Matts
- Auto FM
- GUI4GFA Suite
- TXT2Msg

NeST has a wealth of message and file echos, ninety percent of which are echo'd round the world, and replies can be achieved within three to four days. The message echo's cover a terrific range, running from software support (ACS, LED, JEKYLL, JETMail, MakeDiff, etc), programing (GFA, C, etc), and general interest echo's like the common room, and science fiction, or mind games.

Or if you are looking for something a little different why not take an interest in Space Empire Elite? The game runs throughout the network, using special programs coded by NeST members to coordinate and send inter-BBS attacks through the network.

NeST allows the use of almost any mailing software, be it F-Net/Crossnet, or fidonet technology, to be used to collect mail, giving a very flexible system of mailing. Point systems are given rights too, if they take a 'Pvt' address in the master NeSTList, they are allowed full participation in the network, again this is rarely allowed in other networks.

One item that worries some users, and sysops is cost, that is network fees for linking into the network itself. With NeST no such fees exist, as each member works freely to gain the best connections, minimising mail costs as much as possible.

If you want to join a network that's friendly, fun, well informed, and concious of what's going on, well why not try NeST, I don't think you'll regret it!

For more information contact:

The United Kingdom - Daron Brewood - 2:255/401.0@fidonet.org
U.S.A - Brian Waters - 1:205/24.0@fidonet.org
Canada - Bryan Webster - 90:2/0.0@nest.ftn
Australia - Ian Mackereth - 3:712/520.0@fidonet.org
Sweden - Tommy Schmidt - 2:201/303.0@fidonet.org
Italy - Magic Alex Badalic - 2:331/317.1@fidonet.org
The Netherlands - Theo Runia - 2:282/301.0@fidonet.org
Germany - Joerg Spilker - 2:243/6207.0@fidonet.org
Switzerland - Roland Tobler - 2:301/609.0@fidonet.org
France - Franck Arnaud - 2:230/100.0@fidonet.org
Norway - Rolf Sunde - 90:14/0.0@nest.ftn
Denmark - Flemming Nielsen - 90:15/0.0@nest.ftn
Luxembourg - Serge Wagener - 2:270/20.0@fidonet.org
South East Asia - Jwu-Jiun Tan - 90:17/0.0@nest.ftn

Belgium - Herman Stevens - 2:292/603.0@fidonet.org

We look forward to hearing from you...

Daron Brewood - NeST Coordinator - 90:90/0.0@nest.ftn

```
==============================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
==============================================================================
```

538. Re: Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 18:50:00 UTC
From: <>
Message-ID: <60.43000.4514.0N19093A@canrem.com>
Source record: 195371

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
barclay!usenet
From: Iain.Laskey@barclays.co.uk
X-Disclaimer: These views are the poster's and not necessarily those of
Barclays
Subject: Re: Mouse Advice
Message-ID: <CJ9KLx.GCu@barclays.co.uk>
Sender: news@barclays.co.uk
Organization: Barclays Bank Plc.
References: <CJ9J9p.9Dx@liverpool.ac.uk>
Date: Fri, 7 Jan 1994 14:37:08 GMT
Lines: 13

In article <CJ9J9p.9Dx@liverpool.ac.uk>, james@liverpool.ac.uk (Mr J.A.
Parsons) writes:
|> Can anyone recommend a replacement mouse for the STe, the one supplied
|> is lousy! I'm in the UK, so UK prices etc apreciated.
Get a Naksha mouse if you can. Someone asked this question on CIX recently and
got 15 odd replies saying Naksha and not one for any others!
System Solutions, Silica, just about anyone should be able to do one for you.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
---
* RoseMail 2.10b:
```

539. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 19:03:00 UTC
From: <>
Message-ID: <60.43001.4514.0N19093B@canrem.com>
Source record: 195374

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
cs.utexas.edu!uunet!ncrgw2.ncr.com!ncrhub2!ncrlnk!usglnk!uc2372c!news
From: Robert.Anisko@daytonoh.ncr.com
Newsgroups: comp.sys.atari.st
Subject: Re: MAG!X
Message-ID: <CJ9Hyt.77y@uc2372c.DaytonOH.NCR.COM>
Date: 7 Jan 94 13:40:05 GMT
References: <2g7mev$n0e@golem.wcc.govt.nz> <A11124@MS.maus.de>
Sender: news@uc2372c.DaytonOH.NCR.COM (News Administrative Login)
Organization: NCR Corporation
Lines: 20
X-Newsreader: WinVN version 0.81

In article <A11124@MS.maus.de>, Julian_Reschke@ms.maus.de (Julian Reschke)
says:
>
>Mag!x is ~ 150 K, *including* everything (BIOS, XBIOS, GEMDOS, VDI, AES)
>except desktop.

Does it need to have a desktop specifically designed to handle the
multitasking
(like Geneva) or is it more just "running the the background" like MultiGEM?
(I have both, BTW)...

My one complaint about Geneva so far is that various software makes my
screen "shift" over about a half inch or so on a 13" monitor. In particular,
Pinhead and MiNT. I'm kinda curious as to why this is. Oh, BTW,
how does one "tear menus" under Geneva? (I know, I need to read the
manual, but it should be intuitive, right? :-)

Rob

...I find it fascinating that MGEM reminds me a bit of MultiFinder on the Mac,
and Geneva more like Windows (Taskman, etc)...
---
* RoseMail 2.10b:

540. WANTED: 1MB STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 19:08:58 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2gn0ca$t5u@csugrad.cs.vt.edu>
Source record: 195491

Hello!

I'm thinking of doing some music composition/midi sequencing in my spare time and am thinking of getting an Atari. Since I'm no where near ready to make the big leap to the Falcon030, I've decided to hunt around for a used 1MB STe (520, 1040, or even a Mega) for playing around with. Is anyone out there interested in selling their STe? Please reply by e-mail. Thanx!

--
Christopher Fuhrman |"I don't believe you've met my young friend
cfuhrman@csugrad.cs.vt.edu | Ace, an expert in calorification,
Computer Science Major | incineration, carbonization, and inflam-
Virginia Tech Hokie! | mation." -The Doctor "Happiness Patrol"

541. sun monitor on falcon. (w

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 19:17:00 UTC
From: <>
Message-ID: <60.43002.4514.0N19093C@canrem.com>
Source record: 195366

Xref: portnoy comp.sys.atari.st:77837 comp.sys.atari.st.tech:16712
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
europa.eng.gtefsd.com!uunet!newsflash.concordia.ca!sifon!news
From: brunos@mafalda .math.mcgill.ca(Bruno Schmidt)
Subject: sun monitor on falcon. (was Re: falcon, dsp... help.)
Message-ID: <1994Jan7.151904.936@sifon.cc.mcgill.ca>
Sender: news@sifon.cc.mcgill.ca
Reply-To: brunos@mafalda.math.mcgill.ca
Organization: McGill University
References: <1994Jan7.123950.826@cathy.ijs.si>
Date: Fri, 7 Jan 1994 15:19:04 GMT
Lines: 15

In article <1994Jan7.123950.826@cathy.ijs.si> writes:
> In article <2gd3nq$96p@homer.cs.mcgill.ca>,
> >(the clocks on Blowup
> >and co only allow 800*600 at this rate), how hard would it be to make (or
> >modify) an adaptor to support this rez?
> In my experience, if the
Blow-up doesn't support it, it can't be done.
> I think you are bumping against BUS speed, not Blow-Up.
But shouldn't the bus speed needed be the same for 640*480*8, 72hz and
1280*960*2, 72hz? (same amount of memory needed). at least the Falcon
should be able to handle 1280*960*1 ....

anyways, Bye, Bruno Schmidt

Brunos@mafalda.math.mcgill.ca
---
* RoseMail 2.10b:

542. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 19:22:00 UTC
From: GT1448B@PRISM.GATECH.EDU
Message-ID: <60.43003.4514.0N19093D@PRISM.GATECH.EDU>
Source record: 195369

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!gatech
prism!gt1448b
From: gt1448b@prism.gatech.EDU (David Forrai)
Newsgroups: comp.sys.atari.st
Subject: Re: Mega STe questions
Message-ID: <129800@hydra.gatech.EDU>
Date: 7 Jan 94 15:28:34 GMT
References: <757551800.AA02370@byte.bbs.no> <CJ1vBI.F5o@news.Hawaii.Edu>
Sender: news@prism.gatech.EDU
Organization: Georgia Institute of Technology
Lines: 12

In article <CJ1vBI.F5o@news.Hawaii.Edu> jperez@Hawaii.Edu (John Perez) writes:
>Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
>: >the Fast Tecnologies Tiny Turbo 030 board

>The TinyTurbo030 boards for the Mega STE are a solderless installation

Yes, but can you actually GET a Tiny Turbo board? From what I was told
about 6 months ago, Fast Technologies was close to going under due to
getting bad parts. They were not filling orders which pissed off many
customers who had prepaid. Has this changed?
--
Opinions expressed are my own.
---
* RoseMail 2.10b:

543. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 19:38:40 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <758175302.0@mettav.royle>
Source record: 195407

On 3 Jan 94 at 22:58:10 (Karl Meyland) wrote the following:

> There is an un-arj program, but is there ARJ? Wasn't it written by
> Robert K.
> Jung? Is this the same Robert we see from time to time here on
> c.s.a.s? If it
> is, Robert, can you do an Atari port, or provide the source to
> someone!?

I wondered that, and checked the names, no they're different, they have
different second initials.

-Paul-

--
~=~=~=

544. HELP needed - SLM 804 Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 20:37:35 UTC
From: hkokko@ratol.ratol.fi
Message-ID: <1994Jan8.203735.1611@ousrvr.oulu.fi>
Source record: 195492

Is there a way to get a SLM 804 Laser Printer to emulate HPGL?
Emulation should be real-time and preferably redirected
(application prints to parallel port and printer is connected
to the DMA port)

This should work with these:

Atari MEGA ST2
Colour display (Low-res-mode!)

I would also like all information on the SLM 804 in general, because I'm
lacking the user manual...

I have the Epson-emulator LAZBRAIN already, and also a german software
called LPLOT, which does the trick to print HPGL-files (Hewlett-Packard
Graphics Language, used with plotters, for those who didn't know...)
But it is not real-time or redirected, one must read HPGL-files into the
program, watch them being drawn on the screen and finally have them printed.

Please help me with this! I would prefer mailed answers to:

hkokko@ratol.ratol.fi

PS: How do you guys (and gals) do those fancy address texts to the end of the
messages? Somehow I can't believe you write them over and over again...

545. French companies. Take 2

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 20:40:37 UTC
From: donm@ucon.gun.de
Message-ID: <1994Jan8.204037.6886@ucon.gun.de>
Source record: 195524

Salut tout le monde!

Why is it that "Start Micro Magazine" never prints the addresses of companies when reviewing their products?

For example, in Issue 13 (Janvier 1994) I'd like to know the addresses of the makers of "Big Boss Arrangeur" on page 61 and "Spectral Tool Kit" on page 67.

Any French Atari enthusiast that can help out there?

Merci!

Don

P.S. Feel free to pass this on to the editor of the mag at 3615 (I don't have Minitel).

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

546. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 21:17:24 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.sDKXpiqd42M@yonder.equinox.gen.nz>
Source record: 195535

In <H.eg.h4J5GZidTl_@yonder.equinox.gen.nz>, Craig Shore writes:
>In <1994Jan6.213940.28519@arbi.Informatik.Uni-Oldenburg.DE>, Ralf Quebbemann
> writes:
>>Sorry, first time I send a message.
>>
>>If you need a good GEM based Text Editor just try out EVEREST or
>>7UP.
>>
>>I only know ftp-servers in Germany where you can find them.
>>
>>For Example: UNI CLAUSTHAL, remote host: 139.174.2.10
>> name : ftp.tu-clausthal.de
>>
>
>That will probably be no good for English speaking/reading people.
>I sent the english version to umich the other day.. should be there soon.

oops... should have said... that was 7UP I was talking about, Everest
was already there.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

547. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 21:25:20 UTC
From: jens@jeyhh.sh.sub.org
Message-ID: <H.eg.lR9jRnrquG6@jeyhh.sh.sub.org>
Source record: 195514

In <757829702.0@mettav.royle>, Graham Irvine writes:
>It was none other than "Roland Givan" that wrote on the 30 Dec 93 that ,
> "G> 1) Basic SCSI 2
> "G> 2) Fast SCSI 2 (whats being talked about here)
>But do types 1 and 2 share the same basic instruction set ? Just that the
>Falcon cannot access the extended Fast element ?

Yes, SCSI2 devices are sharing a common command set in which also SCSI1
is included.

>My interest is primarily though that I am looking for a SCSI2 for my ST
>and assuming I have a ICD Host am I also going to run into problem's on
>this score ? I have been looking at drives that are being called 'Fast
>SCSI2' since I assumed this was just an advertising adjective :-)

The ICD Host (and all others) are only offering SCSI1. With an the DMA Chip
of STs it's not possible to send commands of class 1. Using of SCSI2-
devices IS possible. I have three SCSI2 devices connected to my ICD. But
because you are restricted to command class 0 it is not possible to use
command like 'copy' which copies blocks directly from one device to another
without using the computer as sender/receiver.

--
jens@jeyhh.sh.sub.org
From more outside: ..!sol!earth!europe!germany!hamburg!chaos!jens

548. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 21:37:00 UTC
From: AVG@CWI.NL
Message-ID: <60.43004.4514.0N19093E@CWI.NL>
Source record: 195376

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!ukma!usenet.ins.cwru.edu!howland.reston.ans.net
cs.utexas.edu!uunet!EU.net!sun4nl!cwi.nl!avg
From: avg@cwi.nl (A.V. Groenink)
Subject: Re: GEMINI 2.0
Message-ID: <CJ9ry7.96G@cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: mijt.cwi.nl
Organization: CWI, Amsterdam
References: <KUERSCH.48.757604292@rog1.rog.rwth-aachen.de> <A11125@MS.maus.de>
Date: Fri, 7 Jan 1994 17:15:43 GMT
Lines: 18

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>>Due to public pressure, a new GEMINI-release has been published on Dec
>31.
>>Since it does not yet include documentation files and appears to be
>buggy,

>I wouldn't call it buggy. In fact, it's very *stable* compared to other
>programs I know. It should appear on a.a.u.e soon.

I found it is both stable and buggy; but I've only used it for three days
yet.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740
---
* RoseMail 2.10b:

549. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 21:37:00 UTC
From: AVG@CWI.NL
Message-ID: <60.43005.4514.0N19093F@CWI.NL>
Source record: 195384

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!ukma!usenet.ins.cwru.edu!howland.reston.ans.net
cs.utexas.edu!uunet!EU.net!sun4nl!cwi.nl!avg
From: avg@cwi.nl (A.V. Groenink)
Subject: Re: Text Editors
Message-ID: <CJ9s9n.99K@cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: mijt.cwi.nl
Organization: CWI, Amsterdam
References: <94004.230259SAW151@psuvm.psu.edu>,<CJ64r3.9Dy@cix.compulink.co.uk>
<4DTKBSOU@math.fu-berlin.de> <2gjkii$q30@sol.ctr.columbia.edu>
Date: Fri, 7 Jan 1994 17:22:34 GMT
Lines: 13

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>I like Edith. The only gripe I have with it is that it insists on
>saving in UPPERCASE - a bit of a bummer on a minix filesystem...

Solved in the commercial version a demo of which will be posted within
three moths from now. It supports MiNT and MultiTOS in domain 1.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740
---
* RoseMail 2.10b:
```

550. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 21:46:08 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1582@usdtsg.DaytonOH.NCR.COM>
Source record: 195495

In article <940108.11687.DOWDLE@delphi.com> DOWDLE@delphi.com writes:
>Rob,
>
> It's _EASY_ to make menus tear away... although I've personally never
>desired to do so... Just move the mouse to the dropdown desired and Control
>left-click. Pop. There you have it.

Cool. I'll have to try that out. Now I need a higher resolution so
that I can litter my screen with menus ;-)

> So far as having things shift over 1/2 inch.... You've lost me, I've
>not run into that... I don't use Pinhead nor MiNT (although I wish I had
>the stuff to make a binary out of the latest sources, which I don't have
>either). Anyway, the current versions of Geneva don't work well with
>MiNT but it is supposed to be directly supported in an upcoming release so
>stay tuned.

Well, I've gotten Geneva and MiNT to load and work at the same time,
but like I said, as soon as the AUTO programs are loaded, then my screen
"shifts" to the right a little bit (and the right side wraps around to
the left of the screen). I'm wondering if the TASKMAN.ACC is what's
causing this, because the shift does occur directly after the GENEVA.PRG
is loaded. It is rather annoying, because I'd like to have the tasking,
but also the MiNT (since a half of my hard disk is on minix partitions).

As for improvements, there are two things that would be nice.
A helpful improvement would be to have an option in Geneva to
set which desktop will be used as default (for instance, the ability
to say "DESKTOP=d:/gmni121e/gemini.app" for instance). Neodesk is nice,
but not my choice desktop.

Also, JARXXX.PRG is a bother to remember to load. It would be nice
for Geneva to see if there is already a cookie jar - if there is,
go on as usual. If not, then to do what Jar does and continue.
This is a minor complaint, but it doesn't seem overly necessary to
me to have two programs for this.

Rob

551. ATARI JAGUAR: Thanks

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 21:57:00 UTC
From: RICHS@SYMA.SUSSEX.AC.UK
Message-ID: <60.43006.4514.0N190940@SYMA.SUSSEX.AC.UK>
Source record: 195378

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!doc.ic.ac.uk!syma!richs
From: richs@syma.sussex.ac.uk (Happy Halibut VI)
Subject: ATARI JAGUAR: Thanks
Message-ID: <1994Jan7.152416.27533@syma.sussex.ac.uk>
Organization: the One Antlered Moose Society
Date: Fri, 7 Jan 1994 15:24:16 GMT
Lines: 12

Thanks to all those lovely fluffy individuals who helped me with info on the
Atari Jaguar.

Anybody got anything on 3D0 or CD-I?

Pretty please :)

Happy Halibut II
--
Richard Salter - richs@cogs.sussex.ac.uk
-- Official Contributor to DIGITAL DISK Amiga --
"From rags to richs" - the story of a self made man who ran short of material.
---
* RoseMail 2.10b:
```

552. Re: Network ST (NeST) Info.

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 22:24:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2gnbq7$qds@golem.wcc.govt.nz>
Source record: 195496

You forgot to mention that NeST is connected to New Zealand!

(And of the list of all those programs, I'd only ever heard of
Blackmail, and Txt2Msg (new versions of which keep coming through about
every 5 days....)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

553. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 23:08:02 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2gneci$qht@golem.wcc.govt.nz>
Source record: 195497

Are you *sure* you have the real version of Geneva, and not a pirate version? Most of the problems you're having are *really* basic!

JARXXX should basically just live in your AUTO folder, as it doesn't do any harm, all it does it give the machine a few extra cookie-entries (If you are running 20 programs, and each one puts a cookie in the jar, it'll overflow, JarXXX fixes this. I think it was recommended that JARXXX be set to something like 30 (e.g. JAR30.PRG), this was from one of the Gribnif folks on GEnie.

The default desktop in Geneva can easilly be changed, just get out your text editor, and load in the GEM.CNF (or GEM.INF) file, and edit the line saying

SHELL=C:\NEODESK\NEODESK3.EXE

to say

SHELL=C:\GEMINI2\GEMINI2.PRG

or whatever path and filename you wish your default desktop to be!

I don't even own Geneva and I've picked this little lot up from reading AEO and this base! (Who says USEnet isn't useful!? *grin*)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

554. Bug

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 23:14:51 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2gnepb$qiv@golem.wcc.govt.nz>
Source record: 195498

Whenever I quit a program, and then go into another folder, and run
a GEM application (e.g. PRG or APP), the desktop claims that I can
only 'show or print this application' (e.g. it thinks it is non-executable)
then, after I select CANCEl, and double-click on it again, it runs
normally as it should do.

I've got a 4meg 520STE with TOS 1.6 (UK). This bug happens even with NO
TSR's. (And no, it's not a virus, I've been through all my disks twice)

A friend also said he used to get this problem, but hasn't had it lately.

Has anyone else had this? As it's getting REALLY annoying!

(I wonder if Atari has any plans to release a version of TOS with no
noticable bugs!? They STILL haven't fixed the RTS/CTS bug AFAIK and
how they missed the STE desktop.inf reading bug I don't know, does
Sam Tramiel work as their beta tester!?)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

555. GEM SZRZ 2.28 Available

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 23:42:00 UTC
From: BOYD@MATH.FSU.EDU
Message-ID: <60.43007.4514.0N190941@MATH.FSU.EDU>
Source record: 195368

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!caen!usenet.cis.ufl.edu
usenet.ufl.edu!mailer.acns.fsu.edu!gauss!boyd
From: boyd@gauss.math.fsu.edu (Mickey Boyd)
Newsgroups: comp.sys.atari.st
Subject: GEM SZRZ 2.28 Available
Date: 7 Jan 1994 19:17:26 GMT
Organization: Florida State University Department of Mathematics
Lines: 16
Message-ID: <2gkcg7$tf@mailer.fsu.edu>
Reply-To: boyd@math.fsu.edu
NNTP-Posting-Host: gauss.math.fsu.edu
X-Newsreader: TIN [version 1.1 PL9]

Gem SZRZ 2.28 (successor to the popular version 1.9) has been uploaded to
atari.archive.umich.edu, with the permission of the author. I have put a
readme file in the distribution that explains the contradiction concerning
the distribution statement in the author's documentation.

The author is currently selling version 4.0 of this program. If the increase
in quality from 1.9 to 2.28 is any indication, 4.0 should be incredible.
Purchase information is contained in the distribution file (gszrz228.lzh).

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
---
* RoseMail 2.10b:
```

556. Re: Ste: Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 23:42:00 UTC
From: BJGRIER@BNR.CA
Message-ID: <60.43009.4514.0N190943@BNR.CA>
Source record: 195373

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!gatech
concert!corpgate!nrtpa038!bnr.ca!bjgrier
From: bjgrier@bnr.ca (Brian Grier Perpk)
Subject: Re: Ste: Harddisk
Message-ID: <1994Jan7.183801.10728@nrtpa038.bnr.ca>
Sender: cadnews@nrtpa038.bnr.ca (netnews posting host)
Organization: Bell Northern Research
References: <2gjqei$71u@ugle.unit.no>
Date: Fri, 7 Jan 1994 18:38:01 GMT
Lines: 21

In article <2gjqei$71u@ugle.unit.no>, ga@mrih.no (Gard Eggesboe Abrahamsen)
writes:
|> Could it be as easy as cutting a hole in the back of my Mega STe and connect
|> a second IDE drive to the same cable, just making sure one drive is master
|> and the other is slave? Just wondering. Clues, anyone?
|>

<LARGE .sig file deleted :>

Unless the MSTe is unique is should be using SCSI drives, not IDE.
On my TT I have a 25 pin SCSI connector. Doesn't the MSTe have this also?

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________
---
* RoseMail 2.10b:

557. Calligrapher & DA Vektor

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 23:42:00 UTC
From: ABI@SN2.EE.UMIST.AC.UK
Message-ID: <60.43008.4514.0N190942@SN2.EE.UMIST.AC.UK>
Source record: 195379

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!nessie!engels!bianchi
From: abi@sn2.ee.umist.ac.uk (Andrew Bianchi)
Subject: Calligrapher & DA Vektor
Message-ID: <1994Jan7.185614.27598@nessie.mcc.ac.uk>
Sender: news@nessie.mcc.ac.uk (Usenet News System)
Reply-To: abi@sn2.ee.umist.ac.uk
Organization: What does this word mean ???
Date: Fri, 7 Jan 1994 18:56:14 GMT
Lines: 45

Hi ALL,

I got Calligraphar (gold) last year, and I've just got DA Vektor, and I've now
got
a few problems with exporting/importing .GEM metafiles between the two !

DA Vektor seems to be working Ok and merrily exports and imports .GEM files. I
haven't got any program that can really test the files - I've just downloaded
GEMVIEW 3.0 from ftp.uni-kl.de to do just that (don't know when I'll get round
to trying it though).

I created a nice 3D-extruded pound symbol which I wanted to import into a
Calligrapher document, when I did the smooth curves got turned into sharp lines
(YUCK !!!!!!)

What I want to know is :

* Can Calligrapher cope with bezier curves ??? (should it be able to ???)

* Does anyone *definitely* know if Calligrapher is being supported & updated
(it has a lot of nice features - they just need debugging a little).

* Can anyone recommend an alternative to Calligrapher (Pagestream, Papyrus -
the
new HiSoft document processor, etc) ????

* Are there any ftp sites with stuff for DA Vektor (fonts, drivers, etc) ???
(I've already downloaded Calamus fonts from src.doc.ic.ac.uk)

Any help/comments/information concerning the above questions (or anything thats
related to them) will be gratefully recieved.

I can't always get access to comp.sys.atari.st so awnsers via e-mail would be
appreciated - any msgs I get I'll stick together and post here as soon as I
can.

Thanks in advance for any help,
Bye for now,

Andrew

==========
==
= /// = A baby is gods
=
= .signature space @ @ = opinion that the
=
= to let, apply within > = World should
=
= _/ = go on.
=
==========
==
---
* RoseMail 2.10b:

558. Warp9 3.80 info

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 23:45:00 UTC
From: BOYD@MATH.FSU.EDU
Message-ID: <60.43010.4514.0N190944@MATH.FSU.EDU>
Source record: 195367

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!gatech
mailer.acns.fsu.edu!gauss!boyd
From: boyd@gauss.math.fsu.edu (Mickey Boyd)
Newsgroups: comp.sys.atari.st
Subject: Warp9 3.80 info
Date: 7 Jan 1994 19:21:45 GMT
Organization: Florida State University Department of Mathematics
Lines: 205
Message-ID: <2gkco9$tf@mailer.fsu.edu>
Reply-To: boyd@math.fsu.edu
NNTP-Posting-Host: gauss.math.fsu.edu
X-Newsreader: TIN [version 1.1 PL9]

I asked Codehead to email me the info files concerning the Warp9 3.80
upgrade (these were released in an lzh file on Genie and other places).
So, here you go.

Oh, the T-Shirts I asked John about are the cool ones with the CodeHead
logo (I think they say "We speak Assembly" on the back).

From j.eidsvoog1@genie.geis.com Fri Jan 7 12:32:55 1994
Return-Path: <j.eidsvoog1@genie.geis.com>
Received: from relay2.geis.com by gauss.math.fsu.edu with SMTP (5.65/31gauss)
id AA23796; Fri, 7 Jan 94 12:32:42 -0500
Received: by relay2.geis.com
(1.37.109.4/15.6) id AA28444; Fri, 7 Jan 94 17:32:25 GMT
From: j.eidsvoog1@genie.geis.com
Message-Id: <9401071732.AA28444@relay2.geis.com>
Date: Fri, 7 Jan 94 17:08:00 BST
To: boyd@gauss.math.fsu.edu
Subject: Re: XMODEM File: W9UPDATE.LZH
X-Genie-Id: 1316213
X-Genie-From: J.EIDSVOOG1
Status: OR

T-Shirts are available in turquoise or ash gray in a variety of sizes
for $10 (plus $3 shipping). If it accompanies an order, there will
only be one shipping charge.

I was wondering whether you could get file mail through GENie. I
guess not. Here are the two text files, back-to-back. The first is
called W9UPDATE.TXT and the second is EASY_UP.TXT:

For immediate release
```

CodeHeadQuarters
Friday, September 17, 1993

```
.................................................
: :
: CodeHead Technologies announces Warp 9 3.80 :
: :
: Including Extend-O-Pak :
: :
:...............................................:
```

The long-awaited upgrade to Warp 9 is here!

Feature List
---

o Fully compatible with the Falcon 030 computer.

o Fully compatible with SpeedoGDOS.

o Seven completely new Extend-O-Save modules!

o Seven of the previously-released modules have been enhanced, adding Falcon compatibility and new features, such as Alternate Screen, Test mode, Falcon "true color" support, and more.

o A newly-designed Warp 9 Control Panel provides easier access to all options and allows you to configure which page of features will appear upon the opening of the accessory.

o A new program, Extend-O-View, runs as an application for Extend-O-Save modules so that you can simply double-click on modules to load and view them! Or install Extend-O-Save modules right in your HotWire menu to select them with a single keypress or mouse click.

o A new accessory, EOS Timer, handles a new generation of Extend-O-Save modules which operate through the GEM event system. This allows modules to do disk access, and make many other types of system calls previously unavailable to Extend-O-Save modules. The Slide Show module mentioned below makes use of these new features.

o New MakeFast program provides users of TOS 1.0 and 1.2 a faster bootup of Warp 9.

o Now comes on two floppy disks containing over 1.3 megabytes worth of files. Disk two contains 20 Extend-O-Save modules from CodeHead Technologies and eight modules from other authors.

o Includes a 30-page manual addendum documenting all new features and Extend-O-Save modules.

New Extend-O-Save Modules

Slide Show - Picture files are displayed in an automatic slide show. The slide show displays pictures in any of the formats supported by Warp 9, including beautiful 256-color pictures on the Falcon 030.

Flying Thrones - A take-off on the popular Flying Toasters screensaver available on other platforms. Flying Thrones includes a separate program which allows you to load your own images/animations. Due to trademark restrictions, we can't release a clone of Flying Toasters, but now you can create your own version.

Rain, Man - Expanding circles appear on the screen, like drops of rain water hitting the ground.

Things That Go Bump... - The blinking eyes of various creatures randomly appear and disappear, accompanied by optional night sounds.

Spotlight - A circular section of the screen roams around a dark background as if a flashlight or searchlight were lighting it.

Filled Shapes - Random shapes with variable number of sides appear randomly, filled with random fill patterns.

RAM Page - The screen fills with an ASCII representation of the internal memory of your computer, providing page after page of interesting and unique screen displays. You might be surprised at what you've got inside -- and it's not Intel.

Availability

Warp 9 3.80 with Extend-O-Pak is available now. The retail price remains at $44.95. Owners of previous versions of Warp 9 can upgrade to v3.80 for $25 plus $3 shipping ($4 Canada, $6 overseas). Send us your master disk and $28 to receive the upgrade. For more information, contact your local dealer, or:

CodeHead Technologies
PO Box 74090
Los Angeles, CA 90004
Tel (213) 386-5735
Fax (213) 386-5789
BBS (213) 461-2095

****

For immediate release

CodeHeadQuarters
Friday, October 7, 1993

.....
: :
: CodeHead Technologies announces :
: A New Update Policy for Warp 9 :

: :
:.....................................:

You asked and we listened!

Many of our customers have asked for an easier way to obtain their Warp 9 upgrades. Until now, we've required the return of your original disk in order to receive most upgrades.

Effective immediately, CodeHead Technologies will accept upgrade orders from registered owners of Warp 9 without the return of your original disk.

Upgrade orders may be placed in E-Mail on GEnie, Compuserve, Delphi, our own BBS, by phone, FAX, or mail. All that is required is that we have proof of your ownership of Warp 9 by one of the following means:

1. Inclusion in our database from your registration card.
2. Direct purchase with an invoice from CodeHead.
3. Return of original disk.
4. Receipt from a dealer showing Warp 9 purchase.

If you have any questions, give us a call. We value our customers' satisfaction and listen to your suggestions. The Warp 9 v3.80 upgrade is $25 plus $3 shipping ($4 Canada, $6 overseas). It comes on two disks, includes dozens of interesting and entertaining screensaver modules, and now has Falcon and SpeedoGDOS compatibility. For more information about the features of Warp 9 v3.80, read the online press release that was issued as W9UPDATE.TXT on September 17, 1993.

For more information, contact:

CodeHead Technologies
PO Box 74090
Los Angeles, CA 90004

Tel (213) 386-5735 Mon-Fri 9AM-1PM
Fax (213) 386-5789
BBS (213) 461-2095

GEnie: J.EIDSVOOG1
Compuserve: 76004,2232
Delphi: EIDSVOOG

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****
---
* RoseMail 2.10b:

559. Re: Anyone remember OIDS? (...Sundog?)

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 23:56:47 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.758073407@wolfcreek.cs.ualberta.ca>
Source record: 195499

galaxis@traveller.freiburg.sub.org (Alexander Bochmann) writes:

>Peter Sarrett (peter@hebron.connected.com) wrote:

> >Sundog was published by FTL Software, the same folks who brought us Dungeon
> >Master and Chaos Strikes Back-- easily the best game ever for the Atari ST--
> >and Oids, a superlative Defender-meets-Lunar-Lander game which let you
> >design your own levels.

>Btw, when talking about OIDS...

>I'm desperately seeking a non-Atari Version of OIDS, and self created
>planets!

>/\|ex.
> --
>galaxis@traveller.freiburg.sub.org
>Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
>Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

there is a MAC version available....

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

560. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-08 23:59:00 UTC
From: BOYD@MATH.FSU.EDU
Message-ID: <60.43011.4514.0N190945@MATH.FSU.EDU>
Source record: 195382

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!gatech
mailer.acns.fsu.edu!gauss!boyd
From: boyd@gauss.math.fsu.edu (Mickey Boyd)
Newsgroups: comp.sys.atari.st
Subject: Re: Atari Demo on a PC
Date: 7 Jan 1994 19:25:06 GMT
Organization: Florida State University Department of Mathematics
Lines: 22
Message-ID: <2gkcui$tf@mailer.fsu.edu>
References: <CJ93KA.K29@ryn.mro4.dec.com>
Reply-To: boyd@math.fsu.edu
NNTP-Posting-Host: gauss.math.fsu.edu
X-Newsreader: TIN [version 1.1 PL9]

Besiktas... (nagel_e@cecehv.enet.dec.com) wrote:

> In article <2ghkc8$31o@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd)
writes...

> >AVIPLAY.PRG, I believe. I'll include the player if I can find the files
> >(unfortunately, this is not looking promising). I have no idea if it is
> >GEM compliant and such.
>
> Are you sure this is an AVI player, not an AVS player? AFAIK AVI files are
from
> video for windows. If such a player exists for Atari ST or Falcon it would be
> great, especially if source was available since that would finally allow some
> useful Multimedia applications to be developed for the Falcon.

You are correct. I meant AVS player. It's been awhile :-).

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
---
* RoseMail 2.10b:
```

561. Re: Disc Partition Compre

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 00:05:00 UTC
From: BOYD@MATH.FSU.EDU
Message-ID: <60.43012.4514.0N190946@MATH.FSU.EDU>
Source record: 195377

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!gatech
mailer.acns.fsu.edu!gauss!boyd
From: boyd@gauss.math.fsu.edu (Mickey Boyd)
Newsgroups: comp.sys.atari.st
Subject: Re: Disc Partition Compression?
Date: 7 Jan 1994 19:37:53 GMT
Organization: Florida State University Department of Mathematics
Lines: 16
Message-ID: <2gkdmh$tf@mailer.fsu.edu>
References: <CJ8Fr1.5KL@tandem.com>
Reply-To: boyd@math.fsu.edu
NNTP-Posting-Host: gauss.math.fsu.edu
X-Newsreader: TIN [version 1.1 PL9]

Greg Kilfoyle (gregk@nskernel.tandem.com) wrote:
> Hi,
>
> Is there any software which hooks into the disc I/O routines to perform
> compression "on the fly"? Eg. Like Stacker on MS-DOS systems.

Data Diet, by Double Click. They may be out of business, however. Toad
might have it (1-800-448-TOAD).

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
---
* RoseMail 2.10b:
```

562. re: MAG!X specs.

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 00:20:00 UTC
From: MINIDIS@URZ.UNIBAS.CH
Message-ID: <60.43013.4514.0N190947@URZ.UNIBAS.CH>
Source record: 195385

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!scsing.switch.ch!urz.unibas.ch!minidis
From: minidis@urz.unibas.ch ( Capt.J.Mayol )
Newsgroups: comp.sys.atari.st
Subject: re: MAG!X specs.
Message-ID: <1994Jan7.180750.43429@urz.unibas.ch>
Date: 7 Jan 94 18:07:50 MET
Organization: University of Basel, Switzerland
Lines: 13

Mag!X is ca. 150 kB long, has it's own desktop (but just a simple one).
you can use an alternative desktop e.g. neodesk, gemini (in germany
Mag!X 2.0 is sold together with EASE (which can use Kobold for copying,
deleting, etc).
you can terminate any process at any time or switch between them
(except if you are in single mode (necessary for old progs)).
and it is pretty fast even on my 1040st (68000 proc.)

so for a multitasking enviroment it is a pretty good choice!

--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>
---
* RoseMail 2.10b:
```

563. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 00:39:00 UTC
From: greg.bennett@canrem.com
Message-ID: <60.43014.4514.0N190948@canrem.com>
Source record: 195383

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet
orca.es.com!cnn.sim.es.com!gbennett
From: gbennett@friendly.sim.es.com (Greg Bennett)
Newsgroups: comp.sys.atari.st
Subject: Re: DOOM on the Jag
Date: 7 Jan 1994 20:07:59 GMT
Organization: Evans & Sutherland Computer Corp, SLC, Utah.
Lines: 21
Sender: gbennett@friendly (Greg Bennett)
Distribution: world
Message-ID: <2gkfev$rea@cnn.sim.es.com>
References: <1994Jan6.091344.16970@desire.wright.edu>
<2giia3$d2d@news.dmpe.CSIRO.AU>
NNTP-Posting-Host: friendly.sim.es.com

In article <2giia3$d2d@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au
(Karl Meyland) writes:
> In article <1994Jan6.091344.16970@desire.wright.edu>
cse0947@desire.wright.edu (Big Guy) writes:
> > I just saw a post from David Taylor of id Software that stated that he
> >was porting DOOM to the "Jag" right now. Could this be the Jaguar? Would
sell a
> >lot of units!
> >
>
> The Jag is the only thing so far (apart from the PC) that DOOM is being
^^
> developed for. Kick-Ass game, I hope that someone out there will do a Falcon
^^^^^^^^^^^^^^
> Port .... Hey, it's almost worth shelling out $$$ for a PC to play doom ...

That's not completely true. DOOM was developed on the NeXT and a beta version
is
available now for it.
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)
---
* RoseMail 2.10b:

564. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 00:57:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJC7zE.2Aq@cix.compulink.co.uk>
Source record: 195500

>I've ftp this too - and I must admit I'm pretty impressed. Its at least
>as good as every other shareware network I've seen, and works under MTOS.

Another couple of hours playing - and a few more problems.

Under MTOS the computers don't seem to stay in sync. If I copy a file onto a remote drive, I have to use the MKNET.APP program to explicitly do a media change before the ST that *owns* the drive can actually see it. No amount of <ESC> or opening or closing windows will do. Its not the desktop or the ICD buffers as I've turned them off and tried it from a shell.

Also there seems to be at least one file missing from the archive:

- MKNT.TTP is completely NEW ! With it you can change configuration from batch. Actually the following options are available, and each option is executed in sequence, so that you can display the configuration with -? several times during execution, like this :"-? -ong -xgc -? -rg -? -offg -onp -?", note that case in NOT significant.

Finally does anybody know what the following statement is getting at, specifically the bit about MiNT and Global memory?

- MKNT.PRG is the TSR you have to run to install the network. You can do it from the desktop (also with MiNt if allocating to global memory) or putting it as your last program in AUTO folder.

Very finally - has anybody registered this program (or using it in anyway)?

Thanks

Roland.

@CiX

565. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 01:03:48 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.s4lSPUtzd9_@albemuth.equinox.gen.nz>
Source record: 195536

In <H.eg.26H8hRoXNCg@yonder.equinox.gen.nz>, Craig Shore writes:
>In <940107.13518.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
>>Hello,
>>
>> I see you having trouble with some QWK reader program called UQWK?!
>>
>> ....just a suggestion... get the demo of Mountain Software's Mountain
>>QWK... and if that doesn't convince you to buy the commercial version, I
>>guess nothing will. I've tried just about everything, with UQWK being
>>the item making me say "just about." Mountain QWK rules! *GRIN*
>
>Yes, Mountain QWK is very good. But overall, I think all the QWK
> readers suck badly.

Yeah, I hav'nt found any that work as I'd like, (and a few that don't
work at all!).

>They're all desigened to work on only _one_ news packet at a time, and
>you can make up only one reply packet at a time.
>What i'd like to see is one that has it's own news system of storing the
> messages, and just keeps on adding packets to it, and lets you make
> as many reply packets as you feel like.
>
>The flexability in them in comparrison to the usenet news readers available
> is non-existant.

Agreed.

On the topic of QWK readers, does anyone have any idea where to find
IMHO version 1.06. If not could someone (perhaps in the UK) upload it to
a FTP site somewhere.

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

566. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 01:49:06 UTC
From: Carsten_Brockmann@p1.f6007.n243.z2.fidonet.org
Message-ID: <2d2f5532%fidonet.org@p1.f6007.n243.z2.fidonet.org>
Source record: 195400

Hi!

> Now, has _anyone_ found an effective way to use missiles,

Mine always hit if I set the Stardreamer Time Control to its 2nd position after releasing the missiles from a distance of about 3-4 km whilst chasing the enemy ship with help of the auto pilot. :)

Adele, CarSTen

567. ADMIN: New moderator for

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 02:03:00 UTC
From: KORETH@SPUD.HYPERION.COM
Message-ID: <60.43015.4514.0N190949@SPUD.HYPERION.COM>
Source record: 195375

```
Xref: portnoy comp.sources.atari.st:585 comp.binaries.atari.st:1964
comp.sys.atari.st:77850 news.groups:90896
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
doc.ic.ac.uk!decwrl!decwrl!netcomsv!netcomsv!spud.Hyperion.COM
spud.Hyperion.COM!not-for-mail
From: koreth@spud.Hyperion.COM (Steven Grimm)
Newsgroups: comp.sources.atari.st,comp.binaries.atari.st,comp.sys.atari.st
news.groups
Subject: ADMIN: New moderator for comp.binaries.atari.st, comp.sources.atari.st
Followup-To: comp.sys.atari.st
Date: 7 Jan 1994 08:48:50 -0800
Organization: Hyperion, Mountain View, CA, USA
Lines: 22
Approved: koreth@spud.Hyperion.COM (Steven Grimm)
Message-ID: <2gk3pi$qi1@spud.Hyperion.COM>
NNTP-Posting-Host: spud.hyperion.com

After I posted a while ago asking if the groups should be dissolved, several
people stepped forward volunteering to moderate. I'm happy to report that
one of them is just about ready to start, so as of now I'm stepping down as
moderator.

Please welcome Annius Groenink, avg@cwi.nl, to both groups. Under enthusiastic
new management, I hope the groups will take on new life. I'll continue to
hang around both groups in an advisory capacity for a while, but this is
probably the last posting you'll see from me here.

All new submissions should be sent to the abovementioned E-mail address,
and you should adjust your moderators or mailpaths file accordingly until
the change is reflected in the List of Moderators maintained at Uunet.
The archives will remain at ftp.hyperion.com until I can find another home
for them (any volunteers?)

I'd like to thank everyone who participated over the years, both readers
and submitters. It's been an interesting ride.

See you all on the net!

-Steve
---
* RoseMail 2.10b:
```

568. Gemulator Answers

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 02:08:00 UTC
From: greg.bennett@canrem.com
Message-ID: <60.43016.4514.0N19094A@canrem.com>
Source record: 195365

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet
orca.es.com!cnn.sim.es.com!gbennett
From: gbennett@friendly.sim.es.com (Greg Bennett)
Newsgroups: comp.sys.atari.st
Subject: Gemulator Answers
Date: 7 Jan 1994 21:21:06 GMT
Organization: Evans & Sutherland Computer Corp, SLC, Utah.
Lines: 222
Sender: gbennett@friendly (Greg Bennett)
Distribution: world
Message-ID: <2gkjo2$s1g@cnn.sim.es.com>
NNTP-Posting-Host: friendly.sim.es.com
Keywords: Gemulator

In article <1994Jan3.161122.8371@newshost.lanl.gov> hutch@bellman.lanl.gov
writes:
>In article 13242@oclc.org, scruggs@oclc.org (Kevin E. Scruggs) writes:
>> Does anyone here have an internet email address for Darek Mihoka
>>or BRA Software?
>>
>> Also, is anyone here currently using the GEMulator? I'd like some
>>genuine product info...
>
>Darek can be reached at darekm@microsoft.com. I own a Gemulator so ask away.
>
>
> I. Is the amount of memory accessable to the GEMulator ST user conf

>configurable as it is on the Spectre or is it allocated as needed.

You can select the Gemulator to emulate a 512K, 1040K, 2048K, or 4096K
ST at boot up

>
>
>II. What would the memory overhead to the rest of the system for
>GEMulator running with a 1Meg ST session?

Are you going to multitask? If so I have been able to run the Gemulator
emulating a 4 meg machine under OS/2 with no problem. I do have 8 megs of RAM
on my PC. It can also run under windows, but I have been unhappy with the
results, it seems to be too sluggish.

>
> III. Can autobooting software run on it? Something like Street Fighter IIi 2
>or World Karate Championship?

Gemulator will not work with most copy protected disks. It reads and writes all the flavors of the TOS format with no problems otherwise. My guess that most of your games will not work for this reason.

>\
> IV. Could a relatively well behaved game run on it? Will Populous 2 or
>Sim City run on it?
As long as it is not copy protected, the Gemulator emulates all the hardware of the Atari (less joysticks [should be in next upgrade] and MIDI ports)
>
> V. Can the GEMulator access the joystick ports? If so how does the an
>analog stick get used by the GEMulator ST?

See above

>
> VI. Is linea supported.

Yes. all systems calls are supported.

>
> VII. Are all system addressed supported including IO registers.
>(context--hardware carrier detect routine)

Yup.

>
> VIII. Are internal modems accessable? Would an RS-422 be accessable? Would☐☐

It depends on your modem. The Gemulator allows you to use either com port 1 or 2 to act as the emulated serial port. As long as your modem uses either of the two com ports, it should work fine.

>Would devices attached to an external SCSI port onthe clone be accessable?

Only the hard drive as far as I know.

>
> IX. Can it run under DOS? OS2? Windows? WindowsNT?...
> or even GEM (clone version) '-)

I'v successfully run it under DOS, Windows (a little too sluggish, but it works), and OS/2. I'm not sure about GEM for the PC. (I don't know anyone who has it anymore)

>
> X. Can GEMulator boot from a DOS partition.

Yes and know. A DOS partition can be larger than the 32 meg partition limit on the Atari. If you partition your PC drive so that the first partition is 32 megs or less, you may access it directly. Otherwise, writing directly to the hard drive could be destuctive to your PC data.

Up to 4 virtual hard drives are supported however, and they may reside anywhere on your hard drive. I like the virtual drives since I can use PKZIP to compress and backup an entire hard drive in one file. Virtual

hard drives may hold up to 32 megs each, and are only as large as the data they are containing (They grow in size as you write to the virtual drive)

>
> XI. Can floppies be selectively disabled and rearrainged in the drive chai

Yes, you may either emulate one or both drives (even 5 1/4) and configure which drive should be A or B in the Gemulator.

>chain? Do the ST seek rate settings (system vars) effect operation of the
>clone drives?

? I don't know.

>
> XII. Can gemulator boot from a TOS disk?

Yes, just like an original Atari ST. It can also boot from the hard drive.

Does it require the card to
>work? (your ad implied mobility of the package)

Yes and no once again. The emulator is entirely in software. The only thing the hardware does is allow the ROM chips to be read in (similar to the Magic Sac and Spectre cartridges). Theoretically, you could modify the gemulator to load copies of the ROMS from disk instead, and avoid the hardware entirely, but I have yet to see such a hack. Apparently it has been done with the spectre (and no I do not have a copy, it is illegal)

>
> XIII. How fast will 'CPU' & 'graphics' speed be relative to a 520STe
>
> on a 486DLC-33
> a 486DX-40

I have a 486-33, and it runs about 1 1/4 to 1 1/2 the speed of a 1040ST

>
> both with ISA-bus & fairly generic VGA.
>
> XIV. Would a VL-bus video card speed up gemulator. If so, please give
>concrete examples & figures.

That's a hard question, since a VL card is not necessarily faster. Most VGA cards today are accelerated cards, but usually are only specific software packages, and require drivers to utilize the faster speeds. Many times DOS programs do not show any or little speed increase. The Gemulator does not include any drivers for accelerated cards. Darek included a special copy of Quick ST the Atari software accelerator, and it will speed up some graphic drawing routines for GEM.

>
> XV. Please give as complete as possible compatibility & incompatibility
>lists.

Of all the software, the only incompatibilities I have run into (aside
from the copy protection problem) is an older copy of FLASH! I have heard
other people using it, so it may just be my version. Also, since joysticks
are not supported at this time, for all practical purposes, any program
that uses one would be incompatible if there is not a mouse or keyboard
option.

P.S. I also have found incompatibilites with software that try to format
nonstandard track/sectors. It is probably related to the problem of why
most copy protected software will not work.

>
> XVI. Are there any plans for a TT, Falcon, or 030 emulator? (MultiTOS)
?????
>
> XVII. Can I access TT graphics models from the desktop. Can I switch bet
>between mono/color modes without restarting gemulator (as I would have to
>do on an ST)?

You do not have to restart the gemulator, but you will have to reboot the
emulated Atari session.

>
> XVIII. CAn you please give me a list of programs that utilize
>the extra screen size/res & colors. Also, if possible give me a list
>of programs that wont tolerate being run in non-ST/TT resolutions.

I have found that most programs will still run even in the oddball resolutions
but will only use a portion of the screen.
>
> XIV. Can the board physicall support more than one TOS chipset at
>a time & is the TOS in use easily switchable?

There are 8 ROM sockets on the gemulator board. I had both a 2 chipset TOS
and a 6 chipset TOS on board at the same time. Upon starting gemulator you
can select which TOS to install. Some cartridge ROMS may also bu plugged into
the board.

>
> XV. What kind of slot does the card use.

It uses an 8-bit slot.

Can Gemulator be used without
>the card/ROM & if so why not?

See XII.

>
> XVI. Is there any sort of executable demo for the clone that you could give
>give me?

Since it requires a hardware board, I know of no such demo.
>

Other answers to questions you didn't ask:

Q:Can I use the parallel port?
A:You can select either LPT1 or 2 to act as the emulated port.

Q:Will my Atari mouse accelerator work with the emulated mouse?
A:Yes

Q:Does gemulator require modifying an atari mouse to work?
A:No, it will work with any standard PC mouse. Atari mice are not supported

Q:Is sound supported?
A:If you have a Soundblaster(tm) or compatible card, sound is emulated.
(It could still use a little work though)

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)
---
* RoseMail 2.10b:

569. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 02:29:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gnq6m$mrr@mailer.fsu.edu>
Source record: 195501

Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:
> [hits a raw nerve]
>
> It might be annoying to you - it's almost impossible for me. Until a
> kind person sent me version 5.5, I was using 5.1 for ages. I believe
> there is a higher version available now....
>
> It would be *nice* if they let an ftp site (or a bbs) somewhere other
> than America distribute the software, especially since you can't use
> it unless you've already got an ICD host adaptor; they can't be
> afraid of piracy.

I offered to donate ICD a couple of megabytes of ftp-accessable file space
to use for distribution of their semi-controlled software, just to make
update easier to get for Internet folks. I have yet to hear back from them.

BTW, the latest ICD non-pro software that I know of is version 6.2.2.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

570. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 02:34:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gnqep$mrr@mailer.fsu.edu>
Source record: 195502

Evan K. Langlois (ekl@sdf.lonestar.org) wrote:
>
> >[boyd wrote this]
> >Toad computers, 1-800-448-TOAD, about $80 if memory serves.
>
> Memory serves wrong. Its about half that. I wouldn't have paid $80 for
> NVDI and I have it sitting here. Its a great program. Closer to $40.

Memory serves right. TOAD ad in Nov 93 Current Notes: NVDI - $79. If you
know of a place that sells it for $40, please post the address/phone number.
The high price (and the fact that I have already invested money in Warp9)
is what has prevented me from buying it up until now.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

571. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 02:38:00 UTC
From: SHEPPARD_R@IX.WCC.GOVT.NZ
Message-ID: <60.43017.4514.0N19094B@IX.WCC.GOVT.NZ>
Source record: 195380

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!wupost!waikato!comp.vuw.ac.nz
newshost.wcc.govt.nz!SHEPPARD_R@ix.wcc.govt.nz
From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard)
Newsgroups: comp.sys.atari.st
Subject: Re: TOS versions
Date: 7 Jan 1994 21:25:35 GMT
Organization: Wellington City Council, Public Access
Lines: 14
Message-ID: <2gkk0f$j4n@golem.wcc.govt.nz>
References: <XFTKB3AW@math.fu-berlin.de>
Reply-To: sheppard_r@ix.wcc.govt.nz
NNTP-Posting-Host: ix.wcc.govt.nz

Hi Hiram..

Get TOS 1.4, then the Archive bit works ok, I think DC did a patch for it,
I have the developers docs on TOS 1.4, there are over 2 pages of fixes
to tos 1.4, you can't do all this with patch programs...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
---
* RoseMail 2.10b:
```

572. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 02:51:21 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan9.025121.20275@t.hfb.se>
Source record: 195503

```
In article A62236@M4.maus.de, Peter_Missel@m4.maus.de (Peter Missel) writes:
>>The Falcon internal IDE drive...happens to be for notebooks or? This
>>would mean that a 340 mb 2.5" IDE would cost a lot of money...
>
>340 MB is quite expensive for now. It's the maximum size anyway (for
>now...)
>
>Seagate and Conner 240 MB drives have come down in price quite a lot. Here
>in Germany, an internal 240 MB 2,5" is cheaper than an external SCSI 3,5"
>with cable and box.
^^^^^^^^^^^^^^^^^^^

Hmm.. do you get cables and box with the Conner 240 Mb 2.5" drive???

And what will you do with the old internal 2.5" HD???

If you buy SCSI, then you can ADD it to your system... If you get IDE you must
get rid of the old one first...

>
>bye, Peter

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030
```

573. Re: Falcon030, one more

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 03:05:06 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <758088938.0@mettav.royle>
Source record: 195506

It was none other than "Daron Brewood" that wrote on the 2 Jan 94 that ,
"B> BTW whilst talking about AUTO programs, should GEMRAM, W!nx, and
"B> SH_BUF go at the front of the AUTO folder? At the moment I've got
"B> GEMRAM and W!nx just after XBOOT, and SH_BUF at the end of the
"B> files.
That's how i've got them lined up . I think it's best to have GEMRAM and
Win!X run before anything else but since SH_Buf only patch's the Newdesk
file I don't think I need's to be run until last. The problem I haven't
been able to fix is where does Mint come in all this ? I beleive they can
co-exist but I haven't been able to get it to happen.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

574. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 03:06:17 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gnsb9$mrr@mailer.fsu.edu>
Source record: 195504

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
> I know that the ST has some bugs with RTS/CTS, so I got Serial Fix 2 and the
> CPX module to use with Flash 1.6. Using these, I have no problems d/l'ing with
> Z-modem at 2400/REL-LAP-COMP (port set to 9600). I *DO* however have problems
> with large amounts of text. If I do an extremely long directory listing or
> VT100 movies or such, portions of the text will get lost at these high speeds.
> I have also tried Storm 1.02 and the demo of Flash II with the same results.
> With Storm, I get less data loss with the flow control set to Both than simply
> RTS/CTS. Do I need the modem CPX as well? I understood that term programs
> would overwrite your default settings using the modem CPX anyway.

I just recently figured out the solution to a similar problem I have been having. For me, all terminal programs would drop characters at high speed (9600 and 14400 modems, port set to 19200) except for Uniterm. At first, I thought that Warp9 was the culprit. I was also told that the blitter chip can do this (in Mega's). It turns out that the problem was with my auto folder programs. I had bound various digital samples to my keys with click.prg. That, combined with all the other stuff I have tied to various interrupts, was enough to cause character lossage. Various symptoms lead me to believe that click.prg is not the specific culprit, just too many interrupt-tied thingies for an 8mHz 68000 to handle along with a high speed serial connection.

So, I suggest you try turning off most of the stuff in your auto folder. I recommend HSMODEM1, as it gives faster Zmodem downloads than Serial Fix 2. If you have a blitter, you might try turning it off. Or, you can use Uniterm :-). I have flow control set to RTS/CTS only, by the way.

After solving this problem, I started looking for a replacement for Uniterm. Connect was the big contender. However, it was not as fast as Uniterm with my setup (I have Warp9, which is apparently not as good as NVDI with respect to Connect in particular, and perhaps in general). Even with NVDI, I would still have to live with a small font in a GEM window. So, for now I am going to stick with Uniterm on my Mega2ST. If I were running MTOS or MINT, I would perhaps feel differently about the GEM window usage, but for TOS the use of the full screen in character mode is easier for me to look at for long periods of time.

Uniterm, combined with GSZRZ 2.28 (to provide fast Zmodem capability), still gives me the best UNIX dialup capability for my ST (I log into my machines for several hours every day). With Uniterm, you don't need the CPX, BTW.

Flash 1.6 was a great program for its time, but it really is kind of clunky compared to various shareware and freeware offerings out today. It is certainly not the best choice for high speed modem use. Grab Connect and Uniterm and give them a try for a few days (STorm looks promising as well).

Hope this helps.

--

****
* Mickey Boyd *
* Systems Administrator *
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****

575. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 03:15:44 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <758088938.1@mettav.royle>
Source record: 195507

It was none other than "Ofir Gal" that wrote on the 2 Jan 94 that ,
"G> From: ogal@cix.compulink.co.uk ("Ofir Gal")
"G> Organization: Compulink Information eXchange
"G>
"G> Mag!x will be avilable in English very soon.

Good news ! Who's going to distribute it (UK)...I assume System Solution's or
Hi-Soft ?

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

576. Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 03:26:00 UTC
From: lars-erik.osterud@canrem.com
Message-ID: <60.43020.4514.0N19094E@canrem.com>
Source record: 195372

From: lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud)
Path: portnoy!news2.uunet.ca!ukma!usenet.ins.cwru.edu!howland.reston.ans.net
pipex!sunic!trane.uninett.no!news.eunet.no!nuug!byte!internet
Newsgroups: comp.sys.atari.st
Subject: Disc Partition Compression?
Message-ID: <757983834.AA02426@byte.bbs.no>
Date: Fri, 07 Jan 1994 21:04:30
X-FTN-To: Greg Kilfoyle
Lines: 10

>Is there any software which hooks into the disc I/O routines to perfor
>compression "on the fly"? Eg. Like Stacker on MS-DOS systems.

Data-Diet. (wonder if this wasn't a Branch Always product,
or maybe a Double Click product - one of them)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /
---
* RoseMail 2.10b:

577. Re: Dr. T software for $4

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 03:28:00 UTC
From: GGREENBE@RODAN.SYR.EDU
Message-ID: <60.43021.4514.0N19094F@RODAN.SYR.EDU>
Source record: 195370

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet!psinntp
newstand.syr.edu!rodan.syr.edu!ggreenbe
From: ggreenbe@rodan.syr.edu (Gerald Greenberg)
Subject: Re: Dr. T software for $49
Message-ID: <1994Jan7.160043.9885@newstand.syr.edu>
Organization: Syracuse University, Syracuse, NY
References: <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
<1994Jan6.221554.8317@newstand.syr.edu>
Date: Fri, 7 Jan 94 16:00:43 EST
Lines: 22

In article <1994Jan6.221554.8317@newstand.syr.edu> ggreenbe@rodan.syr.edu
(Gerald Greenberg) writes:
>In article <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>>I got a letter yesterday from Dr. T software announcing the sale of their new
>>MIDI composing software, "Omega II" for $49. (It's nice to see that there
are
>>still developers putting out stuff for Atari machines.) I have a copy of
>>"Tiger Cub" from Dr. T. Does anyone know what the difference is between
>>"Tiger Cub" and "Omega II"?
>
>This is indeed interesting. In the fall/winter 1993 catalog
>from Soundware (a music software vendor) Dr. T's has an ad for
>Omega II that states SRP as $299!
>I guess I'll have to call them to see what is up? By the way,
>their phone number is 800-989-MIDI.
>Does anybody else know what is going on here?
>--Gerry
>ggreenbe@mailbox.syr.edu
>

I called Dr. T's today, and indeed they are having a special
intorductory offer of Omega II for $49.95 + shipping.
--Gerry
---
* RoseMail 2.10b:

578. 1.4 ROMs and Beetle mice needed

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 05:02:52 UTC
From: rge@helix.nih.gov
Message-ID: <1994Jan9.050252.2658@alw.nih.gov>
Source record: 195505
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

I need some mice (preferrably Beetle mice) and the 1.4 ROM's for several STs. Any available? Please send email to rge@helix.nih.gov

579. Re: Dr. T software for $4

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 06:30:00 UTC
From: VIJ@VNET.IBM.COM
Message-ID: <60.43022.4514.0N190950@VNET.IBM.COM>
Source record: 195381

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
paladin.american.edu!gatech!news.ans.net!newsgate.watson.ibm.com
watnews.watson.ibm.com!tornews.torolab.ibm.com!news
From: vij@vnet.ibm.com (Vij Singh)
Newsgroups: comp.sys.atari.st
Subject: Re: Dr. T software for $49
Date: 7 Jan 1994 23:17:40 GMT
Organization: IBM Toronto Lab
Lines: 24
Message-ID: <2gkqik$e57@tornews.torolab.ibm.com>
References: <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Reply-To: vij@vnet.ibm.com
NNTP-Posting-Host: chablis.torolab.ibm.com
X-Newsreader: IBM NewsReader/2 v1.00

In <94004.28280.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>,
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I got a letter yesterday from Dr. T software announcing the sale of their new
>MIDI composing software, "Omega II" for $49. (It's nice to see that there are
>still developers putting out stuff for Atari machines.) I have a copy of
>"Tiger Cub" from Dr. T. Does anyone know what the difference is between
>"Tiger Cub" and "Omega II"? Also, in the letter, they quoted AtariUser
>Magazine, December 1993. WAS there a December 1993 issue of AtariUser
>magazine ever distributed. I don't believe I've seen it?

$49!!!!! I bought it as an upgrade to Omega I and it wasn't $49.
$149 maybe - I can't remember...

Anyway, I really enjoy Omega II. I believe Omega includes KCS (a
VERY powerful and flexible sequencer, but not exactly user-friendly),
Tiger, Song Editor (like Tiger, except it edits songs instead of
sequences), a Mixer module, some sort of score program, and some other
tools. Good manual too... Check out the Jan.94 edition of Keyboard
Magazine for the review of KCS 5.0 / Omega II.

It's a steal for $49...

VIJ...
---
* RoseMail 2.10b:
```

580. Re: Disc Partition Compre

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 06:45:00 UTC
From: OGAL@CIX.COMPULINK.CO.UK
Message-ID: <60.43023.4514.0N190951@CIX.COMPULINK.CO.UK>
Source record: 195390

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!cix.compulink.co.uk!ogal
From: ogal@cix.compulink.co.uk ("Ofir Gal")
Subject: Re: Disc Partition Compression?
Message-ID: <CJAD4E.ICI@cix.compulink.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
References: <CJ8Fr1.5KL@tandem.com> <2gkdmh$tf@mailer.fsu.edu>
Date: Sat, 8 Jan 1994 00:53:02 GMT
Lines: 13

In message <2gkdmh$tf@mailer.fsu.edu>, boyd@gauss.math.fsu.edu said:
>>
>> Is there any software which hooks into the disc I/O routines to perform
>> compression "on the fly"? Eg. Like Stacker on MS-DOS systems.
>
>Data Diet, by Double Click. They may be out of business, however. Toad
>might have it (1-800-448-TOAD).
>
Also DataLite from HiSoft in the UK.

Ofir ogal@cix.compulink.co.uk
---
* RoseMail 2.10b:
```

581. Re: War game wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 06:46:00 UTC
From: ERKAMP@TITAN.ARC.AB.CA
Message-ID: <60.43024.4514.0N190952@TITAN.ARC.AB.CA>
Source record: 195389

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!ukma!gatech!usenet.ins.cwru.edu
magnus.acs.ohio-state.edu!math.ohio-state.edu!cyber2.cyberstore.ca
nntp.cs.ubc.ca!unixg.ubc.ca!kakwa.ucs.ualberta.ca!mercury.arc.ab.ca
titan.arc.ab.ca!ERKAMP
From: erkamp@titan.arc.ab.ca (bob erkamp)
Subject: Re: War game wanted
Message-ID: <CJA4LF.F7q@arc.ab.ca>
Sender: news@arc.ab.ca (USENET News System)
Nntp-Posting-Host: titan.arc.ab.ca
Reply-To: erkamp@titan.arc.ab.ca
Organization: Alberta Research Council
References: <2ghc06$nih@access.digex.net>
Date: Fri, 7 Jan 1994 21:48:51 GMT
Lines: 15

In article <2ghc06$nih@access.digex.net>, winters@access.digex.net (Michael
Winters) writes:
>Any recommendations for War games for ST? Want something that requires
>a lot of thought - visual action would be cool, but strategy would be
>most important factor (updated Eastern Front?)
>

Empire is quite good. I also have a game called Dominion that is rather
challenging.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

---
* RoseMail 2.10b:

582. GEM View

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 06:48:00 UTC
From: CWYNNE@SAGE.WLU.EDU
Message-ID: <60.43025.4514.0N190953@SAGE.WLU.EDU>
Source record: 195391

```
Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uunet!hearst.acc.Virginia.EDU!liberty!cwynne
From: cwynne@sage.wlu.edu (Colin Wynne)
Subject: GEM View
Sender: news@liberty.uc.wlu.edu (CNEWS Userid)
Message-ID: <1994Jan8.014659.62@liberty.uc.wlu.edu>
Date: Sat, 8 Jan 1994 01:46:59 GMT
Nntp-Posting-Host: unity.math.wlu.edu
Organization: Washington & Lee University
X-Newsreader: TIN [version 1.2 PL2]
Lines: 13

I understand the latest version of GEM View is 3.01 (at
least---correct me if I'm wrong). a.a.u.e doesn't seem to have
anything above 2.48. Does anyone know where I could find a later
version? Please respond by either post or e-mail.

CJW

*****************************************************************
/\ Colin J. Wynne Washington and Lee University
(()) E-Mail: cwynne@wlu.edu
/____\ Lunatic-at-Large NeXT-Mail: cwynne@sage.wlu.edu
/______\
/________\
---
* RoseMail 2.10b:
```

583. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 06:50:00 UTC
From: ETAT@DELPHI.COM
Message-ID: <60.43026.4514.0N190954@DELPHI.COM>
Source record: 195388

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
noc.near.net!news.delphi.com!usenet
From: ETAT@delphi.com
Newsgroups: comp.sys.atari.st
Subject: Re: High Speed Modems
Date: Fri, 7 Jan 94 21:04:20 EST
Organization: Delphi Internet
Lines: 5
Message-ID: <940107.75860.ETAT@delphi.com>
References: <KFTKB9XV@math.fu-berlin.de>
NNTP-Posting-Host: delphi.com

There are lots of serial fixes out there...but the combination you are using
would be hard to beat...you are locking the CTS in with the CPX aren't you.
I use Determ_M and Freeze Dried Term and download at aprox 1600 bps with
my Zoom modem. There probably isn't that much difference in the modems.
Check the phone line to the modem and all connections...just a suggestion.
---
* RoseMail 2.10b:
```

584. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 07:04:00 UTC
From: RJUNG@NETCOM.COM
Message-ID: <60.43027.4514.0N190955@NETCOM.COM>
Source record: 195387

Newsgroups: comp.sys.atari.st
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!darwin.sura.net
news-feed-2.peachnet.edu!news-feed-1.peachnet.edu!umn.edu!csus.edu!netcom.com
rjung
From: rjung@netcom.com (Robert A. Jung)
Subject: Re: DOOM on the Jag
Message-ID: <rjungCJACpJ.DpL@netcom.com>
Followup-To: rec.games.video.advocacy
Organization: Southern California Lynx Enthusiasts
References: <rjungCJ8pEB.8oE@netcom.com> <1994Jan7.052636.12589@pagesat.com>
Date: Sat, 8 Jan 1994 00:44:03 GMT
Lines: 53

In article <1994Jan7.052636.12589@pagesat.com> smh@netserv.com writes:
>In comp.sys.atari.st article <rjungCJ8pEB.8oE@netcom.com> you wrote:
>> None other. They predict the Jaguar version will surpass the PC version.
>>Much to the consternation of 3DO advocates, Id has also said they don't think
>>much of the $700 machine, and prefer Atari's $250 one...
>
>You wouldn't think much of the 3DO either if Atari had flown down and made you
>an "offer you cannot refuse" ;-)
>
>Atari bought ID off to make the DOOM version for Atari.

Firstly, your suggestion has not been supported by any statements I have
seen. Until evidence to the contrary is shown, the sequence of events
appears to be (1) Bill Rehbock sees DOOM on the PC, (2) Bill Rehbock talks to
Id about a Jaguar version, (3) Id Software likes the Jaguar, (4) Id Software
agrees to do a Jaguar port.

Secondly, your suggestion that Id was "bought off" doesn't jive. DOOM is
going to appear for the 3DO -- it will simply be done by some other company
that Id has licensed the game to. Id themselves do not want to write a 3DO
version of their game, but will take the money they can make from it. B-)

Thirdly, your suggestion that the only reason Id is working on the Jaguar
for monetary reasons contradicts public statements made about the Jaguar
hardware:

"The Jaguar is a cooler, much cheaper machine with more flexible hardware.
The only thing the 3DO has over it is a CD ROM."
--David Taylor

"I want to do a cool product even if it doesn't make tons of money. ...
"[The Jaguar] is the system I want to see become a standard platform. ...
"We finally decided that we didn't want to be a part of the chicken-and-

the-egg problem of new systems not attracting customers because developers haven't written for the platform because there are no customers. The Jag is cool, I think it has a shot at success, and I am going to put my time where my mouth is."
--John Carmack

Even if Atari made Id a deal they "couldn't refuse", I doubt the guys at Id are complimenting the Jaguar hardware merely for the sake of getting some extra bonuses from Atari. Touch`e.

Followups to rec.games.video.advocacy

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."
---
* RoseMail 2.10b:

585. Memory Protection Woes - Help...?!?

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 07:07:44 UTC
From: mforget@elfhaven.pucnet.com
Message-ID: <H.ekK.w&&34M0NfZI@elfhaven.pucnet.com>
Source record: 195154
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I have a problem that I hope someone can help me with.

MasterBrowse currently has a client-program that works with MultiTOS.
It does not work with Geneva, and probably will not work with Mag!X,
since neither of them support pipes. I would like to modify the
client program so that it relies entirely on passing GEM AES
messages. To do this, I have to be able to pass the filename from
the client-program to MasterBrowse, which requires passing the
address of a string. I know (roughly) how to do this, but I need
to know how I can make the chunk of memory holding the filename
global-readable (so that the client-program will still work with
memory protected systems). I believe that there is a system-level
GemDos call that will do this, but I do not remember the name of
it or the calling convention.

If someone could send me an electronic mail message telling me the
name of the call and how to use it, I would really appreciate it.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.pucnet.com () opinions, and pawned ()
() ess@PUCnet.com () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

586. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 07:46:05 UTC
From: ad102@FreeNet.Carleton.CA
Message-ID: <CJCqwt.8yq@freenet.carleton.ca>
Source record: 195508

I believe 6.2 might be the latest ICD boot software. I'm still
on 6.0.4 --maybe I ought to get the latest.
Regards.
Dan

587. Tape drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 08:10:52 UTC
From: whitema@rtsg.mot.com
Message-ID: <2goe6c$i30@delphinium.cig.mot.com>
Source record: 195511

Anyone out there have opinions on tape drives for hard drive backups
for the ST's? Specifically, stuff that will work with a AdSCSI+.
I'm tired of backing up to floppy (especially since I just got a 245 MB
drive). Any specific brands? Any specific software? DAT or cartridge
tape (DAT's nice becuase the price is small for a tape, but how about
the price of the drives?)?

Michael
whitema@rtsg.mot.com

588. Re: Bug

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 08:17:08 UTC
From: whitema@rtsg.mot.com
Message-ID: <2goei4$i66@delphinium.cig.mot.com>
Source record: 195512

In article <2gnepb$qiv@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>Whenever I quit a program, and then go into another folder, and run
>a GEM application (e.g. PRG or APP), the desktop claims that I can
>only 'show or print this application' (e.g. it thinks it is non-executable)
>then, after I select CANCEl, and double-click on it again, it runs
>normally as it should do.
>
>I've got a 4meg 520STE with TOS 1.6 (UK). This bug happens even with NO
>TSR's. (And no, it's not a virus, I've been through all my disks twice)
>
>A friend also said he used to get this problem, but hasn't had it lately.
>
>Has anyone else had this? As it's getting REALLY annoying!
>
I used to have this problem all the time. I also used to only be able to
have about 100 files in a folder. And I also had TOS version 1.6 (not
1.62 - the sereial number on my 1040STe is something like 56 or so).
I think it may have been bad ROMs, becuase when I upgraded to 2.06, all
the problems went away. My advice - get new ROMs, 2.06 is so much nicer
than 1.6 anyway.

Michael
whitema@rtsg.mot.com

589. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 08:23:03 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1MVKB1MW@math.fu-berlin.de>
Source record: 195509

In article <H.eg.19485PzY26I@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>Umm, try switching the CPX into LOCK mode and see if that makes any
> difference?

I already have the Serial Fix CPX in Lock mode. My question was did I also need to run the modem CPX and set it for RTS/CTS. From my understanding, term programs that have their own setup disregard the setting in modem cpx anyway. With the Serial Fix CPX locked, it works better than without, but I still get lost info on large amounts of data even in programs that support RTS/CTS.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

590. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 08:36:44 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <DNVKBQZW@math.fu-berlin.de>
Source record: 195510

In article <2gnsb9$mrr@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>So, I suggest you try turning off most of the stuff in your auto folder.
>I recommend HSMODEM1, as it gives faster Zmodem downloads than Serial Fix 2.
>If you have a blitter, you might try turning it off. Or, you can use
>Uniterm :-). I have flow control set to RTS/CTS only, by the way.

This could be it although I don't think I have that much in my auto folder...

```
; AUTO Programs
PINHEAD.PRG
AUTOKWIK.PRG
FGSTIM21.PRG
COPYFIX.PRG
MACCEL3.PRG
DCMSHIFT.PRG
DESKMG33.PRG
UIS_III.PRG
DCSHOWIT.PRG
DCMOUSER.PRG
```

>After solving this problem, I started looking for a replacement for Uniterm.
>Connect was the big contender. However, it was not as fast as Uniterm with
>my setup (I have Warp9, which is apparently not as good as NVDI with respect
>to Connect in particular, and perhaps in general). Even with NVDI, I would
>still have to live with a small font in a GEM window. So, for now I am going
>to stick with Uniterm on my Mega2ST. If I were running MTOS or MINT, I would
>perhaps feel differently about the GEM window usage, but for TOS the use of
>the full screen in character mode is easier for me to look at for long
>periods of time.

Well, I tried Connect 2.20, and was not crazy about it for the same reasons you mentioned. I originally tried it for its TEK4010 emulation, then I found out that PROBE (part of the PSPICE circuit analysis package) doesn't function properly on TEK displays. I even tried it in the lab with the Graphon 240 terms (which also emulate TEK4010's) and it didn't work. I may try 2.42 as I hear there have been significant changes.

>Uniterm, combined with GSZRZ 2.28 (to provide fast Zmodem capability), still
>gives me the best UNIX dialup capability for my ST (I log into my machines
>for several hours every day). With Uniterm, you don't need the CPX, BTW.

I've been meaning to try Uniterm for some time, maybe it's time... <g> I'm still waiting for GSZRZ 2.28 to be cleared on umich. Gonna check again after I get done with news. I also log in every day for several hours on our VAX (VMS).

>Flash 1.6 was a great program for its time, but it really is kind of clunky
>compared to various shareware and freeware offerings out today. It is
>certainly not the best choice for high speed modem use. Grab Connect and
>Uniterm and give them a try for a few days (STorm looks promising as well).
>Hope this helps.

Yeah, but compared to most of the things that I've tried so far, it still has
more functionality. Storm has the same problem as Flash with my setup.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

591. Re: Network ST (NeST) Info.

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 09:20:38 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.m3p_&D0asV_@albemuth.equinox.gen.nz>
Source record: 195537

In <2gnbq7$qds@golem.wcc.govt.nz>, Steve Wells writes:
>You forgot to mention that NeST is connected to New Zealand!

Which BBS(s) in NZ have it Steve?? I know AtariNet is around, but havn't heard of any with NeST?? I think a couple of local Boards here in Christchurch wouldn't mind a feed if someone in NZ is getting it in.

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

592. Re: Bug

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 11:30:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d2fee64@daggskim.ct.se>
Source record: 195520

Steve Wells did willfully write on 09 Jan 94 (to All), and I quote...
SW> From: wells_s@ix.wcc.govt.nz (Steve Wells)
SW>
SW> Whenever I quit a program, and then go into another folder, and run
SW> a GEM application (e.g. PRG or APP), the desktop claims that I can
SW> only 'show or print this application' (e.g. it thinks it is non-
SW> executable) then, after I select CANCEl, and double-click on it again,
SW> it runs normally as it should do.

This effect turned up as of TOS 1.4 already, and is I believe a result of the mouse/click handling routines being rewritten. There are a few patches out to fix the "click" bug, although these usually refer to the related symptom of clicks on he scrollbar advancing twice. Essentially this seems to be a timing problem between faster mouse handler and the slower GEM AES event handler. Apart from patch, the problem usually goes away if other shells are used (I recommend Neodesk - I've never encountered it there) or perhaps if other fix/patch/enhancements intercept mouse events.

SW> [...]
SW> (I wonder if Atari has any plans to release a version of TOS with no
SW> noticable bugs!? They STILL haven't fixed the RTS/CTS bug AFAIK

The ST/STE RTS/CTS-bug is at bottom a hardware problem related to interrupt priority, not a TOS one, though the early TS versions have had (different) additional bugs which have confused the issue. There are software workarounds (fixes) which allow reasonably reliable 19200 bps, but unless the hardware is changed (Falcon?), a newer TOS will not in itself help.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

593. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 12:01:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d2ff419@daggskim.ct.se>
Source record: 195521

Hiram Lester, did willfully write on 09 Jan 94 (to All), and I quote...
HL> [...]
HL> With the Serial Fix CPX locked, it works better than without, but I
HL> still get lost info on large amounts of data even in programs that
HL> support RTS/CTS. [...]

Two things might help:
- larger RS232 buffer (4K, 8K - a number of utulities give this, but beware that some communication programs set their own, eg Flash, so that such a utulity must then be run from within the term.prog (ACC or external) to have any practical effect.
- greater difference between RS232 bps and modem line connect speed. High speed modems invariably use MNP% or V.42bis compression, and especially on transfer of uncompressed material at 14400 bps, you might actually need upwards of 30 kbps between computer and modem to keep up. Obviously with max 19200 bps, and insufficient buffering, some text will be trashed in a case like this unless compression is disabled. Even zip or lzh files can occasionally show over 100% effeciency transfer due to transitional compression gains, and thus get faulty CRC for certain blocks if one runs with identical RS232 and modem connect speeds.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

594. ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 14:09:04 UTC
From: Jan_Willekens
Message-ID: <2d301e3e@p12.f202.n281.z2.fidonet>
Source record: 195205

```
Hello All!

08 Jan 94 17:07, Simon Gornall wrote to All:

SG> It might be annoying to you - it's almost impossible for me.
SG> Until a kind person sent me version 5.5, I was using 5.1 for
SG> ages. I believe there is a higher version available now....

6.20 is the newest version.

Greetings... - Jan -

--- GEcho 1.00
* Origin: Fidonet: 2:281/202.12 Internet: jan@nextjk.wlink.nl (2:281/202.12)
```

595. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 14:44:26 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <130118@hydra.gatech.EDU>
Source record: 195513

In article <CJ6J5q.Lou@cix.compulink.co.uk> kebab@cix.compulink.co.uk
("Kevin Donovan") writes:

>>One big problem is the Shareware Price, its far to dear for Shareware,its
>>even dearer than a Commercial program...

>Roger, shareware does not imply cheap, it just means you get to try before
>you buy.

True, but one would expect that since shareware does not require
packaging, a distributor who needs to make a profit off distributing
it, a dealer who needs to make a profit off its sale, and no
advertising since its "free" distribution is its means for that, that
one should not pay more than a comparable commercial package (if one
exists).
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

596. Network ST (NeST) Info.

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 14:53:26 UTC
From: jorn.moe@byte.bbs.no
Message-ID: <758156645.AA02453@byte.bbs.no>
Source record: 195534

*** A lot of stuff about NeST deleted ***

>For more information contact:

> Norway - Rolf Sunde - 90:14/0.0@nest.ftn

I don't think Rolf Sunde is Active anymore! At least his BBS have been down for quite a while.

And, I do have some *not very nice* expiriences with this guy. I realy think that NeST should consider someone else to run the Norwegian connection if they expect to be taken seriously in Norway!

Jorn Moe, Oslo, Email: jorn.moe@byte.bbs.no | Fax: (+47) 64866917
Norway: The home of Santa and whale killers.| ABK-BBS: (+47) 67132659

-- ReadMail ST

597. 520ST Prices ? I just found this group, and imagine someone here can give me a There is a consignment store in town where I can sell it, but they Thanks, Al

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 15:59:16 UTC
From: brat0010@gold.tc.umn.edu
Message-ID: <brat0010.758131156@gold.tc.umn.edu>
Source record: 195515

[No readable article body recovered]

598. Re: Network ST (NeST) Info.

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 16:00:20 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJDDsK.I42@cix.compulink.co.uk>
Source record: 195518

>You forgot to mention that NeST is connected to New Zealand!

Yes, but it's not official yet, I'm still waiting for the new regional iupdate to come through, once I receive that from Ian NZ if officially in.

>(And of the list of all those programs, I'd only ever heard of
>Blackmail, and Txt2Msg (new versions of which keep coming through about
>every 5 days....)

Grin, well tey are here over in Europe, maybe ian should link into a few more file echos?

```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

599. Re: Falcon030, one more

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 16:00:22 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJDDsM.I4n@cix.compulink.co.uk>
Source record: 195519

>That's how i've got them lined up . I think it's best to have GEMRAM and
>Win!X run before anything else but since SH_Buf only patch's the Newdesk
>file I don't think I need's to be run until last. The problem I haven't
>been able to fix is where does Mint come in all this ? I beleive they can
>co-exist but I haven't been able to get it to happen.

I've now switched from GEMRAM to using ROMSpeed which works a hell of a
lot better, with less incompatability problems all round. To get MiNT
working just stuff it right at the end after SH_BUF.

I run in this order in my auto Folder:

BOOTKILL
XBOOT
JAR100
DESKPIC
ROMSPEED
WINX
ENVIRON
FOLDR40
FPATCH2
BMAPFIX2
LETEMFLY
FAST_SER
SLECTRIC
NVDI
NVDIFIX
BLOWBOOT
DMIRROR
CACHEV4
SILKMOUS
SHBUF16
SAM

Works just fine fo me with the folling ACC's; FuzzyClock, SAM Setup,
DeskPic, BLow030, and Xcontrol.

Still leaves me with 11.27 megs free memory.


```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
```

```
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
==========================================================================
```

600. using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 16:24:14 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan9.162414.12584@news.unige.ch>
Source record: 195517

application that interests me is PhotoCD, but I must find another justification too 8-), and obviously there are no Atari-specific CDs on the market.

What else are you doing with your CD drives?
Or, to rephrase it - how much can you get from Mac and PC disks (I notice some say for Mac or PC, for example)? And how do you access them?

tia, Mike

****
Michael Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

601. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 17:54:30 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1584@usdtsg.DaytonOH.NCR.COM>
Source record: 195523

In article <2gneci$qht@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>Are you *sure* you have the real version of Geneva, and not a pirate
>version? Most of the problems you're having are *really* basic!

Nope - real live, legitimate copy bought (with Neodesk) from Toad
Computers. Actually, I think I've tracked the problem down a little
bit. Normally I run in ST HI resolution - this is where these
problems occur (the screen shift) when I load certain other
programs). However, I've been messing with Geneva in ST MEDIUM,
and this problem does *not* occur in that mode. Pretty weird...

About the only MiNT incompatibility I can see in both modes is the fact that
programs complain that they can't find their RSC files when MiNT is
in memory. I've tried playing with the PATH, but no go so far...

>JARXXX should basically just live in your AUTO folder, as it doesn't
>do any harm, all it does it give the machine a few extra cookie-entries
>(If you are running 20 programs, and each one puts a cookie in the jar,
>it'll overflow, JarXXX fixes this. I think it was recommended that
>JARXXX be set to something like 30 (e.g. JAR30.PRG), this was from one
>of the Gribnif folks on GEnie.

I suppose the overflow thing is cool enough. Since my MSTe
already had a cookie jar, that was why I thought JAR was overkill...

>The default desktop in Geneva can easilly be changed, just get out
>your text editor, and load in the GEM.CNF (or GEM.INF) file, and edit
>the line saying
>
>SHELL=C:\NEODESK\NEODESK3.EXE

Thanks for the info...

>I don't even own Geneva and I've picked this little lot up from reading
>AEO and this base! (Who says USEnet isn't useful!? *grin*)

Definitely. Best thing since sliced bread (hmm, now just WHO
thought up sliced bread, anyways? ;-)

Rob

602. LDW-POWER

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 18:16:01 UTC
From: mvfkb@alf.uib.no
Message-ID: <mvfkb.8.758139361@alf.uib.no>
Source record: 195522

Does anyone know the address to the company which produced
the spreadsheet LDW-POWER.

Karl.Brokstad@Gades.uib.no

603. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 19:36:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJDnsp.15D@cix.compulink.co.uk>
Source record: 195529

In message <758088938.1@mettav.royle>, Graham.Irvine@mettav.royle.org said:
> "G> Mag!x will be avilable in English very soon.
>
>Good news ! Who's going to distribute it (UK)...I assume System Solution's or
>Hi-Soft ?
>

System Solutions.

Ofir ogal@cix.compulink.co.uk

604. Re: Tape drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 20:10:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gpoc9$p2b@mailer.fsu.edu>
Source record: 195525

Michael A. White (whitema@rtsg.mot.com) wrote:
> Anyone out there have opinions on tape drives for hard drive backups
> for the ST's? Specifically, stuff that will work with a AdSCSI+.
> I'm tired of backing up to floppy (especially since I just got a 245 MB
> drive). Any specific brands? Any specific software? DAT or cartridge
> tape (DAT's nice becuase the price is small for a tape, but how about
> the price of the drives?)?

I was just getting ready to post a similar request. I'll mention what little
I know about the subject, and hope the resulting thread enlightens us both :-).

Ok, as for SCSI tape drives working with your ICD host adaptor, I believe
the answer is "no problem". They are SCSI devices, after all. The problem
becomes one of software, in particular something that can talk to the tape
device and get it to jump through hoops for you. I have heard of three
options, but there are undoubtedly more.

1. Beckenmyer Development tape package. This is a commercial software
product that enables one to use several different brands of tape drive.
I'm not sure if it is a touchie feelie GEM thing, or just .ttp programs.

2. tapebios.lzh. A freeware/shareware (can't remember) set of drivers and
ttp programs. I believe they offer a UNIX style tar or cpio interface.

3. gnutar. I seem to remember someone mentioning a port of gnutar that
worked with SCSI tapes on the ST. I'm not sure if other stuff is required.

My personal preference would be gnutar, as I use this fine package all the
time on various platforms. It is much easier to use than standard UNIX
tars, as it supports both the standard and an extended command line set
(the extended is pretty idiot proof, though a bit verbose).

There are probably about three likely candidates for SCSI tape drive types:
QIC-150, QIC-24, and QIC-11. QIC-150 is perhaps the most popular, and
holds 150mb on a tape. The other two are older designs. One holds about
60-80mb per tape, and I'm not sure about the other. DAT would be interesting,
as would Exabyte, but for the drive sizes normally encountered on STs I
think cartridges are more practical (i.e. if there were DAT/Exabyte drivers I
would be surprised, but pleased <grin>).

Anyone knowing more about any of the three things above (or additional
strategies), please post! If there is interest, I can put together a
summary and make it available via ftp, for future occurances of the
same question.

In the past, I have used two syquest cartridges (44mb each) to back up my
85mb primary hard drive. This works wonderfully! I use Diamond Edge to

do defrag partition copies, and it is incredibly fast (this is a low level
partition copy, where both drives are blinking away at the same time).
It takes me about half an hour to back up the whole disk (which is usually
quite full), including time spent dorking around with labels and such. I
still intend to do this, but I want to have long term archival storage as
well, in addition to the ability to back up other Syquest cartridges. A
SCSI tape seem to be ideal.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

605. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 20:35:25 UTC
From: marshall@cs.uq.oz.au
Message-ID: <16935@uqcspe.cs.uq.oz.au>
Source record: 195526

In <940108.11687.DOWDLE@delphi.com> DOWDLE@delphi.com writes:

>
> So far as having things shift over 1/2 inch.... You've lost me, I've
>not run into that... I don't use Pinhead nor MiNT (although I wish I had
>the stuff to make a binary out of the latest sources, which I don't have
>either). Anyway, the current versions of Geneva don't work well with
>MiNT but it is supposed to be directly supported in an upcoming release so
>stay tuned.
>
I get this shift with several graphics programs, and with ATSpeed when used
as an accessory. I believe it is a bug in TOS2.5. I had hoped the auto
program "Wrapfix" wold fix it, but it does not!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

606. ST Games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 20:41:39 UTC
From: smegma@xmission.xmission.com
Message-ID: <2gpq63$6ee@xmission.xmission.com>
Source record: 195527

Got some ST games and a few utilities left:

Populous $13
Gunship $13
Roadwar 2000 $13
ProCopy $10
CodeHead Utilities $10
Thunder! (spell checker) $10
Inventory Master $20
Gauntlet $7 (only original disks)
Toobin' $7 (only original disks)

all have original documentation unless otherwise noted. prices include
shipping in the US or Canada.

smegma@xmission.com
"I don't need you any more, I'm not the man you're looking for..."

607. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 20:55:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hdUKMaaMH0s@semprini.waterloo-rdp.on.ca>
Source record: 195322

In <H.eg.26H8hRoXNCg@yonder.equinox.gen.nz>, Craig Shore writes:
> The flexability in them in comparrison to the usenet news readers available
> is non-existant.

That's probably due to the fact that QWK packets and readers originated on DOS machines; the architecture severly limits the software. Even Windows software has silly limitations (like this one, for ex)... then again, it's still suffering under 64k segments...

There was a QWK->News converter on alt.sources many moons ago... unforunately, there was no support for extracting replies and dumping them into a reply QWK packet.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

608. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 21:41:29 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2gptm9$5i7@cxc1.cl.msu.edu>
Source record: 195528

Peter_Missel@m4.maus.de (Peter Missel) writes:

>I have a Fujitsu M2622-512 hooked to our demo unit Falcon030 (stock 4/80
>machine), and GEMDOS read access goes up to 1850 KB/s.
>Quantum LPS 240 and Seagate 3600N drives also get that high, a 240 MB
>Maxtor 7245S did 1450 KB/s, Syquest 3105S removable does 1400 KB/s.
>Fastest on the Falcon was a HP 1 GB 3,5" drive doing 1900 KB/s through
>GEMDOS.
>For the TT (with FastRAM), it was a Quantum LPS 240 flying at 2200 KB/s.

>1.1 meg/second is about the limit old STs have through GEMDOS. Falcon and
>TT can do about twice the speed.

I use a 120Mb Maxtor on my ST (TOS 1.4 w/ 16MHz kit) via ICD's hardware,
and I get approximately 1200KB/s throughput according to ICD's RATEHD
program. I plugged the same drive into a Falcon using a SCSI<->Centronics
cable, and got barely more than 800KB/s throughput using the same
benchmark software.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

609. Re: Falcon / Screenblaster?

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 21:45:51 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2gptuf$5k2@cxc1.cl.msu.edu>
Source record: 195530

lannie@ins.infonet.net writes:

>I am going to buy a Falcon this month and I have a question about
>the screenblaster. If I buy a regular VGA, what will the maximum
>res I can get out of the Screenblaster. I will also have a 1224.

The "maximum res" you will get out of that monitor will depend entirely
on the vertical and horizontal refresh rates which will, obviously,
vary from brand to brand. The only way to know is to try it...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

610. Re: Falcon / Screenblaster?

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 21:49:15 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2gpu4r$5kv@cxc1.cl.msu.edu>
Source record: 195531

Iain.Laskey@barclays.co.uk writes:

>It got fairly good reviews. In DOS it's not so good color wise but has a Window
s
>driver to give you 256 colors under Windows. Norton speed is about 15 from
>memory. A 386/486 one is on the way. Maybe it's worth waiting???

The '286 FalconSpeed IBM emulator is the first '286 I've seen that could
run Windoze acceptably. (Not wonderful, mind you, but useable...)

I understand that the '386 unit is going to be droppped, going right to
the '486. "Sometime beforethe end of '93." (In other words, more
RSN.)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

611. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 21:54:02 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2gpudq$5mi@cxc1.cl.msu.edu>
Source record: 195532

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>It might be annoying to you - it's almost impossible for me. Until a
>kind person sent me version 5.5, I was using 5.1 for ages. I believe
>there is a higher version available now....

The latest version I've seen of the NON-PRO ICD Utilities is 6.2.3
while the latest I've seen of the PRO Utils is 6.2.4
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

612. Re: LDW-POWER

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 21:59:40 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2gpuoc$5nd@cxc1.cl.msu.edu>
Source record: 195533

mvfkb@alf.uib.no (Karl A. Brokstad) writes:

>Does anyone know the address to the company which produced
>the spreadsheet LDW-POWER.

The rights to LDW- Power were sold quite some time ago... The current
owner is none other than Atari Corp. You can get telephone support
from them, but don't hold your breath about ever seeing an update.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

613. Re: Tape drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 22:11:35 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CJDuzB.5JE@cix.compulink.co.uk>
Source record: 195544

In message <2gpoc9$p2b@mailer.fsu.edu>, boyd@gauss.math.fsu.edu said:
>
>Anyone knowing more about any of the three things above (or additional
>strategies), please post! If there is interest, I can put together a

(Tape backup H/W and S/W)

Perhaps GEMAR may also be of interest, I believe v2.0 is the latest
and has English RSC and DOC files. It is shareware from Germany for
ST/TT/Falcon, and caters for several different types of SCSI tape
streamers. I have seen GEMAR v2.0 and it looks IMHO to
be very powerfull and comprehensive, and the registered version offers
additional features.

Best Regards,
Brian

brobson@cix.compulink.co.uk

614. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 22:47:19 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1585@usdtsg.DaytonOH.NCR.COM>
Source record: 195539

In article <16935@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>In <940108.11687.DOWDLE@delphi.com> DOWDLE@delphi.com writes:

re: Geneva, screen shift...

>I get this shift with several graphics programs, and with ATSpeed when used
>as an accessory. I believe it is a bug in TOS2.5. I had hoped the auto
>program "Wrapfix" wold fix it, but it does not!

Well, another update on my part. I just patched my Geneva disk to
Geneva 1.02 (?) Release 003. I no longer seem to get this shift in
monochrome mode now. Still have the "can't find RSC" from programs
if I have MiNT resident, but it's getting better...

Rob

...I had been using Geneva 1.01 (?) Release 002 before, BTW...

615. Re: 520ST Prices ? I just found this group, and imagine someone here can give me a There is a consignment store in town where I can sell it, but they Thanks, Al

Newsgroup: comp.sys.atari.st
Date: 1994-01-09 23:24:44 UTC
From: brat0010@gold.tc.umn.edu
Message-ID: <brat0010.758157884@gold.tc.umn.edu>
Source record: 195538

[No readable article body recovered]

616. Re: DOOM on the Jag

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 00:11:29 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2gq6fh$25n@golem.wcc.govt.nz>
Source record: 195542

Reading the Doom FAQ, I see that a Jaguar Doom version was planned almost
2 months ago!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

617. Atari ST Video Digitizer & Other Goodies to Sell

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 00:41:27 UTC
From: scotty@verdix.com
Message-ID: <1994Jan10.004127.5776@verdix.com>
Source record: 195541
Cross-posted to: comp.sys.atari.st,dc.forsale

```
---------------------------------------------------------------------
Atari ST Software and Hardware for Sale
---------------------------------------------------------------------

(postage not included in given prices)
---------------------------------------------------------------------

Complete ComputerEyes Video Digitizing System: Just add your
ST and a video source (Camcorder or VCR)!
ComputerEyes Digitizer cartridge plus software
DigiSpec - Uses ComputerEyes cartridge to generate Spectrum 512
format images
Spectrum 512 - 512 Color graphic paint program
Unispec - Enhancement Program for Spectrum 512: adds tools,
allows program to run in background as accessory

Items cost over $300 individually -- Whole set for $65.00 !!

---------------------------------------------------------------------

Hard disk drive case for 2 side-by-side 5.25" drives, power supply,
cooling fan, cover for one opening: $50.00
Add Supra host adapter with clock & software: $65.00 takes it all.

---------------------------------------------------------------------
WordPerfect 4.1 for Atari; includes manual & template: $40.00
---------------------------------------------------------------------
Mark Williams C for Atari; includes CSD Debugger & manuals: $40.00
---------------------------------------------------------------------
WordUp 3.0 Word Processor for Atari bundled with G+plus: $30.00
---------------------------------------------------------------------
Personal Pascal for Atari; complete Pascal devel. system: $30.00
---------------------------------------------------------------------

Tempus II Program Editor . . . . . . . . . . . . . . . . $20.00
Fontz! Font Editor . . . . . . . . . . . . . . . . . . . . $10.00
Interlink ST Telecomm. Program . . . . . . . . . . . . . $10.00
EdHack Text & Disk Editor Accessory . . . . . . . . . . . $10.00
.Access! Command Line in-a-window Accessory . . . . . . $10.00
Thunder Spell-checker & text utilities . . . . . . . . . $5.00
K-Switch - Divides memory to permit two completely
independent login sessions . . . . . . . . . $5.00
C-Breeze - Text editor for editing C programs . . . . . $5.00
Saved! - Ramdisk, print spooler, disk buffer, etc. . . . $5.00

---------------------------------------------------------------------
```

Games:

Captain Blood $15.00
Sub Battle Simulator (Epyx) $10.00
Virus $5.00
StarGlider $5.00

Contact me at scotty@verdix.com or scottc%dsr@uunet.uu.net in order to arrange purchase. I do not work at Verdix so please do not call them directly (someone tried last time I sold something, it was very confusing). Prefer to ship on receipt of payment, but COD is possible. Thankyou!

Disclaimer: I do not represent Verdix Corporation, and my postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

618. Atari ST internet utilities

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 00:42:26 UTC
From: taylord@netcom.com
Message-ID: <taylordCJE1yr.Hvp@netcom.com>
Source record: 195540

[No readable article body recovered]

619. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 01:20:43 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Jan10.012043.23237@mnemosyne.cs.du.edu>
Source record: 195543

Yeah, tell me about it another very raw nerve here. I have ultimately got
hold of the later ICD versions (yes I do have an ICD host adapter). I wouldn't
mind so much if there weren't so many bugs in it I have to work round for
Minixfs.
Still I don't like to leave people with unusable systems, it seems I
must care more for ICD customers than ICD does.
Steve.

620. Re: Anyone remember OIDS? (...Sundog?)

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 01:29:37 UTC
From: mei@picasso.ocis.temple.edu
Message-ID: <1994Jan10.012937.22415@cronkite.ocis.temple.edu>
Source record: 195545

Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
: galaxis@traveller.freiburg.sub.org (Alexander Bochmann) writes:
: >Peter Sarrett (peter@hebron.connected.com) wrote:
: > >and Oids, a superlative Defender-meets-Lunar-Lander game which let you
: > >design your own levels.

: >Btw, when talking about OIDS...

: >I'm desperately seeking a non-Atari Version of OIDS, and self created
: >planets!

: there is a MAC version available....

And if you have the Mac version, I have a lot of planets for it. They're
on a PD CD-ROM, but the planets are probably on the anonymous ftp sites.

621. Re: DC Data Diet and hard drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 02:47:24 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan10.024724.23579@bradford.ac.uk>
Source record: 195547

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
: I am getting ready to purchase a hard drive, and wanted to know more about DC
: Data Diet. I understand it is a program like Stacker on the PC.

This is true. DC Data diet was _supposed_ to provide exactly this
revolution. From what I hear, the program, when it was finally released,
has a very poor reputation. I believe it is part of what led to the demise
of Double Click Software.

: Also, how fast/compatible/etc. is it? In effect, is it worthwile toconsider
: I am looking at anywhere from a 131 meg to a 270 meg drive, and wanted to try
: and get it set up right from the very beginning.

No-one has enough hard-drive space, however much they buy, IMHO.

Datalite is a more 'current' program, doing much the same job as DC Data
Diet. I can't remember where it comes from, but it is sold by HiSoft in
the UK. Very reliable from what I am told, and costing I think, around 40
UKP, last time I heard.

Steve Taylor.

622. Re: Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 02:51:05 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan10.025105.23657@bradford.ac.uk>
Source record: 195548

Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:
: Seconded Naksha mice are definatey the best around.

Geez! and I was always so happy with my 14.99 TrueMouse. Shows how wrong you can be.

My whole world has now shattered around me.

Steve Taylor.

623. Re: For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 02:58:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan10.025800.23854@bradford.ac.uk>
Source record: 195550

Robert Swanson (rswanson@amber.utah.edu) wrote:

: universal item selector III
: choose desktop infos, auto folder programs, and
: accessories upon bootup.... a must have $10

What is this guy on??? UIS does not and never did this. Programs such as Superboot, X-boot, Mouseboot, Elfboot etc. do this. UIS is a replacement fileselector which everybody but everybody should have.

Steve Taylor.

624. Re: Disk cataloguer wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 03:03:16 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan10.030316.23969@bradford.ac.uk>
Source record: 195402

: In article <16818@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall (G.M)
: Harris) wrote:

: > Is there a PD floppy disk cataloguer that lists all files, including those
: > within .arc, .lzh, .zoo, .zip, .arj archives?

I strongly suspect that this can be done using shell scripts.

But I've not got the foggiest idea where to start.

Steve Taylor.

625. Falcon030 recording

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 03:06:21 UTC
From: kfason@csn.org
Message-ID: <CJE8ML.A57@csn.org>
Source record: 195546

I hooked my CD to my Falcon030 sound in and it worked fine for a while. I digitzied a few songs and such. Then a couple days l8r, it dont work anymore, just really distorted. I tried differnet programs liek FalcD2D, AFM, WinRec. all the same, I swapped cords, still distorted, even changed AMPs and CD Players, All still distorted. Works fine with the audio out, but In is totally distorted. I did not try a Mic itself though to see if thats distorted too. And what I mean by distorted is super snowy and such, like a Speaker has been blown... but the speakers are fine, even tried different speakers too...

-Kevin Fason "kfason@CSN.Org"

```
---------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| | Proudly Supporting Atari! |
---------------------------------------------------------------
```

626. Re: TV to SC1224

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 03:10:23 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan10.031023.24093@bradford.ac.uk>
Source record: 195401

Yat W Siu (Lexicor@world.std.com) wrote:

: Other than using a genlock, is there a direct way (and less expensive!) to
: hook up a video source to an SC1224?

Does the SC1224 not have a CVBS input, like the Phillips CM8833 series? If so, then all you need to do is to demodulate the TV RF signal, and send it through there. Most VCR's can do this job for you.

Steve Taylor.

627. Resetting Falcon NVRAM

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 03:12:05 UTC
From: bill@main.morris.org
Message-ID: <1994Jan9.221206.220@main.morris.org>
Source record: 195549

Ive been using a CPX module that lets me set the NVRAM of my Falcon to most any paricular configuration I please, but now I want to reset it to the factory original settings. I dont want to use the CPX, cause I cant be sure what the real settings were, so is there any way I can reset the NVRAM?

Thanx

628. Re: Bug

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 03:16:38 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.6V6wOhW5x9Y@yonder.equinox.gen.nz>
Source record: 195325

In <2gnepb$qiv@golem.wcc.govt.nz>, Steve Wells writes:
>Whenever I quit a program, and then go into another folder, and run
>a GEM application (e.g. PRG or APP), the desktop claims that I can
>only 'show or print this application' (e.g. it thinks it is non-executable)
>then, after I select CANCEl, and double-click on it again, it runs
>normally as it should do.
>
>I've got a 4meg 520STE with TOS 1.6 (UK). This bug happens even with NO
>TSR's. (And no, it's not a virus, I've been through all my disks twice)
>
>A friend also said he used to get this problem, but hasn't had it lately.
>
>Has anyone else had this? As it's getting REALLY annoying!

Yup... it's a well known bug. Just click on CANCEL, then try again.
Sometimes it takes 3 tries.
The better alternative is to get a replacement desktop. You'll never
see it again.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

629. Phoenix

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 03:41:32 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <CJEA98.rq@darkside.osrhe.edu>
Source record: 195411

[No readable article body recovered]

630. Re: Anyone remember Sundog?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 04:23:32 UTC
From: mlavi@BIX.com
Message-ID: <mlavi.758175812@BIX.com>
Source record: 195403
Cross-posted to:
comp.sys.atari.st,comp.sys.apple2,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.adventure

rgivan@cix.compulink.co.uk ("Roland Givan") wrote a followup to the inquiry about Sundog.

The author is on BIX, FYI. --Mark

631. Re: Falcon030 recording

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 05:16:22 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.758178982@wolfcreek.cs.ualberta.ca>
Source record: 195404

kfason@csn.org (Kevin Fason) writes:

>I hooked my CD to my Falcon030 sound in and it worked fine for a while. I
>digitzied a few songs and such. Then a couple days l8r, it dont work
>anymore, just really distorted. I tried differnet programs liek FalcD2D,
>AFM, WinRec. all the same, I swapped cords, still distorted, even changed
>AMPs and CD Players, All still distorted. Works fine with the audio out,
>but In is totally distorted. I did not try a Mic itself though to see
>if thats distorted too. And what I mean by distorted is super snowy and
>such, like a Speaker has been blown... but the speakers are fine, even
>tried different speakers too...

>-Kevin Fason "kfason@CSN.Org"

I heard somewhere that you could damage your machine if you used "powered
inputs" for the audio in jack. I have not done any digitizing yet because
I am not sure what the term "powered inputs" means- does that mean I can't
plug in my ghetto and record from the tape or CD? At any rate, it sounds
like you might have blown something- but I could be wrong. Perhaps someone
with a little more knowledge here could help us both out.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

632. Fantasy Wargames

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 05:23:38 UTC
From: petryv@meena.cc.uregina.ca
Message-ID: <9JAN94.23233823@meena.cc.uregina.ca>
Source record: 195394

Are there any fantasy wargames for the ST?

Something with magick, elves, ogres, etc.?

Brook

633. Atari and the ZyXEL modem.

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 05:31:02 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2gqp6m$22r@charm.magnus.acs.ohio-state.edu>
Source record: 195405
Cross-posted to: comp.sys.atari.st,

Fellow netters I am looking for information from Atari users who have used ZyXEL modems. The ZyXEL, U1496E Plus being the model I have the greatest interest in.

I would like information about software that allows you to use the data, FAX, and voice capabilities of this modem, on the Atari platform.

In particular, the TT owner's that use them.

Feel free to post responses on the Net for all users to see.

Raymond Collins
Atari TT030, 4/4Meg RAM, 245Meg HD
rcollins@magnus.acs.ohio-state.edu

634. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 05:35:25 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2gqpet$235@charm.magnus.acs.ohio-state.edu>
Source record: 195406

If you have any questions:

ICD, Inc.
1220 Rock Street
Rockford, IL 61101-1437

Voice: (815) 968-2228
BBS: (815) 968-2229
FAX: (815) 968-6888

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

635. Re: High Speed Modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 06:35:15 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1NWKB5RM@math.fu-berlin.de>
Source record: 195408

In article <2d2ff419@daggskim.ct.se>, bo_leuf@daggskim.ct.se (Bo Leuf) writes:
> - greater difference between RS232 bps and modem line connect speed. High
>speed modems invariably use MNP% or V.42bis compression, and especially on
>transfer of uncompressed material at 14400 bps, you might actually need upwards
>of 30 kbps between computer and modem to keep up. Obviously with max 19200 bps,
>and insufficient buffering, some text will be trashed in a case like this
>unless compression is disabled. Even zip or lzh files can occasionally show
>over 100% effeciency transfer due to transitional compression gains, and thus
>get faulty CRC for certain blocks if one runs with identical RS232 and modem
>connect speeds.

I am using a Supra 2400 Plus. This has MNP5 and v.42bis. The computer to
modem connection is fixed at 9600. This is the highest speed supported by the
Supra.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

636. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 06:53:45 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <IOWKBMAN@math.fu-berlin.de>
Source record: 195409

In article <H.eg.sDKXpiqd42M@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>oops... should have said... that was 7UP I was talking about, Everest
> was already there.

The version of Everest at umich purports to be 1.5. Is there an English version of Everest 3.0?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

637. Hard Drives and AdSCSI+

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 07:13:28 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <3OWKBURN@math.fu-berlin.de>
Source record: 195410

I am getting ready to purchase a hard drive and wanted to know if anyone had any experience with CDC drives used in conjuction with AdSCSI+.

I have found an excellent deal on a CDC model 94161-155. This is a 5.25" full height SCSI drive. It is 141 Meg and has an average access time of 18.5ms.

I want to make sure before I go and buy it if anyone has had problems with CDC drives as I never see them advertised anymore.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

638. Re: sun monitor on falcon. (was Re

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 07:32:00 UTC
From: Dirk_Theisen@su.maus.de
Message-ID: <A12620@SU.maus.de>
Source record: 195254

Hello Bruno!

>But shouldn't the bus speed needed be the same for 640*480*8, 72hz and
>1280*960*2, 72hz? (same amount of memory needed). at least the Falcon
>should be able to handle 1280*960*1 ....

BlowUp can do 1280x960, but only in 67-69Hz interlaced. :-} (advert of
Acher&Eberl&Seibert GbR)

Gruï¿½
DIRK
~~~~~~
~~~~~~

639. Re: Network ST (NeST) Info.

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 08:07:25 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJEMKD.JF6@cix.compulink.co.uk>
Source record: 195301

Thanks for the information Jorn I'll check matters out over this.

```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

640. Re: Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 08:07:26 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJEMKE.JFr@cix.compulink.co.uk>
Source record: 195302

I'd not worry about it Steve, horses for courses as they say..

```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

641. Re: Falcon030 recording

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 08:22:51 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan10.082251.3785@mnemosyne.cs.du.edu>
Source record: 195412

In article <CJE8ML.A57@csn.org>, Kevin Fason <kfason@csn.org> wrote:
>
>I hooked my CD to my Falcon030 sound in and it worked fine for a while. I
>digitzied a few songs and such. Then a couple days l8r, it dont work
>anymore, just really distorted. I tried differnet programs liek FalcD2D,
>AFM, WinRec. all the same, I swapped cords, still distorted, even changed
>AMPs and CD Players, All still distorted. Works fine with the audio out,
>but In is totally distorted. I did not try a Mic itself though to see
>if thats distorted too. And what I mean by distorted is super snowy and
>such, like a Speaker has been blown... but the speakers are fine, even
>tried different speakers too...
>

This happened to me as well - at least it sounds like the same
problem. for a day or two, it recorded great, but after that,
everything was all snowy.

The solution was to buy a "ground loop isolator" from radio shack
(look by the antennas). just put this thing in-between your stereo
and Falcon, and all of the sound problems should dissapear...

Good Luck,

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

642. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 08:28:50 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.56.758190530@rog1.rog.rwth-aachen.de>
Source record: 195413

Hi, there!

I've found some old ICD tools (5.5) at ftp.uni-muenster.de.

Grtz Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

WARNING!
This machine is subject to breakdowns during periods of
critical need.

643. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 09:02:31 UTC
From: DOWDLE@delphi.com
Message-ID: <940110.14551.DOWDLE@delphi.com>
Source record: 195414

Craig,

> The flexability in them in coparrison to the usenet news readers
> available is non-existant.

Now, what usenet news readers (for the Atari) were you talking about?
...and, that's the way the QWK standard was setup... you are basically asking
for a new standard to be implimented... and currently none of the bbses have
it... and it would take some time.

There is a way to have multiple QWK and REP packets... just create a
separate directories and have multiple copies of your favorite QWK reader.
I know, not the nice way to go about it, eh?

TYL, Scott

644. Re: Tape drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 09:02:44 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-100194090244@ngalm099.gal.nt.com>
Source record: 195386

In article <2gpoc9$p2b@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) wrote:

> Michael A. White (whitema@rtsg.mot.com) wrote:
> > Anyone out there have opinions on tape drives for hard drive backups
> > for the ST's? Specifically, stuff that will work with a AdSCSI+.
> > I'm tired of backing up to floppy (especially since I just got a 245 MB
> > drive). Any specific brands? Any specific software? DAT or cartridge
> > tape (DAT's nice becuase the price is small for a tape, but how about
> > the price of the drives?)?
>
> I was just getting ready to post a similar request. I'll mention what little
> I know about the subject, and hope the resulting thread enlightens us both :-).
>
> Ok, as for SCSI tape drives working with your ICD host adaptor, I believe
> the answer is "no problem". They are SCSI devices, after all. The problem
> becomes one of software, in particular something that can talk to the tape
> device and get it to jump through hoops for you. I have heard of three
> options, but there are undoubtedly more.
>
> 1. Beckenmyer Development tape package. This is a commercial software
> product that enables one to use several different brands of tape drive.
> I'm not sure if it is a touchie feelie GEM thing, or just .ttp programs.
>
> 2. tapebios.lzh. A freeware/shareware (can't remember) set of drivers and
> ttp programs. I believe they offer a UNIX style tar or cpio interface.
>
> 3. gnutar. I seem to remember someone mentioning a port of gnutar that
> worked with SCSI tapes on the ST. I'm not sure if other stuff is required.
>
> My personal preference would be gnutar, as I use this fine package all the
> time on various platforms. It is much easier to use than standard UNIX
> tars, as it supports both the standard and an extended command line set
> (the extended is pretty idiot proof, though a bit verbose).
>
> There are probably about three likely candidates for SCSI tape drive types:
> QIC-150, QIC-24, and QIC-11. QIC-150 is perhaps the most popular, and
> holds 150mb on a tape. The other two are older designs. One holds about
> 60-80mb per tape, and I'm not sure about the other. DAT would be interesting,
> as would Exabyte, but for the drive sizes normally encountered on STs I
> think cartridges are more practical (i.e. if there were DAT/Exabyte drivers I
> would be surprised, but pleased <grin>).
>
> Anyone knowing more about any of the three things above (or additional

> strategies), please post! If there is interest, I can put together a
> summary and make it available via ftp, for future occurances of the
> same question.
>
> In the past, I have used two syquest cartridges (44mb each) to back up my
> 85mb primary hard drive. This works wonderfully! I use Diamond Edge to
> do defrag partition copies, and it is incredibly fast (this is a low level
> partition copy, where both drives are blinking away at the same time).
> It takes me about half an hour to back up the whole disk (which is usually
> quite full), including time spent dorking around with labels and such. I
> still intend to do this, but I want to have long term archival storage as
> well, in addition to the ability to back up other Syquest cartridges. A
> SCSI tape seem to be ideal.
>
> --
> **
> * Mickey Boyd *
> * Systems Administrator *
> * Florida State University Mathematics Department *
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
> **

I use an archive Viper 150 with Tapebios for backups. Works very well.
I have seen a German program (Gemmar ??) that seems to be a complete GEM
based
tape backup. I don't know enough German to understand the menus :).

I think the Tapebios & Gnu tar programs were written by the same guy (Alan
Hourihane). The Tapebios program does an image backup of the hard drives,
therefore you can't store or retrieve individual files, but it is fast.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

645. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 09:09:20 UTC
From: DOWDLE@delphi.com
Message-ID: <940110.14960.DOWDLE@delphi.com>
Source record: 195364

Rob,

Hmmm, maybe we should start a thread about GENEVA, eh? Anyway, to address you comments about the ability to say which is the default desktop, you can already do it. Of course, if the desktop you choose is only single tasking, then you can't use it to launch more than on program... which really isn't a problem when you come to think about it... as most people want the desktop for the disk functions. Simply have your favorite desktop running and use the Geneva Manager's File/Open command, or TaskMan's File/Open command to run other programs... and you shouldn't have a problem using your prefered desktop and still be able to multitask.

Oh, about not wanting to read the manual... luckily Geneva has such a fantastic help system that for 99% of everything you need, you can simply use the Help function. Give it a try... but remember, there is more than one help file so make sure you have the right help loaded for the question you want answered.

TYL, Scott

646. Re: Ste: Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 09:20:32 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2gr6l0$elh@cismsun.univ-lyon1.fr>
Source record: 195392

In article <2gm5lt$80p@ugle.unit.no> ga@mrih.no (Gard Abrahamsen) writes:
>
>Brian Grier Perpk was cool enough to write:
>><LARGE .sig file deleted :>
>
>>Unless the MSTe is unique is should be using SCSI drives, not IDE.
>>On my TT I have a 25 pin SCSI connector. Doesn't the MSTe have this also?
>
>>Brian
>
><Just as large .sig (in number of lines) deleted :>
>
>Last time I looked inside, it sure as hell looked like an IDE cable. I'll
>take another look. But it's a standard M2STe with two extra megabytes and
>a TOS 2.06 upgrade (from TOS 2.05).
>

The Mega STe has never been sold with a IDE interface, as far as I know.
There CAN be a SCSI adapter inside, if it was sold with a hard drive, but the
SCSI interface is NOT "standard" like on the TTs.

Patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

_____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

647. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 09:27:09 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2gr71d$es2@cismsun.univ-lyon1.fr>
Source record: 195393

In article <2gnq6m$mrr@mailer.fsu.edu> boyd@math.fsu.edu writes:
>
>BTW, the latest ICD non-pro software that I know of is version 6.2.2.
>

I have the non-pro 6.4.3 (or maybe 6.3.4 ? one of them anyway)...

NO I didn't get it the right way, but YES I DO have a ICD adapter...

Patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	

648. Re: Non-speedo Fonts (was

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 09:32:33 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2gr7bh$est@cismsun.univ-lyon1.fr>
Source record: 195395

```
In article <60.42975.4514.0N190921@nyx10.cs.du.edu> KGELNER@NYX10.CS.DU.EDU writes:
>>>
>>>PATH = C:\DRIVERS
>>>01p SCREEN.SYS
>>>BAGB09.FNT
>>>GEMINI_S.FNT
>>>s MONACO08.FNT
>>>s MONACO09.FNT
>>>s MONACO10.FNT
>>
>> What does the "s" prefix mean? Also, since apparently the CoNnect
>>fonts have multiple resolutions in one file (ther is only connect.fnt, not
>>connct9.fnt and connct10.fnt, etc.), do I just put connect.fnt under each
>>screen rez, or do I have to modify the fonts with some program first?
>
>I am trying to figure out how to add the Connect fonts to my
>SpeedoGDOS setup as well any help is appreciated...
>

Normally, the "s" means this is a system font. Warning: this works only with
non-proportional fonts :-(

-------------------------------------------------------------------------------
Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

_____________________________________________________________________________
| ZombyX 81 (IRC Nick) | This document does not exhaust CFCs. |
| Atari MegaSTE / (Multi)TOS | It does not harm the ozone layer. |
| PC 286 :-( | |
|____________________________|_____________________________________________|
```

649. S: Overscan

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 09:45:40 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2gr844$84b@fbi-news.informatik.uni-dortmund.de>
Source record: 195397

Hi All

I'm searching for an OVERSCAN for STs.
If someone have one to offer please contact to the following address (not the one above!)
Patrick_Koehne@un.maus.ruhr.de

Thanks for reading ...Patrick.

650. Re: Warp9 3.80 info

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 09:56:39 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2gr8on$ee8@percy.cs.bham.ac.uk>
Source record: 195396

[long paean to Warp 9 omitted]

Conspicuous by its absence is any mention of MultiTOS compatability.
NVDI, of course, is MTOS compatible.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

651. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 09:57:15 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2gr8pr$84b@fbi-news.informatik.uni-dortmund.de>
Source record: 195398

Hi Outside

Better you buy the newest Version 2.06 (or is there are newer one allready?).
It's much faster in working with harddiscs and lots of mistakes are gone but
there're still some in but you can solve them with one or two patch programms.
Anyway the new TOS is not very expensive and there are lots of new and good
helps inside! (e.g. you can lay your programm-icon on the desktop an call from
there; you needn't open all the directories!)

Greetings ...Patrick.

652. Re: GEM View

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 10:11:45 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2gr9l1$nr@irz301.inf.tu-dresden.de>
Source record: 195399

In article <1994Jan8.014659.62@liberty.uc.wlu.edu>, cwynne@sage.wlu.edu
(Colin Wynne) writes:
>I understand the latest version of GEM View is 3.01 (at
>least---correct me if I'm wrong). a.a.u.e doesn't seem to have
>anything above 2.48. Does anyone know where I could find a later
>version? Please respond by either post or e-mail.
Try ftp.uni-kl.de (131.246.9.95).
It should be located in pub/atari/graphics/gemview or something like
this.Sorry,but getting it from germany is the only solution,i think.

Matthias
--
.------------------+---.
| Matthias Rauhut \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
| \ IRC:st-guru |
| / |
| /BT-MUSE3056:Helmut,Sgt.Major,SHI:Gryphons |
+------------------+---+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`--'

653. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 11:08:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2grcvb$5d6@golem.wcc.govt.nz>
Source record: 195303

In article <60.42948.4514.0N190906@NSKERNEL.TANDEM.COM>, GREGK@NSKERNEL.TANDEM.COM writes:
>
>Hi,
>
>Is there any software which hooks into the disc I/O routines to perform
>compression "on the fly"? Eg. Like Stacker on MS-DOS systems.
>
>Cheers, Greg.
>---
>Greg Kilfoyle

Well I just dnload the NEW PFX Demo from tu-berlin, now version 3.0b,
for 30dm you will get the Full version and AFX..

But its all in German...!!

Does any one if there will be a English version of this, and does in now handle
ACC's....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

654. REPEAT ARTICLES FROM CSR ONLINE

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 11:19:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2grdko$5d6@golem.wcc.govt.nz>
Source record: 195304

Can some one Stop all these Repeat Articles that are comming from

Organization: CRS Online (Toronto, Ontario)

Thanks.......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

655. PFX 3.0b

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 11:22:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2grdpi$5d6@golem.wcc.govt.nz>
Source record: 195305

********** PFX/AFX 3.0b **********

Hi there is a leter version of PFX 3.0b on tu-berln.de
its a Demo one but that is all I know as its still in German..

Would some one post some more info on this Please..

Will there be a English version and can it now handle ACC's..??

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

656. Re: Tape drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 11:35:32 UTC
From: djs@jet.uk
Message-ID: <1994Jan10.113532.2745@jet.uk>
Source record: 195307

>Michael A. White (whitema@rtsg.mot.com) wrote:
>> Anyone out there have opinions on tape drives for hard drive backups
>> for the ST's? Specifically, stuff that will work with a AdSCSI+.
>> I'm tired of backing up to floppy (especially since I just got a 245 MB
>> drive). Any specific brands? Any specific software? DAT or cartridge
>> tape (DAT's nice becuase the price is small for a tape, but how about
>> the price of the drives?)?
>...
One of the best investments I made for my ST was a tape backup unit. It's
a QIC-150, ie 150MB on standard 1/4" cartridge tapes. I bought it second
hand, so I don't know the new price. Mine was GBP230, including a
(slow) 70MB hard disk.

In terms of software, I use TapeBIOS (free) which provides low-level access
routines, then GNU tar (also free) to do the actual backup. There is also
a image backup, which is much faster than GNU tar, but cannot restore
individual files.

The TapeBIOS documentation states that it drives the ACSI port, not direct
SCSI. Therefore, for a TT, you still need to connect it via the ACSI port.
It will not support a Falcon as-is. It shouldn't be too difficult to
update the driver to allow direct SCSI access, but I haven't done it yet
as I don't have a Falcon yet.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

657. Where is Backward 2.31?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 12:16:18 UTC
From: janeba@vslib.cz
Message-ID: <janeba.1@vslib.cz>
Source record: 195306

Does anyone have Backward 2.31? I am a Falcon owner (TOS 4.04) and
I've got no 'ST emulator' working with it. There was a post before Xmas
(probably from the author) claiming that Backward 2.31 is finished and
works fine with TOS 4.04. Mail it to me, please. I'm getting desperate
hunting around on FTP sites. Thanks.

David Janeba
Email: david.janeba@vslib.cz

658. Re: Timeworks 2

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 13:30:27 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CJF1Is.8vA@bbc.co.uk>
Source record: 195308

Iain.Laskey@barclays.co.uk wrote:
: In article <757848534.9209@minster.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague)
writes:
: |> Timeworks 2 was given away on a recent edition of Atari ST Review.
: |> Considering I can't get it to work properly on my Falcon, what do
: |> people recommend is the best WP for my Falcon?
: There is a Falcon happy version of Timeworks 2 on the way. Don't know when it
: will be released though.
After being sent a medium res. version of TW2 as a replacement to faulty
coverdisks I still havn't tried it. I like Timeworks and would buy it if it
supported multiTos and SpeedoGDOS properly, I don't want to spend out on
something that won't work as I upgrade! Does anyone know how this new version
will behave? How much will it cost?

-dwhite.

659. Jaguar UK release date?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 13:31:05 UTC
From: M.I.Pass@newcastle.ac.uk
Message-ID: <CJF1Ju.28I@newcastle.ac.uk>
Source record: 195315

Anyone know when the Jaguar is going to be available in the UK?
Coz I WANT one!

Mike
M.I.Pass@Ncl.ac.uk

660. Re: newsgroups.

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 13:33:22 UTC
From: rosc@stud.uni-sb.de
Message-ID: <2grlf2$giv@stud.uni-sb.de>
Source record: 195310

Roy Baines (bainesr@cix.compulink.co.uk) wrote:
: With cixcomm/cixread runing on a atari ste.How do you download the
: newsgroup list offline.Any help would be very helpfull.

: TIA.

: BainesR.

661. Re: Bug

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 13:36:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.jBbSv5fyR82@semprini.waterloo-rdp.on.ca>
Source record: 195288

In <2gnepb$qiv@golem.wcc.govt.nz>, Steve Wells writes:
> Whenever I quit a program, and then go into another folder, and run
> a GEM application (e.g. PRG or APP), the desktop claims that I can
> only 'show or print this application' (e.g. it thinks it is non-executable)
> then, after I select CANCEl, and double-click on it again, it runs
> normally as it should do.

This is a known bug in certain TOS versions; I don't think there's a fix
(other than "use Gemini" or "use NeoDesk" or "use TerraDesk", etc).

> A friend also said he used to get this problem, but hasn't had it lately.

One of those annoying "it comes and it goes" bugs, like the phantom
typist.

> (I wonder if Atari has any plans to release a version of TOS with no
> noticable bugs!? They STILL haven't fixed the RTS/CTS bug AFAIK and
> how they missed the STE desktop.inf reading bug I don't know, does
> Sam Tramiel work as their beta tester!?)

Given the size of their (our?) user base, I suspect the programmers
working on the new TOS are the only beta testers. Actually, given the
Traniel's propensity for *not* giving out *anything*, that seems even
more likely. At least Eric's gotten them to use the developers as
MultiTOS beta testers...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

662. Re: LapLink Modem, MSTE, and

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 13:37:23 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2grlmj$bi9@titan.ucs.umass.edu>
Source record: 195309

In article <60.42957.4514.0N19090F@canrem.com>,
Haim S. Poretsky <haim.s#d#.poretsky@canrem.com> wrote:
>
>I recently (today) received my $99 LineLink 144e Modem from Micro Warehouse.
...
>However I do need to know what I have to do
>to have it work with my MSTE. I use STalker, and I also use STraight Fax

This is the same modem I just got for Christmas, except that mine came from Mac Warehouse (read Mac cable, and a disk I can't even read... :). Its awesome. I love it.

To use it with STalker, you just need to set your baud rate high enough, like 19200, or maybe 38400 if you're using one of the ports that can do that. Also make sure you have hardware flow control on (RTS/CTS), and the proper patch programs installed. (In the EXTRAS folder on your STalker disk.)

If you're going to be using both ST Fax and STalker, make sure that you either don't have them running at the same time, or that one of them is disabled. (STalker has an entry for this under the Options menu, not sure about ST Fax.)

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

663. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 13:54:27 UTC
From: fpf@wmpi02.uni-wuppertal.de
Message-ID: <2grmmj$k2v@wmwap1.math.Uni-Wuppertal.DE>
Source record: 195312

```
In article <60.42998.4514.0N190938@WG.ESTEC.ESA.NL>, WVLEESHH@WG.ESTEC.ESA.NL writes:
|>
|> Saw a note about gemview3 yesterday, where can I get it?
|> ---
|> * RoseMail 2.10b:

On ftp-server

Name: athene.uni-paderborn.de
Address: 131.234.2.32
Aliases: ftp.uni-paderborn.de

path /atari

./tools/screen/gem-view/* ;GemView 3.xx
./tools/screen/gem-view/gvw_v301.pax ;GemView 3.01, Bildviewer/Konverter

Peter
```

664. VIDI ST & VIDICHROME FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 14:04:31 UTC
From: jhurwitz@access.digex.net
Message-ID: <2grn9f$c5u@access.digex.net>
Source record: 195311

VIDI ST video interface for the ST/STe/TT, grabs live video from VCR or Camcorder. Includes Vidichrome software, allows VIDI ST to grab Spectrum 512 color images.....$70 for both + half the shipping cost.

send email, or call 301-424-4350.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

665. Re: REPEAT ARTICLES FROM CSR ONLINE

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 14:17:52 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJF3ps.Fu6@uc2372c.DaytonOH.NCR.COM>
Source record: 195316

In article <2grdko$5d6@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard) says:
>
>Can some one Stop all these Repeat Articles that are comming from
>Organization: CRS Online (Toronto, Ontario)

Whew, I thought I was just experiencing a really strange case
of deja-vu....

Rob

...either that, or we're both seeing things, Roger :-)

666. Dos Emulators

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 14:28:31 UTC
From: s1014097@cedarville.edu
Message-ID: <s1014097.20.2D31660F@cedarville.edu>
Source record: 195313

I am seriously considering buying a Falcon and need to know what kind of Dos emulators are out there (I need Dos compatibility for school assignments). I need something that is a 386 or 486 with the ability to run windoze. Any help would be appreciated.
Bill

667. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 14:42:23 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2grpgf$c39@nermal.cs.uoguelph.ca>
Source record: 195333

Robert.Anisko@daytonoh.ncr.com wrote:
: Does it need to have a desktop specifically designed to handle the multitasking
: (like Geneva) or is it more just "running the the background" like MultiGEM?
: (I have both, BTW)...
Is it possible to use any Desktop other than NeoDesk for launching
programs? TeraDesk will work under Geneva, but you can't launch
multitasking programs from it.
: My one complaint about Geneva so far is that various software makes my
: screen "shift" over about a half inch or so on a 13" monitor. In particular,
: Pinhead and MiNT. I'm kinda curious as to why this is. Oh, BTW,
: how does one "tear menus" under Geneva? (I know, I need to read the
: manual, but it should be intuitive, right? :-)
Hold control while clicking on the menu title. I thought MiNT didn't work
under/with Geneva...at leas that's what it says in the README on the disk,
and there's nothing mentioned about MiNT in the patch documentation.

THeo

668. Re: Time Bandits

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 14:45:56 UTC
From: lannie@ins.infonet.net
Message-ID: <2grpn4$apd@insosf1.infonet.net>
Source record: 195314

In article <60.42965.4514.0N190917@RIDER.CACTUS.ORG>, TIM@RIDER.CACTUS.ORG writes:
>Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!chinacat!rider
>tim
>From: tim@rider.cactus.org (Tim Wilson)
>Newsgroups: comp.sys.atari.st
>Subject: Time Bandits
>Message-ID: <5104@rider.UUCP>
>Date: 7 Jan 94 03:36:12 GMT
>Sender: tim@rider.UUCP
>Reply-To: tim@rider.cactus.org (Tim Wilson)
>Organization: NOT
>Lines: 12
>
>Hello,
>I was wondering if there's still anyone out there who would like to share
>tips and stuff for Time Bandits. I just really started playing this game and
>have found several parts of it a little difficult to comprehend (ie the text
>stuff). Also, I'm stuck in Dungeon Master (the best RPG ever written IMO).
>Any help with these would be greatly appreciated!
>
>
>--
>Tim Wilson
>tim@rider.cactus.org
>Hello, this is me. Who the hell are you?
>---
> * RoseMail 2.10b:
There are some cheat sheets on Umich. There is also a program that will
let you have unlimited lifes with Time Bandit!
I love that game, I have plaed it for 6 years now.
Later,

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

669. Show, print, cancel (was: bug)

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 15:32:19 UTC
From: rm03@cscmgb
Message-ID: <1994Jan10.153220.25087@cc.ic.ac.uk>
Source record: 195318

in article <2gnepb$qiv@golem.wcc.govt.nz>, Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:Whenever I quit a program, and then go into another folder, and run
:a GEM application (e.g. PRG or APP), the desktop claims that I can
:only 'show or print this application' (e.g. it thinks it is non-executable)
:then, after I select CANCEl, and double-click on it again, it runs
:normally as it should do.

:I've got a 4meg 520STE with TOS 1.6 (UK). [...]

I also get this problem with my 1.62 STE on occasion. It seems to be related
to the length of the filename of the application you are trying to run
(including drive spec. and directories), so by renaming the application with
a shorter or longer name, the problem is fixed.

e.g. I get this bug with D:\LC\BIN\K_RSC.PRG
but not with D:\LC\BIN\KRSC.PRG
or D:\K_RSC.PRG

It's annoying, but easy to fix so I see it rarely nowdays.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

670. Looking for GEMAR 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 15:45:54 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CJF7sJ.7pn@lincoln.gpsemi.com>
Source record: 195319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

A while ago someone mentioned having seen GEMAR V2.0 - including English docs.
Anyone know where I might find these (e-mail preferable, ftp possible !)

Thanks,

Martin
--

```
=========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
=========================== (from Janet - mkite@com.gpsemi.lincoln) ==
=========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

671. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 15:52:39 UTC
From: mast@and.engin.umich.edu
Message-ID: <2grtk7INNhlt@srvr1.engin.umich.edu>
Source record: 195317

In article <2ghkc8$31o@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> Michael Baffoni (mbaffoni@farad.elee.calpoly.edu) wrote:
> > In article <2gf76f$h4j@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>
> > >That is a .AVI file that has been around for ages. It requires 4mb of
> > >memory (if you have the version with sound). It is a great animation,
> > >where the cat turns into Spock and the basketball player, etc. I think
> > >I might have it on my hard disk somewhere. If so, I'll upload it to
> > >atari.archive.
>
> > What do you use to view .AVI files with, and more importantly to me, is
> > it TT compatible, and GEM/VDI compliant (ie, will it run on GFX cards)?
>
> AVIPLAY.PRG, I believe. I'll include the player if I can find the files
> (unfortunately, this is not looking promising). I have no idea if it is
> GEM compliant and such.
>

Try avsplayr.lzh at a.a.u.e in the Graphics directory.
If I remember correctly, when I used this on my TT the animation ran
extremely fast, and the sound ran at normal speed.

-mast

672. Re: Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 16:06:10 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan10.160610.29316@newshost.lanl.gov>
Source record: 195320

In article 129800@hydra.gatech.EDU, gt1448b@prism.gatech.EDU (David Forrai) writes:
>Yes, but can you actually GET a Tiny Turbo board? From what I was told
>about 6 months ago, Fast Technologies was close to going under due to
>getting bad parts. They were not filling orders which pissed off many
>customers who had prepaid. Has this changed?

Fast Technologies is definitely NOT out of business and I believe the TinyTurbo
030 is now shipping. For more information you can contact them directly at
j.allen27@genie.geis.com

-Hutch- @ Fair Dinkum Tech

673. Re: Warp9 3.80 info

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 16:12:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan10.161212.758@newshost.lanl.gov>
Source record: 195321

In article tf@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
>Oh, the T-Shirts I asked John about are the cool ones with the CodeHead
>logo (I think they say "We speak Assembly" on the back).

My CodeHead t-shirt says "A cure for the common code" on it. Way cool. :)

-Hutch- @ Fair Dinkum Tech

674. REPOST: FOR SALE: Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 16:29:49 UTC
From: mcalear@eng.amdahl.com
Message-ID: <4ePl026n5aRO01@JUTS.ccc.amdahl.com>
Source record: 195285

I still have the following software for sale. Highest bid by this
Friday afternoon gets it. Currently, the highest bid is $45.

--Mike

<----------------------- old post ---------------------------------->

I sold my ST a year ago, but I still have a lot of the software. Most of
it is on SS disks. Here are the titles I have:

Flight Simulator II
Mean 18 Ultimate Golf
Barbarian (by Psycnosis)
Gauntlet
Chessmaster 2000
Balance of Power
Gunship
Sentry
ST Karate
The Music Studio
Sub Battle (by Epyx)
Starglider
Championship Wrestling (by Epyx)
Wargame Construction Set
BB System (by Quantum Microsystems Inc.)
Blockbuster
Flash
Defender of the Crown
Hex

I want to get rid of all this in one package. I also have several
"copied" disks (I got everything from a friend) that I will include. If
you have problems with this, just erase everything and get a bunch of blank
disks at no extra cost.

Included in all this is a box full of manuals.

Buyer pays shipping and c.o.d. charges. Email is preferred, but if you
can't get a hold of me, call (408) 992-3181.

--Mike

675. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 16:51:47 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJFAuB.M2o@cen.ex.ac.uk>
Source record: 195323

In article <2d2f5532%fidonet.org@p1.f6007.n243.z2.fidonet.org>
Carsten_Brockmann@p1.f6007.n243.z2.fidonet.org (Carsten Brockmann) writes:

> Now, has _anyone_ found an effective way to use missiles,
Mine always hit if I set the Stardreamer Time Control to its 2nd position after releasing the missiles from a distance of about 3-4 km whilst chasing the enemy ship with help of the auto pilot. :)

Try using naval missiles on ships with ECM's - they just sit there desperately ECMing again and again then - BLOOOIE!
{{{ Dan }}}

676. WINLUPE

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 17:14:37 UTC
From: mpellegrino@ge-serveur.insa-lyon.fr
Message-ID: <mpellegrino.3.2D318CFD@ge-serveur.insa-lyon.fr>
Source record: 195324

Which site contains WINLUPE ????????
THANKS FOR ANY ANSWER

677. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 17:15:47 UTC
From: aa414@FreeNet.Carleton.CA
Message-ID: <CJFByC.HB9@freenet.carleton.ca>
Source record: 195326

In a previous article, mike@medsun.unige.ch (Mike Morris) says:

>application that interests me is PhotoCD, but I must find another
>justification too 8-), and obviously there are no Atari-specific CDs
>on the market.
>
> What else are you doing with your CD drives?
> Or, to rephrase it - how much can you get from Mac and PC disks (I
>notice some say for Mac or PC, for example)? And how do you access
>them?
>
>tia, Mike
>
>***
>Michael Morris PhD * *
>Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
>University of Geneva * * fax (Switzerland) (22) 702.57.06
>Geneva * * email mike@medsun.unige.ch
>Switzerland * *
>***
>
Hi,
There are actually several ST specific CDs out on the Market. As a
matter of fact, one came out about a week ago and it is called "Walnut
Creek CD" and it has about 400 megs of ST specific software.
As you mentioned before, you can also use it to read PCD pictures,
programs that support it are: Photo Studio from Eurosoft, GemView v2.4X
and 3.XX, Calamus SL as an import module and other packages from
Kodak/ATARI(joint) to modify photoCD pictures.
And last but not least, you can use your CDROM drive to listen to
excellent quality sound of a CD using Audio CD player programs. The one
that I use (and wrote) is called "Audio CD player for ST/TT" and is upto
version 2.3 now with Full St/TT support as play,stop, pause, track (up,
down, jump,) programmable tracks, and CD player like interface/control panel.
and limited Falcon support (yes, Falcon Support too).

If interested, I will e-mail the lastest version.

Nima

--

678. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 17:19:12 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1445.2D318E10@dhhalden.no>
Source record: 195327

In article <1994Jan9.162414.12584@news.unige.ch> mike@medsun.unige.ch (Mike Morris) writes:

>application that interests me is PhotoCD, but I must find another
>justification too 8-), and obviously there are no Atari-specific CDs
>on the market.

Walnut Creek is supposed to release a disk packaged together by some Atari User Group in the US RSN. It was slated to appear "on or about the 27th of December 1993" according to a press release in a recent AEO. I haven't seen anything after that, but it will be a disc containing PD apps & stuff.

Browsing through the German mag ST Computer (or whatever you may call it now that it also incorporates TOS and ST Magazine) the other day I found a vendor selling hard- and software who were advertising for some CD-ROM's. Nothing clear about them beeing Atari specific or not, but I haven't heard the names before in connection with PC disks. Two separate disks with sound samples were offered as well as a 2-disk set entitled Gif Galaxy which should give you a hint about their contents. According to the ad, "PD-collections, sounds, pictures etc" will be available in the future. Getting those German PD collections would be a great move, as the majority of those apps never get onto FTP servers.

> What else are you doing with your CD drives?
> Or, to rephrase it - how much can you get from Mac and PC disks (I
>notice some say for Mac or PC, for example)? And how do you access
>them?

Of course, you can play audio with them. In fact, most people actually play more audio discs than ROMs on them...

As for content, any ISO-9660 disk should be ready to be tapped into. From there it depends on the formats if the material on the disk. Graphics files, sounds and text are perhaps the most useful as many converters exist for the Atari platform. The apps are a bit more difficult, though if you don't have a PC emulator and wish to utilize that. Mac disks are a bit of a problem right now, as the only program I know of which can tap into Mac volumes are MacSee and while they have written code for accessing CD-ROMs, they won't have a product out until they have gotten a C++ compiler up'n' running. Let's hope that won't take long. I myself will be spending a good part of this spring laying final touches to a project on whaling on South Georgia island in the old days which will be a platform independent CD containing text, graphics, sounds, movies etc. The interface to the info will be made for the Mac and possibly for Windows, but the info itself can be used on any platform.

I'll try to get an index together of discs made for other platforms which can be used on the Atari. A steal if you're into DTP/Graphics and own the DA's Vektor application is a disc made by SoftKey containing some 300+ Type 1 PS fonts. I think it retails for about $70 - go check out the latest MacUser or MacWorld (PS: If you want to learn about HW, check out these mags. They are educating and a very good read. Might also be a good source of inspiration for programmers...). It's a two disc set, one for the Mac and one for the PC. The PC one is usable as it is now on the Atari machines.

Hope this helps a bit...

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman
---

679. ADDING MORE MEMORY TO TT030

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 17:25:31 UTC
From: aa414@FreeNet.Carleton.CA
Message-ID: <CJFCEJ.HpI@freenet.carleton.ca>
Source record: 195328

Hi,
I currently have a TT with 8 megs of RAM, 4ST and 4TT; and I would like
to upgrade to more memory. I was wondering what configurations are available:

i.e., can I get two 4 meg simms and get 8 megs of TT ram and 4 megs of ST
(from before), or do I have to get four 4 meg simms to go upto 16 or get
four 2 meg simms to go upto 8.

Any responce is greatly appreciated.
Nima

--

680. minix.fs users

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 17:42:06 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2gs41e$9if@cc.tut.fi>
Source record: 195331

Would someone with minix.fs installed contact me. I'd like to know if
my program works with longer filenames (it might be of help to you too :-).

Program is similar to select utility which comes with 4DOS on PC (ie.
mostly of use only in connection with a shell). You can select files
easily with cursor keys from a directory listing for commands to be
executed. Supports both shell_p pointer and SHELL env. variable.

- Eero - E-mail: t150315@cc.tut.fi

681. Re: Text Editors

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 17:55:36 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJFDso.Foq@cix.compulink.co.uk>
Source record: 195335

There most certainly is, although I think it only goes out to registered users.

```
==============================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
==============================================================================
```

682. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 17:55:38 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJFDsr.FpH@cix.compulink.co.uk>
Source record: 195336

You would have gained Multi-TOS, System Audio Manager (SAM), FALCD2D, clock, X-Conrol, AHDI, that's about it I think, although I'm sure I'm missing something.


```
==========================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
==========================================================================
```

683. NeoDesk 3.04 patch

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 17:55:43 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJFDsv.FqE@cix.compulink.co.uk>
Source record: 195338

Has anyone got a copy of the NeoDesk 3.04 patch at all, as it seems damned difficult to locate.

```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

684. Re: Atari Demo on a PC

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 17:55:46 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJFDsy.Fr1@cix.compulink.co.uk>
Source record: 195337

Can anyone ftp it and care to uue it and send it to me as my link to auue
is down.

```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

685. Re: Dr. T software for $49

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 18:03:24 UTC
From: gregk@nskernel.tandem.com
Message-ID: <CJFE5r.5Jn@tandem.com>
Source record: 195330

This is even cheaper than the upgrade price of (I think) $79 that I paid - should I ask for a refund? :-)

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..

686. Re: ADDING MORE MEMORY TO TT030

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 18:03:50 UTC
From: bjgrier@bnr.ca
Message-ID: <1994Jan10.180350.5712@nrtpa038.bnr.ca>
Source record: 195329

In article <CJFCEJ.HpI@freenet.carleton.ca>, aa414@FreeNet.Carleton.CA (Nima Montaser) writes:
|>
|>
|> Hi,
|> I currently have a TT with 8 megs of RAM, 4ST and 4TT; and I would like
|> to upgrade to more memory. I was wondering what configurations are available:
|>
|> i.e., can I get two 4 meg simms and get 8 megs of TT ram and 4 megs of ST
|> (from before), or do I have to get four 4 meg simms to go upto 16 or get
|> four 2 meg simms to go upto 8.
|>
|> Any responce is greatly appreciated.
|> Nima
|>
|> --

My TT has 8 meg of TT ram (expandable to 32meg) and 2 meg ST-RAM.
I use the GE-Soft TT-Ram expansion board.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

687. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 18:09:56 UTC
From: charly@senator.ppc.sub.org
Message-ID: <Up-EAKRECVY@senator.ppc.sub.org>
Source record: 194972

In <CJCqwt.8yq@freenet.carleton.ca> Dan Schubart wrote :

>I believe 6.2 might be the latest ICD boot software. I'm still
>on 6.0.4 --maybe I ought to get the latest.

6.23 is the actual ICD software.

Time to get the new version ;-)
--

Karlheinz Sauther / ++49 7274-8565
An Fronte Karl 31 / charly@senator.ppc.sub.org
76726 Germersheim / Karlheinz_Sauther@LU.maus.de

688. Re: Ste: Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 18:47:39 UTC
From: ga@mrih.no
Message-ID: <2gs7sb$jcr@ugle.unit.no>
Source record: 195332

Patrice.Lacouture was cool enough to write:
>The Mega STe has never been sold with a IDE interface, as far as I know.
>There CAN be a SCSI adapter inside, if it was sold with a hard drive, but the
>SCSI interface is NOT "standard" like on the TTs.

Ok, to put it this way, which interface is present for the built in harddisk
on the Mega STe? When I took another look this morning, there were 50 pins,
which should indicate a SCSI drive. Does the interface support > 1 drives,
or do I have to _replace_ the internal harddisk, if I don't connect externally
through the ACSI port? And, if replacing it will work, would it be ok to buy
any standard SCSI drive and it will work? The harddisk currently present is
a Seagate ST157N.

Gard Eggesboe Abrahamsen "Wherever people
PO Box 5061, Larsgaarden feel free to
6021 Aalesund, Norway smoke, I feel free
Phone: +47 7015 5497 to fart."
Gard.Abrahamsen@mrih.no -- J-M DuFerre
Finger ga@samson.mrih.no
These are my views and not those of MRIH.

689. ftp

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 19:26:33 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJFI09.JAy@cix.compulink.co.uk>
Source record: 195339

Has anyone managed to access server@ottoman.saigon.com at all, as there
are Falcon MPEG/DL/GL file viewers in the /files/pics directory,
unfortunately I can not get connected?

```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

690. Re: Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 19:29:36 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CJFI5D.4xv@arc.ab.ca>
Source record: 195341

In article <CJ9J9p.9Dx@liverpool.ac.uk>, james@liverpool.ac.uk (Mr J.A. Parsons) writes:
>Can anyone recommend a replacement mouse for the STe, the one supplied
>is lousy! I'm in the UK, so UK prices etc apreciated.
>

If you can get them over there I would recommend the Beetle Mouse (lots of
wonderful colors and works well).

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L
---

691. Re: Non-speedo Fonts (was

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 20:52:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJFLzJ.MHt@cix.compulink.co.uk>
Source record: 195340

In message <60.42958.4514.0N190910@canrem.com>, michael.baffoni@canrem.com said:
>
> What does the "s" prefix mean? Also, since apparently the CoNnect
>fonts have multiple resolutions in one file (ther is only connect.fnt, not
>connct9.fnt and connct10.fnt, etc.), do I just put connect.fnt under each
>screen rez, or do I have to modify the fonts with some program first?

The s stands for system font. The connect fonts should NOT have an s. Just
copy the connect fonts to your fonts folder and add them for each res,
although the font are designed for hi-res.

>
>>21 DJ5.SYS
>>22 STFAXSPD.SYS
>
> What is this? Is this a Speedo fax driver? If so, which modems does
>it support?

This is a driver that comes with STraigt FAX and allows you to generate
fax files from GDOS friendly apps.

I recommend you read some info about GDOS. There are some FAQs around.

Ofir ogal@cix.compulink.co.uk

692. Re: DC Data Diet and hard drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 21:04:25 UTC
From: marshall@cs.uq.oz.au
Message-ID: <16944@uqcspe.cs.uq.oz.au>
Source record: 195334

In <1994Jan10.024724.23579@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
>: I am getting ready to purchase a hard drive, and wanted to know more about DC
>: Data Diet. I understand it is a program like Stacker on the PC.

>This is true. DC Data diet was _supposed_ to provide exactly this
>revolution. From what I hear, the program, when it was finally released,
>has a very poor reputation. I believe it is part of what led to the demise
>of Double Click Software.

I have been using DataDiet since it first appeared. I now have version 2.
I have a Mega4Ste, with internal H/dosk, plus an old Megafile 20Meg H/D. It
is Ok on both of them.
I have no problems with it. It saves about 1/3 of my Hard disk space, if
used with DCSqish, which creates compressed programs and accessories,
which are self-decompressing when loaded.
It is now supported by Trace Technologies, who brought out the improved Vn
2.
I believe Pack-Ice gets better decompression, so DataDiet plus Packice gives
good savings.-
>Datalite is a more 'current' program, doing much the same job as DC Data
>Diet. I can't remember where it comes from, but it is sold by HiSoft in
>the UK. Very reliable from what I am told, and costing I think, around 40
>UKP, last time I heard.
Dunno about Datalite's performance.
>Steve Taylor.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

693. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 21:05:52 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.rGRgZGt1xbY@yonder.equinox.gen.nz>
Source record: 195265

In <2gpudq$5mi@cxc1.cl.msu.edu>, Michael Olin writes:
>sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>
>>It might be annoying to you - it's almost impossible for me. Until a
>>kind person sent me version 5.5, I was using 5.1 for ages. I believe
>>there is a higher version available now....
>
>The latest version I've seen of the NON-PRO ICD Utilities is 6.2.3
>while the latest I've seen of the PRO Utils is 6.2.4

I've got.... ICDBOOT Version 6.2.0 , is it worth upgrading it?

Another thing i've noticed, some of the CPX that I got with this
version is in German. Is this normal? The thing seems to crash
when you exit from it too. It's ADSCSI Version 1.02

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

694. Re: falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 21:13:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d31c576@p2.stacken.ct.se>
Source record: 195260

> I think there are at least one SIMM-board that can take 2Mb SIMMs, and
> 4 of those SIMMS will give you 8Mb.... The one from GE-Soft I think was
> able to do this.....

Hey, does this mean I can have a Falcon with 8 megs? Tell me more about this
product!

E-mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 FidoNet NeST UseNet ST STE TT Falcon Jaguar Lynx

695. Re: Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 22:00:47 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CJFp5C.3o5@brunel.ac.uk>
Source record: 195342

Mr J.A. Parsons (james@liverpool.ac.uk) wrote:
: Can anyone recommend a replacement mouse for the STe, the one supplied
: is lousy! I'm in the UK, so UK prices etc apreciated.

: What about tracker balls? Any good?

: Thanks

: Jim

I use Alpha Data mouse and trackerball and have had no problems with either.

The Alpha Data mouse is also well priced.

Gareth Blades

696. Re: Falcon030 recording

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 22:09:48 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CJFpKC.3pL@brunel.ac.uk>
Source record: 195343

Kendall Gelner (kgelner@nyx10.cs.du.edu) wrote:
: In article <CJE8ML.A57@csn.org>, Kevin Fason <kfason@csn.org> wrote:
: >
: >I hooked my CD to my Falcon030 sound in and it worked fine for a while. I
: >digitzied a few songs and such. Then a couple days l8r, it dont work
: >anymore, just really distorted. I tried differnet programs liek FalcD2D,
: >AFM, WinRec. all the same, I swapped cords, still distorted, even changed
: >AMPs and CD Players, All still distorted. Works fine with the audio out,
: >but In is totally distorted. I did not try a Mic itself though to see
: >if thats distorted too. And what I mean by distorted is super snowy and
: >such, like a Speaker has been blown... but the speakers are fine, even
: >tried different speakers too...
: >

: This happened to me as well - at least it sounds like the same
: problem. for a day or two, it recorded great, but after that,
: everything was all snowy.

: The solution was to buy a "ground loop isolator" from radio shack
: (look by the antennas). just put this thing in-between your stereo
: and Falcon, and all of the sound problems should dissapear...

: Good Luck,

: --
: ---> Kendall Gelner (kgelner@nyx.cs.du.edu)
The input to the falcon is a microphone input and is not designed for the higher voltages that line outs produce. No harm can be done by connecting the line outs to the falcon.

The best way to do it is to connect the headphone out of the cd player to the mic inputs and then increase the volume until you hear distortion and then turn back the volume about 20%. This gives the best quality.

Gareth Blades

Brunel University

Elec Eng

697. Re: Jaguar UK release date?

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 22:12:41 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CJFpp5.3qn@brunel.ac.uk>
Source record: 195344

Mike Pass (M.I.Pass@newcastle.ac.uk) wrote:

: Anyone know when the Jaguar is going to be available in the UK?
: Coz I WANT one!

: Mike
: M.I.Pass@Ncl.ac.uk

A few were released just before christmas but now have all gone.

The full delivery wil be around easter.

Gareth

698. Atari 520STfm, ADSCSI+ Host Adapter, Printer for sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-10 23:39:34 UTC
From: yan@cpsc.ucalgary.ca
Message-ID: <CJFtpz.Eoo@cpsc.ucalgary.ca>
Source record: 195300

I have a 520STfm upgraded to 1 Meg RAM, DS 720k floppy drive for $175 and a ADSCSI+ Host Adapter with Clock for $100, and Centronics GLP 9 pin dot matrix printer, very compact for $100. All prices in Canadian dollars.

PS: Please put Attn: Ray in subject line, as I am posting from a friend's account, thanks!

Ray

--
Peter Yan || ... I don't have God complex.....
yan@cpsc.ucalgary.ca ||
University of Calgary, Alta. || I AM God!
_____||_____

699. seeking info. on Notator Logic

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 00:59:31 UTC
From: michaelk@pacifier.rain.com
Message-ID: <CJFxFD.H64@pacifier.rain.com>
Source record: 195346
Cross-posted to: comp.music,rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

I am an Atari Falcon user and have been waiting to see what becomes available as far as digital audio sampling and track recording. I have found pretty good info regarding Cubase Audio and now that Notator Logic will becoming out with a Audio version for the Falcon I would appreciate any comments about N.L. in general, N.L. vs Cubase. Is there a news/usergroup or FTP demo site for N.L.? What is manufacture support like ? I have been an Dr. T's Omega user for years, but it doesn't look like there will be any audio support...

thanks in advance

700. Using Teletext Adapter with TT

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 01:03:17 UTC
From: akisujar@cobra.nus.sg
Message-ID: <2gstsl$m3h@nuscc.nus.sg>
Source record: 195345

Hello from Singapore,

I have been using the British made Microtext teletext adapter with
the Atari Mega4 computer's for several years and very pleased with
it. It connected to the Mega4's printer port and besides reading the
teletext/vidtext pages I can also watching the normal TV program by
connecting video/audio output to another composite color monitor.
(I actually use Sony KX-14CP1 which allowing me to switch between
RGB and Composite Video in the same monitor).

Only problem that I have is when I tried to use it with my Atari TT.
Microtext program no longer recognize the adapter (shown a message "The
Microtext Adapter is not connected"). I wrote to the manufacture only to
find out that they are now only make an Adapter for IBM computer and
there is no newer software for Atari TT. They support is up to Atari
ST/STe and Mega computers.

My questions are:

What is significant differnt between Atari Mega 4 and Atari TT printer
ports?.
I hope that I would be able to patch the existing software to work with
the TT as the bootup software is very short and seem to be a straight
forward program.

Anyone have already managed to get the Microtext adapter working with the
Atari TT?

Any comment would be most appreciated.

Suthipuntha,

School of Architecture, National University of Singapore
akisujar@leonis.nus.sg

701. Falcon Questions & Answers

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 02:46:51 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan11.024651.13001@bradford.ac.uk>
Source record: 195347

This is being posted on behalf of somebody with no Internet access. Please post any replies to my mailbox (sptaylor@bradford.ac.uk) and put 'To Dave Haider' in the subject header, and they will be passed on.

----------Included post----------
If you Have a Falcon read this.
First some question and then some answers to questions you might have.

I am a Falcon owner with the following system setup :

4 meg F030
65 meg internal IDE HD + external hard drives
Use AHDI 6.06, drives formatted with HDX
TOS 4.01
Microvitec multiscan monitor (15KHz to 40KHz horizontally)
Previously I used a Philips CM8833 Mk1
other peripherals of no consequence

1. Does anyone have a program that will play sound modules in the background that is compatible with NVDI 2.5 ? I have tried Desktracker STe, Backtrak, Proplay, Natrak and Digiplay.ACC. None of the above work correctly with NVDI, causing bombs or the computer to lock up.

2. When using some MOD trackers I get crackling from the right speaker. For example DIGITAL version 1.02 works fine until it is put on 6 or 8 channel mode when the crackling starts (the crackling can be heard even before a MOD or sample is loaded. It works fine on 4 channel mode. Also Proplay (V.1) crackles when playing MODs in the background (right speaker only). And when AFM (audio fun machine is loaded crackles are also produced by the right speaker. It is definitely not a fault with the speaker and the screws of the internal drive are not too tight as suggested by someone. Also STESOUND.PRG and FPATCH2.PRG do not help. The problem occurs if regardless of the AUTO programs and the ACCs installed.

3. Does anyone have or know where I can get a Speedo Gdos printer driver for my STAR LC10 colour (or JX80 C) printer. It works with the standard epson 9 pin driver but this does not take advantage of the colour capability which I can use in Kadinsky.

4. Finally some of the arrows and writing in some of the buttons in various CPX modules disappear in 16 and 256 colour mode. For example in the Falcon Sound CPX the arrows on the volume bar

disappear allong with the writing on the save, OK and Cancel
buttons. Also arrows and writing on the selectors for the balance
and left and right gain disappear. This occurs regardless of VGA
or RGB monitor, or interlace [double line] on or off. I use
XCONTROL version 1.31 and the following CPXs are the ones to don't
work:

VDI Version 2.10
GEN Version 1.30
FSND Version 2.00
CNFG Version 2.10
WCOL Version 2.10

however the following versions of the SAME CPX modules DO work !

VDI Version 2.00
GEN Version 1.20
SND Version 1.20
CNFG Version 1.00
WCOL Version 2.00
Can anyone tell me why my text is dissappearing ?

Thankyou for taking time to read this note.

Also a hint to any off you using programs that need GEM installed in
RAM, e.g. Winx, ShellBuffer, Outside demo etc. Use ROMSPEED.PRG not
GEMRAM. ROMSPEED does the same thing but is compatible with numerous
programs using the MMU. Also ROMSPEED is compatible with SAM and DESKPIC.
If you can't find the program I will put my copy on some of the FTP sites.

Also If you don't know what monitor is best for your Falcon the answer is
as follows in the form of an explanation.

Ok first I will explain about horizontal and vertical frequencies for all
those who don't know in the way I understand. A monitor display has two
frequencies (frequency means number of times per second) horizontal and
the vertical frequency. The lower the V (vertical) frequency the more the
screen flickers and the higher the V freq. the less it flickers. The H freq.
has no effect on the picture you see. For an example of H freq. your Falcon
on RGB mode (as opposed to VGA mode) produces a signal of about 15KHz
(15000 Hz). So if you want to use the RGB modes (i.e if you want to see true
colour mode in a high resolution with interlace) you need a monitor cabable
of displaying at 15KHz. The VGA modes however require about 37KHz. Most
monitor are set to one horizontal frequency, as follows:

TV / ST COLOUR MONITOR - ABOUT 15KHz
VGA MONITOR - ABOUT 37KHz
SVGA MONITOR - ABOUT 3 DIFFERENT FREQUENCIES FROM 35 TO 38KHz

For Multiscan monitor (which are exactly the same as multisync or autoscan
monitors) there are 2 different types.
1. H freq. range of about 15 to 40 KHz
2. H freq. range of about 30 to >50 (some upto 100)KHz

If you get type 1 you can use both your RGB and VGA modes on you monitor with a slightly modified adaptor. With a type 2 you can only use the VGA modes but if you buy Blow up hard 2 you can get some very high resolutions with very little flicker (but you can with type 2 as well). So I say get a type 1 (like the one I have [a Microvitec 1440]). I have had used all of them and this is DEFINITELY the best buy. The following places stock them in the UK:

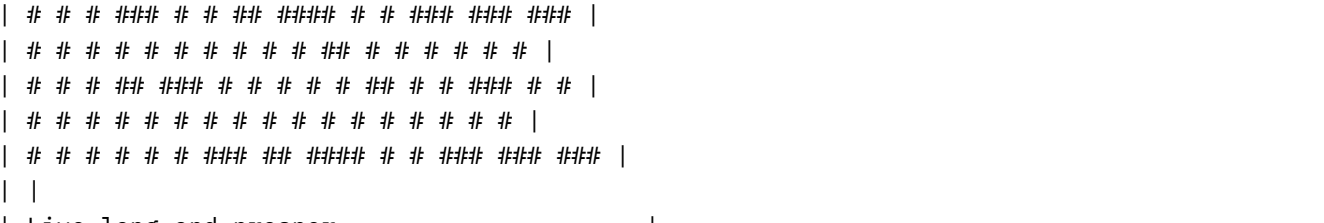
Gasteiner
System Solutions
Ladbroke Computing (Preston)

Whatever anyone tells you, there are NO monitors in existance that have a horizontal freq. range from 15 to >40KHz. It is impossible.

In conclusion:
If you want to use you Falcon for typing and comms and music and are not loaded get a plain VGA. It will give you the standard VGA modes.
If you want something more, like larger desktops etc. get a SVGA and BLOW UP Hard 2. (SVGA is useless without Blowup, it is no better than VGA).
If you want massive screens and ultra high rez. get a multiscan type 2.
However if you want massive resolutions AND true colour pics and your interlace modes you most certainly want a multiscan type 1 (like mine).

P.S. System solution say BlowUp Hard 2 is for fixed frequency monitors and for multiscans you should get BlowUp 1. In my opinion (and I have used both Blow Up 1 and 2) you should always go for BlowUp hard 2, It is FAR superior than version 1.

Thats it for now please send me replies or E-mail.
bye Dave.......

|---|
|* *|
| David Haider E-mail via sptaylor@brad.ac.uk |
| |

| Live long and prosper..... |
* *

702. Phoenix

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 03:58:52 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <CJG5q4.EH@darkside.osrhe.edu>
Source record: 195259

I will never get the hang of VI, however I will try to post a message with words. Does anyone know where I can get a program called GIFTOVDO . In the manual to the program Phoenix it says to run GIF animation files that this program needed. Does it really exist. Is it PD or do I need to buy it.

Any help will help

Ericw

ericw@okcforum.osrhe.edu

Mega STe's rule(what? I dont know)

703. Re: Atari and the ZyXEL modem.

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 04:12:44 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2gt8vs$cia@golem.wcc.govt.nz>
Source record: 195348
Cross-posted to: comp.sys.atari.st,

The Zyxel works fine on ST's.

Connect and Coma both support the fax and voice-mail options of the modem,
and most (if not all) fax packages will communicate with it with a
minimum of fuss!

I know 2 people using them, and they've never complained about them!

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

704. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 04:17:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2gt983$cia@golem.wcc.govt.nz>
Source record: 195349

Re: Does PFX v3.0 handle ACC's

As was demonstrated with v2.x of PFX, it does handle ACCessories (At least ones programmed correctly)

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

705. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 04:47:26 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2gtb0u$cnb@golem.wcc.govt.nz>
Source record: 195350

Here's some info for this almost-illegally addictive game that me
and a friend have picked up after about 40 hours of game-play....

Hopefully this will send without crashing.....

Autopilot:

When selecting a target, always zoom in as far as you can before selecting
it. Click once on it, then double-click on Zoom, then select 'F10 -
Select destination', and return to the main view. Then, engage the
autopilot, and select maximum star-dreamer time. When you get to the
planet/dock, select max' star-dreamer time again, and you will appear
in the landing area. NEVER use anything other than Minimum (Normal)
or Maximum Star-Dreamer time for this operation, as you almost always
crash INTO the port! Using this procedure has worked every time, and
gets you where you're going VERY fast!

Do not use the identify objects item (F10 - Identification Text Icons),
the text produced seems to really confuse the autopilot, as it appears
to think it is an object, and usually crashes you into the port/planet.

Starting the game:

Follow the instructions until you get to Barnards star. Then, buy as
much farm equipment as you can, refuel, and go to Sol. Sell the farm
equipment,and go into the Shipyard and remove everything from your ship
except the Autopilot (NEVER leave home without it!), and the Hyper-Drive.
You need this money, and the cargo space. And, trading between Sol
and Barnards Star never requires the use of weaponry or Atmospheric
Shielding. (Weaponry may be needed if you help mafia enemies etc.).
Now, trade Animal meat with Barnards star, and as soon as you have
the case, buy Robots or Computers from barnards star, and sell them
at Sol. Before you sell Robots or Computers always check the bulletin
board first, as there is almost always someone willing to pay twice the
Normal price.

Eventually, you can just take Luxury Goods to Barnards Star, and Computers
or Robots to Sol (Robots have a higher profit margin), and build up
your cash. Buy a larger ship ASAP capable of at least 6 light-years
travel with the drive that comes with it, and fit an auto-pilot to it.
The larger the ship, the more you can carry, and the faster you make
money.

Basically, don't bother with any missile other than Naval missiles, they
are the only ones that ever seem to hit, and even then they usually
have to be launched when the enemy is within about 3Km of your ship. He
will then run away, you can lock your autopilot onto him, and when he

eventually returns and gets within 5Km, hold down fire and as long as they haven't got tougher shielding and lasers than you, they will almost certainly blow up!

Yay, it worked, (I did it in capture due to the first time it crashing about 5sec's before I saved it 8-(

Happy trading!

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

706. Re: Bug

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 04:50:38 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2gtb6u$cnb@golem.wcc.govt.nz>
Source record: 195251

Yup... it's a well known bug. Just click on CANCEL, then try again.
Sometimes it takes 3 tries.
The better alternative is to get a replacement desktop. You'll never
see it again.

------> End of Quote from Craig Shore.

Which is why I've got Kaosdesk! :) (Not the best, but it's very small,
and nice and quick. I've also bought Neo-Desk, but won't be able to
use it for a couple of months until I can buy myself a Hard-drive! :)

Tera-Desk is of course a lot better than KaosDesk, Gemini I haven't
had a look at yet, I've had enough of trying to understand these
far-too-good German programs :) (Do they have better schooling over
there or something!?)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

707. Re: GEMINI 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 04:59:48 UTC
From: miff@apanix.apana.org.au
Message-ID: <2gtbo4$s72@olivaw.apanix.apana.org.au>
Source record: 195252

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>>Since it does not yet include documentation files and appears to be
>buggy,
>>it is called GEMINI 1.99, which is at least better than nothing, and even
>>better than 1.21. It can be anonymous FTPd at ftp.uni-paderborn.de
>>(atari/tools/gemini).

>I wouldn't call it buggy. In fact, it's very *stable* compared to other
>programs I know. It should appear on a.a.u.e soon.

Hmm, so what am I doing wrong?

TT030/8, UK3.05, HushiJR 4.07(?), NVDI2.50, no other acessories etc...

After maybe 1/2 min of shuffling stuff around (both in TT high and med)
I get a buserror and exit - bombs, not dialog. It's pretty consistent,
and seems mostly to happen when I'm moving icons on the desktop, although
I'm prety sure I've seen it when topping a window.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

708. Re: Non-speedo Fonts (was: Top Ten Progress)

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 05:11:17 UTC
From: miff@apanix.apana.org.au
Message-ID: <2gtcdl$gcd@olivaw.apanix.apana.org.au>
Source record: 195253

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>>>Just add them to your assign.sys file. Not sure about the NOVA card but
>>>here's my assign.sys:
>>>
>>>PATH = C:\DRIVERS
>>>01p SCREEN.SYS
>>>BAGB09.FNT
>>>GEMINI_S.FNT
>>>s MONACO08.FNT
>>>s MONACO09.FNT
>>>s MONACO10.FNT
>>
>> What does the "s" prefix mean? Also, since apparently the CoNnect
>>fonts have multiple resolutions in one file (ther is only connect.fnt, not
>>connct9.fnt and connct10.fnt, etc.), do I just put connect.fnt under each
>>screen rez, or do I have to modify the fonts with some program first?

He is obviously an NVDI user - the 's' means that the font is used as a
replacement for the system font.

As far as I know, there is only one font per file in the CoNnect fonts,
but they are offered at normal and 2x as usual...

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

709. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 05:32:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJGA2v.GGs@cix.compulink.co.uk>
Source record: 195255

In message <CJFByC.HB9@freenet.carleton.ca>, aa414@FreeNet.Carleton.CA said:
> There are actually several ST specific CDs out on the Market. As a
>matter of fact, one came out about a week ago and it is called "Walnut
>Creek CD" and it has about 400 megs of ST specific software.
> As you mentioned before, you can also use it to read PCD pictures,
>programs that support it are: Photo Studio from Eurosoft, GemView v2.4X
>and 3.XX, Calamus SL as an import module and other packages from
>Kodak/ATARI(joint) to modify photoCD pictures.
> And last but not least, you can use your CDROM drive to listen to
>excellent quality sound of a CD using Audio CD player programs. The one
>that I use (and wrote) is called "Audio CD player for ST/TT" and is upto
>version 2.3 now with Full St/TT support as play,stop, pause, track (up,
>down, jump,) programmable tracks, and CD player like interface/control panel.
> and limited Falcon support (yes, Falcon Support too).
>
>If interested, I will e-mail the lastest version.

Does your program work on the Falcon? What software titles are on the
Walnut Creek CD?

Ofir ogal@cix.compulink.co.uk

710. Virus Scanner

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 05:52:38 UTC
From: grahamb@garion.it.com.au
Message-ID: <2gter6$r3@garion.it.com.au>
Source record: 195287

Does anyone know where i can get (ftp) a Virus Scanner/Killer for my
1040ST?

Any hints appreciated

--
---
grahamb@garion.it.com.au	Graham Basden
---

711. Atari 8-bit/ST emulation for the PC (MSDOS or UNIX) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 06:34:55 UTC
From: natasha@zwicky.unm.edu
Message-ID: <2gthafINNgv3@lynx.unm.edu>
Source record: 195257

I currently have an AMD 486DX/40 with MSDOS 6.0 and Linux OS's.
And from my more memorable computing days an Atari 1050 disk drive with
lots of old programs. All of which are unusable since I traded in my
130XE a couple of years ago...

I have recently heard that there is an atari 8bit emulator that can load
programs off the 1050 drive through the joystick port, for MSDOS.

Does anybody know where this can be found and/or purchased?
How about where a cable that would adapt an atari serial into
the joystick port could be found or how it could be made?

Perhaps there is an ST emulator for the PC that also emulates the 8-bit???

I remember hearing a couple of years ago that someone was writing an
atari emulator for Unix on the net; has anybody heard anything about this
lately?

I appreciate any comments and help! I have so far run into several dead-ends..

Thanks,
Marc Bluefire
via Natasha Winfield

712. MOD editor/player

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 06:41:23 UTC
From: lfoul@terapin.com
Message-ID: <lfoul.2551@terapin.com>
Source record: 195256

I've been looking long and hard for a *good* .MOD editor/player with which I can "play out" some of my musical inspiration. So far, I've been using a program called Noisetracker, but the version is very, very old, and the program has bugs up the wazoo.

I've asked around for the best editor/player there is, and the response I got was Protracker 2.1. Unfortunately, I don't have FTP access, and I haven't been able to find it on any of the local systems. I'd like to get the STE version so as to make full use of my 1040STe's capabilities.

Does ANYONE out there have Protracker 2.1 (or a newer version?) that they could UUencode to me via email? Uh, please? :)

(Oh, and please DO respond to this account though email, as I never seem to find the time to make it through all of the posts in this newsgroup!)

Thanks!

```
+-----------------------------------------------------------------+
| "That is not dead which can eternal lie, yet with strange |
| aeons, even death may die." -H.P. Lovecraft (NIN forever!) |
+-----------------------------------------------------------------+
```

713. Re: Dos Emulators

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 07:09:02 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan11.070902.27519@news.unige.ch>
Source record: 195258

In article <s1014097.20.2D31660F@cedarville.edu>, s1014097@cedarville.edu (William Augustine) writes:
>
> I am seriously considering buying a Falcon and need to know what kind of
> Dos emulators are out there (I need Dos compatibility for school
> assignments). I need something that is a 386 or 486 with the ability to run
> windoze. Any help would be appreciated.
> Bill

I would be very interested in the equivalent for a TT (and I know all the arguments about how PCs are very cheap - but have you _seen_ the state of my desk with just one computer? ;-( )

Mike

****
Michael Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

714. Re: Atari and the ZyXEL modem.

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 08:04:22 UTC
From: winfrms@IS.TWI.TUDelft.NL
Message-ID: <CJGH3A.DsH@dutiws.twi.tudelft.nl>
Source record: 195261
Cross-posted to: comp.sys.atari.st,

In article <2gqp6m$22r@charm.magnus.acs.ohio-state.edu>,
Raymond Collins <rcollins@magnus.acs.ohio-state.edu> wrote:
>Fellow netters I am looking for information from Atari users who have
>used ZyXEL modems. The ZyXEL, U1496E Plus being the model I have the
>greatest interest in.
>
>I would like information about software that allows you to use the
>data, FAX, and voice capabilities of this modem, on the Atari platform.

At ftp.twi.tudelft.nl you can find some documentation and software in
/pub/ZyXEL.

I believe there is also some for the Atari.

Rob

715. Re: Fantasy Wargames

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 08:33:40 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <940111.12820.BIBLINSKI@delphi.com>
Source record: 195262

<petryv@meena.cc.uregina.ca> writes:

>Are there any fantasy wargames for the ST?
>
>Something with magick, elves, ogres, etc.?

Actually, there are quite a few, but whether they're still available is the
real question. Some examples are...
Hillsfar, an AD&D Forgotten Realms adventure
Sorceror Lord, a fantasy based wargame (hexmaps and everything)
Paladin, a fantasy based wargame (tactical level)
and probably others that I never saw...

It's not much information, but it's a start. <g>

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

716. Re: Bug

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 09:06:48 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJGJzD.7vJ@cen.ex.ac.uk>
Source record: 195263

In article <H.eg.6V6wOhW5x9Y@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz (Craig Shore) writes:

>Whenever I quit a program, and then go into another folder, and run
>a GEM application (e.g. PRG or APP), the desktop claims that I can
>only 'show or print this application' (e.g. it thinks it is non-executable)
Yup... it's a well known bug. Just click on CANCEL, then try again.
Sometimes it takes 3 tries.

It can often be fixed by renaming the program. Back when I had an STE,
I used to get this with STZIP.PRG Renaming to ST_ZIP.PRG solved the problem
permenantly for that program.
{{{ Dan }}}

717. Re: Falcon Questions & Answers

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 09:13:51 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJGKB4.8Cw@cen.ex.ac.uk>
Source record: 195264

In article <1994Jan11.024651.13001@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

1. Does anyone have a program that will play sound modules in the background that is compatible with NVDI 2.5 ? I have tried Desktracker STe, Backtrak, Proplay, Natrak and Digiplay.ACC. None of the above work correctly with NVDI, causing bombs or the computer to lock up.

Use Paula v2.2a for the best tracker quality on the Falcon030. 50Khz interpolated sound and is compatible with every combination I have tried. You may need to run a sound patch in your auto folder first - I have one I wrote specifically for that purpose if you want it.
{{{ Dan }}}

718. Re: GEM View

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 09:47:01 UTC
From: spieker@rbg.informatik.th-darmstadt.de
Message-ID: <2gtsil$ktg@rs18.hrz.th-darmstadt.de>
Source record: 195266

Matthias Rauhut (mr2@irz.inf.tu-dresden.de) wrote:

: In article <1994Jan8.014659.62@liberty.uc.wlu.edu>, cwynne@sage.wlu.edu
: (Colin Wynne) writes:
: >I understand the latest version of GEM View is 3.01 (at
: >least---correct me if I'm wrong). a.a.u.e doesn't seem to have
: >anything above 2.48. Does anyone know where I could find a later
: >version? Please respond by either post or e-mail.
: Try ftp.uni-kl.de (131.246.9.95).
: It should be located in pub/atari/graphics/gemview or something like
: this.Sorry,but getting it from germany is the only solution,i think.

: Matthias
: --
: .------------------+---.
: | Matthias Rauhut \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
: | \ IRC:st-guru |
: | / |
: | /BT-MUSE3056:Helmut,Sgt.Major,SHI:Gryphons |
: +------------------+---+
: | My profession? .GIF-hunter as a full-time-job,what else? |
: | Only a dead GIF is a good GIF! - God bless True Color! |
: `---'

719. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 09:59:04 UTC
From: DOWDLE@delphi.com
Message-ID: <940111.17944.DOWDLE@delphi.com>
Source record: 195267

Hello,

I was just curious _WHY_ you were looking for a Unix for the Atari.
Are there Unix specific utilities that you want to take advantage of, or
are you just wanting to multitask? There have been ports of a lot of stuff
from the Unix world to the worlds of TOS, MiNT and MultiTOS. More info
please!

TYL, Scott

720. Re: Bug

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 10:03:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJGMLn.A7H@barclays.co.uk>
Source record: 195269

In article <2gnepb$qiv@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
|> Whenever I quit a program, and then go into another folder, and run
|> a GEM application (e.g. PRG or APP), the desktop claims that I can
|> only 'show or print this application' (e.g. it thinks it is non-executable)
|> then, after I select CANCEl, and double-click on it again, it runs
|> normally as it should
It's a known STe bug. ISTR a rumour that it only happened on 8char filenames
but I'm sure I've seen it on all sorts of file names.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

721. Re: LDW-POWER

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 10:06:33 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJGMqx.AH0@barclays.co.uk>
Source record: 195270

```
In article <mvfkb.8.758139361@alf.uib.no>, mvfkb@alf.uib.no (Karl A. Brokstad) writes:
|> Does anyone know the address to the company which produced
|> the spreadsheet LDW-POWER.
In the UK it was sold/marketed by Atari.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

722. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 10:08:05 UTC
From: DOWDLE@delphi.com
Message-ID: <940111.18485.DOWDLE@delphi.com>
Source record: 195268

Peter,

> NO! No-one do this, please. Ever since Atari licensed MiNT, free
> distribution is source-only. Binary versions may only be
> distributed through Atari.

I would hope that it would be ok to do so on a personal basis. I've been wanting to have more recent versions of MiNT myself _BUT_ since I'm not up-to-speed using GCC (I just downloaded it the other day and haven't found all of the utilities I need for it yet!)... and considering all of the files and disks worth of stuff it takes for a new user to get the project off of the ground... it is almost impossible... or A GREAT TASK TO UNDERTAKE. If you look at the docs in the MiNT v1.08 sources, it also states that one shouldn't use it unless one has the expertise (sp?) to debug problems that might arise... and fix them. Who do you know that can do that? I would think that there are only a handful of people with such Atari/MiNT/GCC/C expertise in the US... and not that many more around the globe. That's asking quite a bit if you ask me.

It sounds as if the person who posted the plea has actually made an attempt to compile MiNT v1.08 source... I know I have, but we'll be stuck until we figure it out... unless someone can mail us the bins.

I'm !_NOT_! advocating that someone post publicly, for mass consumption... the bins... but it would be nice if they were available on a - I tried days worth of effort but couldn't figure it out - request.

TYL, Scott

723. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 10:15:59 UTC
From: DOWDLE@delphi.com
Message-ID: <940111.18959.DOWDLE@delphi.com>
Source record: 195271

Hello All,

Gee whiz, I'm starting to feel stupider all of the time. *grin*

I recently searched for the latest MiNT sources and GCC. After downloading for hours it turns out that I need more utilities to compile MiNT, I need to abandon what I've already downloaded (so far as GCC is concerned) because it isn't the latest version... because something was changed in an include file somewhere downstream... more and more hours of downloading IF I can find everything... I'm not even sure what all I need.

Sorry to whine in public... BUT...

Can someone enlighten me with an easier way? What do I need, where can I find it (especially documentation), etc? I'm not looking for anyone to teach me C programming... I just want help in locating the GCC and G++ development systems as well as some help installing and operating the various utilities... with the general direction of compiling MiNT.

HEL@D

opps...

HEL@D
P

opps... some sort of function key bug...

HELP!!!

TYL, Scott

724. Re: Timeworks 2

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 10:19:58 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJGnDB.BBy@barclays.co.uk>
Source record: 195273

In article <CJF1Is.8vA@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
|> Iain.Laskey@barclays.co.uk wrote:
|> : In article <757848534.9209@minster.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:
|> : |> Timeworks 2 was given away on a recent edition of Atari ST Review.
|> : |> Considering I can't get it to work properly on my Falcon, what do
|> : |> people recommend is the best WP for my Falcon?
|> : There is a Falcon happy version of Timeworks 2 on the way. Don't know when it
|> : will be released though.
|> After being sent a medium res. version of TW2 as a replacement to faulty
|> coverdisks I still havn't tried it. I like Timeworks and would buy it if it
|> supported multiTos and SpeedoGDOS properly, I don't want to spend out on
|> something that won't work as I upgrade! Does anyone know how this new version
|> will behave? How much will it cost?
It's exactly the same as the current one, just it runs on Falcons and works with
Speedo fonts. The font handling is the same as old GDOS. Basically, the program
is exactly the same but now 'works'.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

725. Re: Jaguar UK release date?

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 10:20:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJGnEw.BEs@barclays.co.uk>
Source record: 195274

```
In article <CJF1Ju.28I@newcastle.ac.uk>, M.I.Pass@newcastle.ac.uk (Mike Pass) writes:
|>
|> Anyone know when the Jaguar is going to be available in the UK?
|> Coz I WANT one!
|>
Been and gone in December I'm afraid. Otherwise wait until Mar/Apr.Maybe another
small shipment before then though.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

726. More Falcon monitor questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 10:57:38 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1994Jan11.105738.24185@infodev.cam.ac.uk>
Source record: 195272

Can anyone tell me an exact make of monitor which I can use on my Falcon
maybe with blowup or screenblaster, that will allow _all_ programs to run.

ie programs which need either RGB, VGA or some other type.

I can't really afford two monitors and I haven't got the space anyway.
I'm sure there must be a monitor like this out there somewhere.
My best guess is a multisync/multiscan but I'm not sure.

Price and availability in England would be handy as well.

Thanks,
Phil (I want a uk jag _now_ not March!!!)
(e-mail pd@mbuc.bio.cam.ac.uk)

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

727. Re: Atari and the ZyXEL modem.

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 11:36:37 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.63.758288196@rog1.rog.rwth-aachen.de>
Source record: 195275
Cross-posted to: comp.sys.atari.st,

In article <2gt8vs$cia@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>The Zyxel works fine on ST's.
>

I believe that Zyxel is sometimes too fast to be supported by the ST's
serial ports. In compressing mode, the baud rate can be as high as 57600 (or
something), which, to my knowledge, is far too much for our good, old STs.
Perhaps it is necessary to restrict Zyxel's speed to 19200 Baud (ST to modem
and vive versa).

Greetings Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

WARNING!
This machine is subject to breakdowns during periods of
critical need.

728. Re: Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 11:38:24 UTC
From: adw@ukc.ac.uk
Message-ID: <7268@eagle.ukc.ac.uk>
Source record: 195276

In article <CJArEL.4pD@sdf.lonestar.org>,
Evan K. Langlois <ekl@sdf.lonestar.org> wrote:
>Lynx is .. Hmm .. I don't know what processor. I thought a 68000, but
>perhaps its a 6502 like someone else said (that I find hard to swallow since
>the Lynx is 16 bit - I guess it could be a 65816 or whatever that 16-bit 6502
>is called).

I believe that the CPU in a lynx is an 8-bit 65c02. The reason parts of it are described as 16-bit is that the custom chips are 16-bit. So, the CPU is only 8-bit while the rest is 16-bit. Usually this distinction is made clear (e.g. see the lynx FAQ from the atari video games newsgroup).

Lloyd.

P.S: It could be just the graphics engine that is 16-bit (I can't remember right now).

729. Re: More Falcon monitor questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 11:54:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJGrqx.FvG@barclays.co.uk>
Source record: 195278

In article <1994Jan11.105738.24185@infodev.cam.ac.uk>, pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:
|> Can anyone tell me an exact make of monitor which I can use on my Falcon
|> maybe with blowup or screenblaster, that will allow _all_ programs to run.
|> ie programs which need either RGB, VGA or some other type.
If you want to run everything you'll need both an RGB and a VGA type (pref multisync). I use a Taxan with Blowup030 and get 960x680x16 with a good refresh rate and have taken it much higher (1400x800x2) but couldn't read it anymore as the monitor is only rated to

|> Price and availability in England would be handy as well.
I got mine (normally 500+VAT GBP) from bubbles@cix.compulink.co.uk for 250 GBP slightly used. I'm very pleased with it. Just mail him and ask for details on Multisyncs for a Falcon. He buys & sells PC/Amiga/Atari stuff and will be able to help you
--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

730. Re: Atari and the ZyXEL modem.

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 11:56:20 UTC
From: wwc@dxhrb2.cern.ch
Message-ID: <CJGrtx.650@dscomsa.desy.de>
Source record: 195277
Cross-posted to: comp.sys.atari.st,

In article <KUERSCH.63.758288196@rog1.rog.rwth-aachen.de> KUERSCH@rog1.rog.rwth-aachen.de (Juergen Kuersch) writes:
>I believe that Zyxel is sometimes too fast to be supported by the ST's
>serial ports. In compressing mode, the baud rate can be as high as 57600 (or
>something), which, to my knowledge, is far too much for our good, old STs.
>Perhaps it is necessary to restrict Zyxel's speed to 19200 Baud (ST to modem
>and vive versa).

For luck - this is no longer true. Using the new HSMODA01 serial drivers
on a 8MHz ST with a telecoms package supporting HSMODA you can get transfer
rates up to 7000 and mode cps (you have to make slight hardware modifications
to your serial hardware - info: stephan_skrodzki@ka.maus.de or
harun_scheutzow@b.maus.de).

In case you put an extra SCC chip into your ST (for info write to
harun_scheutzow@b.maus.de) you will have transfer rates of 9000 or 10000 cps.
Both - the new CoNnect 2.4x and GEMRZSZ support this new driver.

(Just to mention: This rates can only be obtained using null-modem connections
between to computers as normal modems can't cope with this speed, yet)

Wolfgang

731. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 12:25:18 UTC
From: whitema@rtsg.mot.com
Message-ID: <2gu5re$fn6@delphinium.cig.mot.com>
Source record: 195286

In article <940111.18959.DOWDLE@delphi.com>, <DOWDLE@delphi.com> wrote:
[stuff deleted]
> Can someone enlighten me with an easier way? What do I need, where
>can I find it (especially documentation), etc? I'm not looking for anyone
>to teach me C programming... I just want help in locating the GCC and G++
>development systems as well as some help installing and operating the
>various utilities... with the general direction of compiling MiNT.
>
>
>TYL, Scott

Hmm... I've been thinking of trying to compile MiNT also, but been waiting for a slow MONTH at work to get all the files. Maybe someone has/could start a FAQ for this? Or is there a site with all the necessary files you can just grab out of a directory? Jumping from ftp site to ftp site can be a real pain, especially since overseas sites can sometimes be dog slow.

Michael
whitema@rtsg.mot.com

732. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 12:38:33 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-110194123833@ngalm099.gal.nt.com>
Source record: 195279

In article <940111.18959.DOWDLE@delphi.com>, DOWDLE@delphi.com wrote:

> Hello All,
>
> Gee whiz, I'm starting to feel stupider all of the time. *grin*
>
> I recently searched for the latest MiNT sources and GCC. After
> downloading for hours it turns out that I need more utilities to compile
> MiNT, I need to abandon what I've already downloaded (so far as GCC is
> concerned) because it isn't the latest version... because something was
> changed in an include file somewhere downstream... more and more hours
> of downloading IF I can find everything... I'm not even sure what all I
> need.

******** Stuff deleted about the difficulty in compiling Mint 1.08 ******

I feel the same way about GCC, I don't know what I need to D/L to
compile Mint. I am not willing to go through all the Mint/GCC documentation
available because it would take so long to sift through it to find what I
need.

Ok, If we can't have binaries, how about somebody who has compiled mint
1.08
posting a short " How to ..." guide. Intending users can then decide if
it's within their capabilities.

> TYL, Scott

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

733. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 12:46:26 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan11.124626.6857@unix.brighton.ac.uk>
Source record: 195283

What about SpeedoGDOS, you would have got that too!
--

```
_____________________________________________________________________________
Desk File Options
-----------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
-----------------------------------------
```

734. Re: NeoDesk 3.04 patch

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 13:24:38 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2gu9am$i4l@titan.ucs.umass.edu>
Source record: 195280

In article <CJFDsv.FqE@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>Has anyone got a copy of the NeoDesk 3.04 patch at all, as it seems damned
>difficult to locate.
>
{huge but cool looking .sig deleted}
>

The NeoDesk 3.04 patch is only available as part of the Geneva package.
Version 3.04 of NeoDesk is only necessary for better compatibility with Geneva,
and is not going to be available as a public release at any time. The next
full release of NeoDesk will be NeoDesk 4.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

735. Re: LapLink Modem, MSTE, and

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 13:31:38 UTC
From: stvj@pan.com
Message-ID: <9401110833041.stvj@pan.com>
Source record: 195281

H. Solomon!

I have the LineLink 144e working on my MacIIx, and it needs NO babysitting at all, but I have also tried it on a 1040ST (with our BBS running BinkleyTerm and STExpress) and found that it needed some cammand modification, which I couldn't figure out...

I'd greatly appreciate if you could pass on whatever you find out about modifying the (Hayes) command set that the LineLink wants to see!

thanks!

SteveV Johnson

736. Atari Stacy Laptop 4 Sale!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 13:32:17 UTC
From: stvj@pan.com
Message-ID: <9401110833043.stvj@pan.com>
Source record: 195282

Stacy 4/20 (JRI board, stock Connor 20meg HD), TOS 1.4

One owner, no smoke, no travel, no problems! Midi studio use only.

$1000. U.S.

(Will consider Mega4 STe 4/50, 2.06, 1.44 FDHD, cpu & keybd only, as partial trade)

SteveV Johnson
email preferred, or (812) 333-1249

737. 4Sale Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 13:42:00 UTC
From: rick.duff@asacomp.com
Message-ID: <35.7014.984.0NCDE326@asacomp.com>
Source record: 195212

```
I've got a (SM124?) ST Mono Monitor for sale.
Great shape. Light useage. Guaranteed again DOA.
Give me a call or reply. (614)478-3897
Rick Duff.
```

rick.duff@asacomp.com

 VbReader 2.01 #NR Opposite of Pro is Con, Opposite of PROgress,CONgress?

738. Re: LapLink Modem, MSTE, and

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 13:45:47 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJGwwB.AqA@uc2372c.DaytonOH.NCR.COM>
Source record: 195299

In article <2grlmj$bi9@titan.ucs.umass.edu>, stewart@titan.ucs.umass.edu (Bob Stewart) says:
>
>In article <60.42957.4514.0N19090F@canrem.com>,
>Haim S. Poretsky <haim.s#d#.poretsky@canrem.com> wrote:
>>
>>I recently (today) received my $99 LineLink 144e Modem from Micro Warehouse.
>...
>>However I do need to know what I have to do
>>to have it work with my MSTE. I use STalker, and I also use STraight Fax
>
>This is the same modem I just got for Christmas, except that mine came from
>Mac Warehouse (read Mac cable, and a disk I can't even read... :). Its
>awesome. I love it.

Hmm, I got one from there as well. Just curious - where did you hear about the modem? (I heard about it on an ST BBS from an Amiga user who saw an ad for Mac Warehouse in an Amiga magazine). At least the cable was separate from the modem (since the modem has the normal 25-pin RS232 port).

Well, I can read the disk they sent (and the free Weather forecaster package), but then again, that's under Spectre GCR ;-)

>To use it with STalker, you just need to set your baud rate high enough, like
>19200, or maybe 38400 if you're using one of the ports that can do that. Also
>make sure you have hardware flow control on (RTS/CTS), and the proper patch
>programs installed. (In the EXTRAS folder on your STalker disk.)

Might also check the error-correction and compression settings (MNP...vbis...) and see what the best settings are for your situation (i.e. compression may not be useful if you're downloading GIF, LZH, ZIP, etc files). Also, for CoNnect to work properly, I normally do a "AT&C1" so that the modem handles the carrier detect properly (otherwise, when you use the dialer, CoNnect complains that you're already connected, which is what the modem sort of tells you by default)...

There also exists a text file with all the ATS settings (and choices) available on GEnie (I'll post it to atari.archive if someone already hasn't). This is helpful as they didn't list the settings in the manual (a really dumb move, I think)...

Rob

739. Backward 2.31-repost

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 14:52:50 UTC
From: janeba@vslib.cz
Message-ID: <janeba.2@vslib.cz>
Source record: 195284

Does anyone have Backward 2.31? I am a Falcon owner (TOS 4.04) and
I've got no 'ST emulator' working with it. There was a post before Xmas
(probably from the author) claiming that Backward 2.31 is finished and
works fine with TOS 4.04. Mail it to me, please. I'm getting desperate

740. Re: NeoDesk 3.04 patch

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:05:14 UTC
From: cf580@city.ac.uk
Message-ID: <1994Jan11.150514.11388@city.ac.uk>
Source record: 195293

Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:
> Has anyone got a copy of the NeoDesk 3.04 patch at all, as it seems damned
> difficult to locate.

> ==
> = .---. Atari .----------- = Post.....: Daron M. Brewood =
> = / \ __ / ------ = 7, Crescent Road, Portwood, =
> = / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
> = ////// ' \/ ` --- = United Kingdom. =
> = //// / // : : --- = Fax......: +44 (061) 429-9803 =
> = // / / /` '-- ==
> = // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
> = ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
> = '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
> = ''`` = Fido.....: 2:255/401.0@fidonet.org =
> = Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
> ==

You're not kidding. It's distributed in the UK byt GST Software - I can't
remember the address off hand, unfortunately. I think it's also on a BBS
somewhere, but when I tried to download it, users were limited to 300k
of download per day, and the upgrade was about 310k. Very clever...
I left e-mail for the sysop but didn't receive a reply.

Secondly, the problem is the the UK upgrade is different to the US
upgrade. If anyone has a copy of it, could they upload it to the
atari.archive or something? Failing that, mail it to me and I'll
do it.

--
Tim Wright - T.J.Wright@city.ac.uk

741. Re: Fantasy Wargames

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:15:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.dISnHBcYqfI@semprini.waterloo-rdp.on.ca>
Source record: 195237

In <9JAN94.23233823@meena.cc.uregina.ca>, petryv@meena.cc.uregina.ca writes:
> Are there any fantasy wargames for the ST?
>
> Something with magick, elves, ogres, etc.?

What did you have in mind? NetHack, Omega, Angband, Moria, Rogue, etc
are all ported (though the Angband port is pretty unstable... I'm
porting a new version right now). There are tonnes of commercial
fantasy RPGs (Dungeon Master, several Ultimas, Amberstar, Ishar and
Ishar II, etc), and more than a few "wargames" (for example, Paladin).

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

742. WANTED: Microdeal ST Replay Sampler

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:20:33 UTC
From: ross@refine.enet.dec.com
Message-ID: <2gv1bj$qk1@nntpd.lkg.dec.com>
Source record: 195204

The subject says it all. If anyone is selling one of these, whatever model, send me mail. Thanks,

Theron

743. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:20:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.mlBQs2t8AdQ@semprini.waterloo-rdp.on.ca>
Source record: 195238

In <2gmlno$1s3@sol.ctr.columbia.edu>, Simon Gornall writes:
> It might be annoying to you - it's almost impossible for me. Until a
> kind person sent me version 5.5, I was using 5.1 for ages. I believe
> there is a higher version available now....

6.2.2 apparently... When I installed it, the boot message still says
6.2.0 or something. And this is straight off of GEnie! No wonder
they've still got that bug that requires the evil kluging in the
minixfs...

> It would be *nice* if they let an ftp site (or a bbs) somewhere other
> than America distribute the software, especially since you can't use
> it unless you've already got an ICD host adaptor; they can't be
> afraid of piracy.

I have heard of "cracked" versions that don't check for ICD hardware;
seems like a stupid idea to me... would _you_ assume someone else's
hardware drivers would work 100% perfectly on somebody else's hardware?!?

> I guess they're afraid someone will put some fake software up and
> when it crashes and burns, ICD'll get the blame. Still, anyone getting
> HD drivers ought to make sure they'll work before trusting their HD
> to them...

All they've gotta do is put a disclaimer in there with the files, "Use
at your own risk. For a less risky version, call our BBS or GEnie."

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

744. Internet atari file area

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:27:03 UTC
From: heller@usceast.cs.scarolina.edu
Message-ID: <2gugg7$bub@juniper.cs.scarolina.edu>
Source record: 195290

Is there a file area for the atari st/ste on the internet. I assume there is
but just dont know how to access it. Any help is appreciated.

745. Re: REPEAT ARTICLES FROM CSR ONLINE

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:28:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Pk52sewZj02@semprini.waterloo-rdp.on.ca>
Source record: 195239

```
In <2grdko$5d6@golem.wcc.govt.nz>, Roger Sheppard writes:
> Can some one Stop all these Repeat Articles that are comming from
>
> Organization: CRS Online (Toronto, Ontario)

What did you expect from "the world's largest PC-Board system"?
^^^^^^^^
--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

746. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:44:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan11.154414.1510@newshost.lanl.gov>
Source record: 195292

>In article A62236@M4.maus.de, Peter_Missel@m4.maus.de (Peter Missel) writes:
>>The Falcon internal IDE drive...happens to be for notebooks or? This
>>would mean that a 340 mb 2.5" IDE would cost a lot of money...
>
>340 MB is quite expensive for now. It's the maximum size anyway (for
>now...)
>
>Seagate and Conner 240 MB drives have come down in price quite a lot. Here
>in Germany, an internal 240 MB 2,5" is cheaper than an external SCSI 3,5"
>with cable and box.

Gee, it never fails to amaze me about the price differences in the same products across the pond. Doesn't seem to be any rhyme nor reason to it.

In the U.S., a 340Mb Quantum SCSI 2.5" drive costs $659 while an external 340Mb Quantum 3.5" is $299 internal and $359 external (prices quoted from LaCie's latest ads... they are a Quantum company). Anyway, 2.5" SCSI drives are *definitely* more expensive than 3.5" SCSI drives, at least over here.

-Hutch- @ Fair Dinkum Tech

747. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:54:00 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2gui2oINNnpb@uwm.edu>
Source record: 195291
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>The order form on the newsletter does have a line for Geneva by itself, and
>there should be a white third of a page flyer with every newsletter which
>has a smaller pre-order form for NeoDesk 3->4 upgrades, which includes Geneva
>bundle deals.

Bob,

Do we have to send in any of the 3.0x disks when we upgrade to 4.0? I found
no mention of this in the newsletter if it is so. Also, if we upgrade, will
we be getting a new manual (i.e. one complete manual)? It's very difficult
now to have to look for things either in the 2.0 manual, 3.01 manual or 3.03
documentation. If I have to add another manual to this list, I'll go batty!
Even if we are just doing an upgrade, can we order a comprehensive 4.0 manual
that has *evertything* in it?
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

748. CIVILIZATION bug - solution possible?

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:54:02 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Jan11.155402.43443@urz.unibas.ch>
Source record: 195289

Hi there,

I have the following problem with CIV:

as soon as a become too good (e.g. most of the world-wonders, huge towns, etc) and i want to retire (or when the game has ended after conquering the entire planet) the game crashes with 4 bombs when displaying the charts of the different civilizations. the graph of my culture suddenly goes into a negative number (therefore probably the crash). no entry into the hall of fame after that.

anyone out there who knows a solution (e.g. a patch or whatever) to this problem?

please *EMAIL* any responses, I will compile them, thanks.

--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>

749. Re: Internet atari file area

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:57:13 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJH2zE.A1F@barclays.co.uk>
Source record: 195294

```
Some sites are: src.doc.ic.ac.uk computing/systems/atari
atari.archive.umich.edu
ftp.tu-clausthal.de
ftp.uni-paderborn.de

There are loads more but these are good ones.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

750. The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:58:29 UTC
From: saj@chinet.chinet.com
Message-ID: <CJH31I.9wJ@chinet.chinet.com>
Source record: 195298

```
In article <CJDDsM.I4n@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>>That's how i've got them lined up . I think it's best to have GEMRAM and
>>Win!X run before anything else but since SH_Buf only patch's the Newdesk
>>file I don't think I need's to be run until last. The problem I haven't
>>been able to fix is where does Mint come in all this ? I beleive they can
>>co-exist but I haven't been able to get it to happen.
>
>I've now switched from GEMRAM to using ROMSpeed which works a hell of a
>lot better, with less incompatability problems all round. To get MiNT
>working just stuff it right at the end after SH_BUF.
>
>I run in this order in my auto Folder:
>
>BOOTKILL
>XBOOT
>JAR100
>DESKPIC
>ROMSPEED
>WINX
>ENVIRON
>FOLDR40
>FPATCH2
>BMAPFIX2
>LETEMFLY
>FAST_SER
>SLECTRIC
>NVDI
>NVDIFIX
>BLOWBOOT
>DMIRROR
>CACHEV4
>SILKMOUS
>SHBUF16
>SAM
>
>Works just fine fo me with the folling ACC's; FuzzyClock, SAM Setup,
>DeskPic, BLow030, and Xcontrol.
>
>Still leaves me with 11.27 megs free memory.
>

I have a Falcon030. I don't have remotely that many things in my AUTO folder;
I don't know what a lot of them do; some of the others I didn't think did
```

anything on the Falcon. I'd like to get my setup right.

So I'll presume the above list is a good starting point. Let's (please) have
a discussion of what each item does, whether it's needed, whether something
else does an equivalent job, and whether anything else ought to be added. Ok?

Let's start:
ROMSPEED copies the TOS ROMS to RAM, no? Speeds things up.
FOLDR40 (is that right? I thought it had to be FOLDRxxx) fixes OSPool handling,
But I thought that wasn't necessary on the Falcon030.
NVDI and NVDIFIX replace the painfully slow VDI, for a big win.
SILKMOUS is a mouse accelerator, I think. It helps a lot to have one.
SAM is System Audio Manager...I don't know hat it does, but there's a manual.

Other people care to continue this?

Steve

751. About .signatures...

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 15:58:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan11.155853.4841@newshost.lanl.gov>
Source record: 195296

To users of comp.sys.atari.st, comp.sys.atari.st.tech and comp.sys.atari.8bit:

Might I suggest that some of you consider putting your .sig files on a diet???

Some .signatures are extending to 15 lines or more which is quite excessive, considering when standard netiquette rules call for signatures of no more than _5_ lines. We all appreciate your artistic talent but only the FIRST time we have to scroll through your monster .sig!

Please keep in mind that some people PAY for their access to the nets and an excessively large .sig is just wasting their money as well as bandwidth.

Please be considerate of others, and thin down those bulging sig's, OK?

Many thanks!

-Hutch- @ Fair Dinkum Tech

752. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 16:13:27 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.758304807@echo>
Source record: 195295

dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

Hi Mr NeST,

>For those interested in getting the latest version of GEM-View I usually
>ftp it from the following site;

>quepasa.sc.tu-berlin.de
this should be
quepasa.cs.tu-berlin.de
also known as ftp.cs.tu-berlin.de (130.149.17.7)

>Hope this is of use.
hehe

Wolfgang Zweygart

wz@echo.chem.tu-berlin.de
wz2@pauli-p2.physik.uni-stuttgart.de
Turbonet.ftn 100:11/0.0
Fidonet.org 2:246/1104.0
Gernet.ftn 21:100/1214.0

753. BIG problem (:-))

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 16:34:00 UTC
From: The Fallen Angel in Black <PSYWHITE@BASIL.ACS.BOLTON.AC.UK>
Message-ID: <1994Jan11.165629.1143@news.cs.indiana.edu>
Source record: 195297

Anyone know if the author of the Big is Gem library is available via
internet mail? And whether he reads English or not??

Ta in advance..

Jon (monoglot) White

J White, Dept Psychology, Bolton Institute, Deane Road, Bolton, BL35AB, UK

PSYWHITE@BASIL.BOLTON.AC.UK

---

754. MOD EDITOR/PLAYER

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 18:13:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.43273.4514.0N190F97@canrem.com>
Source record: 195101

lfoul@terapin.com (Jake McClean) writes:

AA> I've been looking long and hard for a *good* .MOD editor/player
AA> with which I can "play out" some of my musical inspiration. So
AA> far, I've been using a program called Noisetracker, but the version
AA> is very, very old, and the program has bugs up the wazoo.

I'd suggest picking up a program called Octalyser STE. It allows
8, 6, or 4 channel MODs to be made. It's a wonderful program and though
it chokes on a few of the IBM MOD-types, it works fine with almost all
Amiga and St mods. If it does come across a MOD that won't read right,
it tells you there's an error and gives you the option of exiting to
desktop. It is also the only MOD player that I have found that actually
uses the FineTune option. One MOD I have called Gunslinger, works
perfectly on Octalyser, but sounds TERRIBLE on NoiseTracker or
Digi-comp.

It has many functions such as allowing 4 different sample rates, sample
editing (this function is disabled in the unregistered version), and
IMHO, is the BEST MOD player to be found.

It's called Octalyser STE, and was written by Christian Dahl.

I don't know if you can find it on any of the FTP sites, I found it on a
local BBS.

---+++ James Nazaroff +++---

---
* MMST 2.99 UnRegistered God invented women because sheep can't cook

755. Re: NeoDesk 3.04 patch

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 18:23:54 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CJH9ru.FFB@arc.ab.ca>
Source record: 195207

In article <CJFDsv.FqE@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>Has anyone got a copy of the NeoDesk 3.04 patch at all, as it seems damned
>difficult to locate.
>

I believe this patch is only required if you are running Geneva and the only way to get it is with Geneva.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L
---

756. About .signatures...

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 19:14:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d32fab0@troed.ct.se>
Source record: 195216

In a message of 11 Jan 94 16:58:53, John Hutchinson wrote:

JH> Please keep in mind that some people PAY for their access to the nets and
JH> an
JH> excessively large .sig is just wasting their money as well as bandwidth.

Umm .. I do .. :-D .. But then, excessive quoting is a MUCH bigger problem than
long .sig's !!!

(Some people quote 100 lines to add one ..)

JH> Please be considerate of others, and thin down those bulging sig's, OK?

Mine is 5 lines .. ;)

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employer! --------+
```

757. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 19:34:23 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2guuvv$gjb@golem.wcc.govt.nz>
Source record: 195201

Daron:

How do we know what you're going on about if you don't quote something!? :)

(At least a decent 'Re: ....' 8-)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

758. Re: NeoDesk 3.04 patch

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 19:35:09 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2guv1d$gjb@golem.wcc.govt.nz>
Source record: 195202

Re: Neo-Desk v3.04 Patch

It's part of the commercial Geneva and isn't available to the general
public except if they purchase Geneva.

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

759. Re: Virus Scanner

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 19:45:11 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2guvk7$gjb@golem.wcc.govt.nz>
Source record: 195203

I've just registered (and received) 'Antidote'. The share-ware version
of which is available in the Disk-Magazine 'Scriba-Communis-Responsi'
(The last version was I think Issue 2 Volume 2). The registered
version runs as an ACC, and multitasks under pretty much everything,
the next version should be able to remove viruses from memory as well
as from disk. It's quite a good little program. (The letter I got
from Kai Holst, the author, said that I was the first, and only person
to Register, and I'm halfway across the world from him!)

SCR is available at:/

atari.archive.umich.edu

in the

atari/Magazines/Diskmags/Scriba/

directory. Filename is something like scriba22.zip

It's only about $10US to register, and has heaps of good features!

There is also the quite out-of-date V-Killer v3.84. This handles the
more common viruses, but is about 3 or 4 years old. It is usually
sufficient, but doesn't handle link-viruses and doesn't calculate
virus probability.....

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

760. MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 20:54:30 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <758382386.AA02475@byte.bbs.no>
Source record: 195230

>Good news ! Who's going to distribute it (UK)...I assume System Soluti
>Hi-Soft ?

What excactly is MAG!X?

761. Re: About .signatures...

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 21:03:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan11.210328.25498@newshost.lanl.gov>
Source record: 195206

In a previous post I wrote:

>... standard netiquette rules call for signatures of no more than _5_ lines.
>
>Please keep in mind that some people PAY for their access to the nets and an
>excessively large .sig is just wasting their money as well as bandwidth.
>
>Please be considerate of others, and thin down those bulging sig's, OK?

And in return for my "public service" message I received the following in email
from an obviously disgruntled poster to this newsgroup:

>And may I remark that standard netiquette also says that such kind of comments
>on other peoples posting should be done by private mail?

C'mon now, folks. Did I name names? If this individual or anyone else wishes to
continue the practice of huge .signatures, that's their decision. I was simply
reiterating what the net policy was and _why_ it existed because it ocurred to
me that some people might not know about this "rule."

My apologies to any whom I have unintentionally offended but I also submit:

"If the shoe fits, wear it." :)

-Hutch- @ Fair Dinkum Tech

762. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 22:06:36 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.85GWanLEusc@yonder.equinox.gen.nz>
Source record: 195209

In <940110.14551.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
>Craig,
>
> > The flexability in them in coparrison to the usenet news readers
> > available is non-existant.
>
> Now, what usenet news readers (for the Atari) were you talking about?

Hermes, Okami. (There's more, but I don't remember their names)

> ...and, that's the way the QWK standard was setup... you are basically asking
> for a new standard to be implimented... and currently none of the bbses have
> it... and it would take some time.

No i'm not! I'm talking about the way the messages are unpacked at my
end. There's nothing stopping my computer storing the messages from
the incoming packets into some sort of a message system so they're
always there, and just adding on the new packets to what's already there.
You could use the same sort of expirey system as the usenet readers do,
user configerable to delete read messages, older than n days, more than
n messages in a subboard etc etc.
I'd also like it to mix all bbs's into the one system, instead of keeping
each bbs's packets seperate.

> There is a way to have multiple QWK and REP packets... just create a
> separate directories and have multiple copies of your favorite QWK reader.
> I know, not the nice way to go about it, eh?

Definetly not! :-)

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

763. Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-11 22:09:46 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.PIktu2SeleE@yonder.equinox.gen.nz>
Source record: 195210

Anyone know where I can find a Calculator Accessory that will work
on an STE in hi-res???

Thanks,
Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

764. Re: Phoenix

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 00:41:25 UTC
From: Lexicor@world.std.com
Message-ID: <CJHr92.6Ip@world.std.com>
Source record: 195208

In article <CJG5q4.EH@darkside.osrhe.edu>,
Eric Winkle <ericw@okcforum.osrhe.edu> wrote:
> I will never get the hang of VI, however I will try to post a message with
>words. Does anyone know where I can get a program called GIFTOVDO . In the
>manual to the program Phoenix it says to run GIF animation files that this
>program needed. Does it really exist. Is it PD or do I need to buy it.
>
> Any help will help
>
> Ericw

Hi Eric!

GIFtoVDO is a utility that comes with EVERY package of Phoenix available.
Now it is essentially freeware and "old" ware too as our builders and
players have been upgraded to GIFtoFLM, TGAtoFLX and GIFtoFLI/C.

If you do not have GIFtoVDO then I would like to know where you purchased
your product as every Phoenix in existance was shipped with it. You should
also have gotten Cybersculpt with it.

The Lexicor FTP Site is world.std.com there you can find some updated
stuff that is free. The new builders for FL/C/X are not free..only the
players....if you already own Phoenix then you are entitled to get the
builders, however you should send in your registration card.

If you have any more questions please feel free to ask me, or email me.

Yat @ lexicor

* -- *
* Internet : Lexicor@world.std.com *
* Compuserve: 73073,142 *
* Delphi : LEXICORWORLD *
* Genie : Y.SIU *
* -- *
* 36 Queensberry Street, nr.6 *
* Boston, MA 02215, U.S.A. *
* Tel: (617) 437 0414 / Fax: (617) 437 0414 *
* -- *
* Internet: lexicor-request@world.std.com *
* to subscribe to the lexicor graphics list *
* -- *

>
>
>ericw@okcforum.osrhe.edu

>
>-------------------------------------
>Mega STe's rule(what? I dont know)
>
>

765. Quick ST 2.2 and VDI v_curtext call

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 01:26:51 UTC
From: gregk@nskernel.tandem.com
Message-ID: <CJHtCs.5Jy@tandem.com>
Source record: 195211
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have had Quick ST II and Laser C for a few years now. Some time ago I developed a program which uses the VDI v_curtext routine to display text on the screen. This worked fine until I upgraded from TOS 1.02 to 1.04 (or 1.2 to 1.4).

After the upgrade, only the first character is displayed when the text string contains multiple characters.

It works if I disable Quick ST 2.2.

Has anyone encountered this problem? Any ideas on what is going wrong?

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..

766. Nostram.Zip

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 05:48:54 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2h0306$lak@golem.wcc.govt.nz>
Source record: 195213

Well, this file is the most dodgy piece of Shareware software I've ever seen.

It's a VERY obvious rip-off of 'Gods' by the Bitmap Brothers/Renegade, the sprites are virtually identical, usually just smaller, the welcoming picture is virtually identical (Same picture, poorer quality), and these people want money for it. If it was smoother, the graphics improved slightly (but not much), and the sprites enlarged, it would basically be Gods. The lives and energy remaining icons are exactly the same.

Should this be allowed? In my mind, this game is a pretty obvious form of plagiarism which people have spent time 'inside' for.

Now, back to your regulary scheduled GNU speke.

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

767. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 07:01:06 UTC
From: walra@moacs11
Message-ID: <4E93ulN7i9Y@moacs11>
Source record: 195218

In <H.eg.85GWanLEusc@yonder.equinox.gen.nz>, Craig Shore writes:
> In <940110.14551.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
>>
>> Now, what usenet news readers (for the Atari) were you talking about?
>
> Hermes, Okami. (There's more, but I don't remember their names)

nn, trn, tin, ...

Waldi (walra%moacs11@nl.net)

768. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 07:07:50 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan12.070750.10203@mnemosyne.cs.du.edu>
Source record: 195214

In article <2gu5re$fn6@delphinium.cig.mot.com>,
Michael A. White <whitema@rtsg.mot.com> wrote:
>In article <940111.18959.DOWDLE@delphi.com>, <DOWDLE@delphi.com> wrote:
>[stuff deleted]
>> Can someone enlighten me with an easier way? What do I need, where
>>can I find it (especially documentation), etc? I'm not looking for anyone
>>to teach me C programming... I just want help in locating the GCC and G++
>>development systems as well as some help installing and operating the
>>various utilities... with the general direction of compiling MiNT.
>>
>>
>>TYL, Scott
>
>Hmm... I've been thinking of trying to compile MiNT also, but been waiting
>for a slow MONTH at work to get all the files. Maybe someone has/could
>start a FAQ for this? Or is there a site with all the necessary files
>you can just grab out of a directory? Jumping from ftp site to ftp site
>can be a real pain, especially since overseas sites can sometimes be dog
>slow.

Well, this isn't really an FAQ, but here are a few comments from my
experience compiling the lastest MINT on my Falcon.

1) Stuff You Need:

Everything you need to compile MiNT can be found on
atari.archive.umich.edu (really msdos.archive.umich.edu if you
actually want a chance at connecting).

The software you need is:

Zoo, used to extract the rest of the files - found in /atari/Archivers

Make, found in /atari/Mint/Utilities/bmake???.zoo. Put it into your $PATH

GCC, found in /atari/Mint/Gcc (just get the bgcc???.zoo, and gccutil??.zoo
files) uncompress them all into your $PATH)

The Mint libraries, found in /atari/Mint/Lib. Called something like
mntlib93.zoo, and mntinc93.zoo - extract these respective files into
your library and include directories (don't forget to make sure your
GCC env vars are set correctly!)

Patch, to update Mint from 1.8 to 1.89. Found as
/atari/Mint/Utilities/patch.zoo. Extract this into a directory somewhere
in your $PATH too.

Bison, for reasons too arcane to detail here - found in
/atari/Mint/Utilities/bison???.zoo. Put this into your $PATH

The Mint source itself - found in /atari/Mint, called mint108s.zoo and
diff1819.zoo.

2) Steps you need to take to get the compilation to work:

When you extract the diff1819.zoo file, you should get to files called
diff1819.txt and diff1819.spp - you need to run patch on both of these
files to update the Mint source. Make sure these files are in the
same directory as the mint source, and run:
"bpatch < diff1819.txt"
"bpatch < diff1819.spp"

these should give you fairly friendly messages, if not then there is a
problem. I used bpatch instead of patch (they both come in
patch.zoo), because bpatch worked.

I also had to alter the makefile slightly:
* commented out YACC variables in makefile (is there a real YACC for
the ST?), uncommented the YACC=bison lines.

* added -mint and -DONLY030 flags into default compiler flags. I'm
pretty sure that at least the -mint flag is a really good idea.

3) Actually Compiling

Strip your system down to as few extras as possible. On my 4MB
Falcon, that meant no desk accessories, no screen accelerator, only
the most nessicary auto patch programs and Screenblaster. Then, set
$SHELL to "sh" (which you do have, right?), and forgo your memory
hogging BASH shell to a slimer sh by way of "exec sh" (note that $PATH
transfers to new shell also, saving time over running sh from the
start).

Great, now you are ready to compile. Make sure all of the programs
you had to get are in your $PATH, and just type make -f makefile in
the directory with the Mint files (thoretically you should only have
to type "make", but that does not yet work on my system...)

It should spend a long time compiling. Somewhere during the middle,
it may complain that it could not "mv y_tab.c and y_tab.h". If so,
move y.tab.c and y.tab.h to whatever it wanted to rename the other
files to, then type make -f makefile again. It should then finish
compiling ther rest of the way, and abort when it cannot run "prgflags
mint.ttp 7 7". Ignore this, run xstrip on mint.ttp, and you are
done. Move mint.ttp into your auto folder (you did save the old one,
right?) and rebot to enjoy your new Mint.

Note that this is a very skelital version of what you need to do to
compile Mint, and actually asssumes you know quite a few things, have a
lot of file utilities already installed, and are somewhat familiar
with GCC and the setup thereof. I may have forgotten a program or two
above that you need - if so I apologize. This also represents my

experience compiling Mint on my Falcon - I make no garantees that
these steps will work for any other machine, much less another Falcon,
or perhaps even my own Falcon twice in a row. :-)

Good Luck All,
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

769. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 07:17:55 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan12.071755.10629@mnemosyne.cs.du.edu>
Source record: 195215

In article <CJH31I.9wJ@chinet.chinet.com>,
Stephen Jacobs <saj@chinet.chinet.com> wrote:
>In article <CJDDsM.I4n@cix.compulink.co.uk>,
>Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:

I have transposed the original order a bit here - the quoting may be a bit off.

First, I want to ask the rest of you - where can you find bmapfix2,
and what do fpath and bmapfix2 fix?

<some stuff deleted>
>So I'll presume the above list is a good starting point. Let's (please) have
>a discussion of what each item does, whether it's needed, whether something
>else does an equivalent job, and whether anything else ought to be added. Ok?
>
>Let's start:
>ROMSPEED copies the TOS ROMS to RAM, no? Speeds things up.
>FOLDR40 (is that right? I thought it had to be FOLDRxxx) fixes OSPool handling,
> But I thought that wasn't necessary on the Falcon030.
>NVDI and NVDIFIX replace the painfully slow VDI, for a big win.
>SILKMOUS is a mouse accelerator, I think. It helps a lot to have one.
>SAM is System Audio Manager...I don't know hat it does, but there's a manual.
>
>Other people care to continue this?
>
> Steve

I detail the ones I know below:

<more stuff deletd>
>>I run in this order in my auto Folder:
>>
>>BOOTKILL
>>XBOOT
>>JAR100
Increases cookie jar size?

>>DESKPIC
Picture in the background. Does this work on a falcon? Is this
really the picture in the background program?

>>ROMSPEED
>>WINX
Various widow bug fixes, or something like that.

>>ENVIRON
>>FOLDR40

>>FPATCH2
>>BMAPFIX2
>>LETEMFLY
>>FAST_SER
>>SLECTRIC
>>NVDI
>>NVDIFIX
>>BLOWBOOT
>>DMIRROR
Diamond Edges partition mirroring program.

>>CACHEV4
HD cache

>>SILKMOUS
>>SHBUF16
>>SAM
Sound for every key if you want it - how much memory does this guy
have anyway?

>>
>>Works just fine fo me with the folling ACC's; FuzzyClock, SAM Setup,
>>DeskPic, BLow030, and Xcontrol.
>>
>>Still leaves me with 11.27 megs free memory.

Oh, that much. Gosh, I can hardly wait to get more memory in my
Falcon, I don't suppose memory prices have dropped recently or
anything?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

770. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 07:39:20 UTC
From: hoshi@ext221.sra.co.jp
Message-ID: <HOSHI.94Jan12163920@ext221.sra.co.jp>
Source record: 195217

In article <gigxr01-110194123833@ngalm099.gal.nt.com>
gigxr01@nt.com (Gerry O'Rourke) writes:

> Ok, If we can't have binaries, how about somebody who has compiled mint
> 1.08
> posting a short " How to ..." guide. Intending users can then decide if
> it's within their capabilities.

According to my experience in compiling MacMiNT, you'll need:

from ~ftp/atari/Mint/Gcc of atari.archive.umich.edu,
bgas138p4.zoo
mgutil36.zoo
bmake363.zoo
mgcc253b.zoo

from ~ftp/atari/Mint/Lib,
mntinc39.zoo
mntolb39.zoo

(Because I'm not using atari, it may not be true...)

hoshi

771. Re: Quick ST 2.2 and VDI v_curtext call

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 07:42:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d33abcb@daggskim.ct.se>
Source record: 195220

Greg Kilfoyle did willfully write on 12 Jan 94 (to All), and I quote...
GK> From: gregk@nskernel.tandem.com (Greg Kilfoyle)
GK> [re: problems Quick ST II and TOS 1.2 -> 1.4]
GK> [...]
GK> It works if I disable Quick ST 2.2.

Quick ST II was replaced by Quick ST III in 1991, largely to provide a 68030 (TT) version, but I would imagine also addressed a number of compatibility aspects that had surfaced with later TOS versions.

Subsequently, Darek sold Quick ST sources to Codehead and QST 3.5 effectively became Warp9 v3.5. Current version is 3.80.

I'd suggest you either found a later version of QST (3.x) from someone who has this and has upgraded, or get Warp9.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

772. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 07:43:40 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jan12.084340.837@cathy.ijs.si>
Source record: 195219

In article <CJFDsr.FpH@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>You would have gained Multi-TOS, System Audio Manager (SAM), FALCD2D,
>clock, X-Conrol, AHDI, that's about it I think, although I'm sure I'm
>missing something.
>
I bought mine in Germany and got Multi-TOS, Speedo, SAM, AFM, breakout,
mines, and a great calculator. Oh and X-control, ahdi, callapt.
No Falcd2d.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

773. Atari 1040STe SCART lead

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 09:24:49 UTC
From: mjr@trellis.cs.nott.ac.uk
Message-ID: <1994Jan12.092449.319@cs.nott.ac.uk>
Source record: 195155

Hi there.

I remember this question used to be a FAQ years ago, but I never bother to keep the answers then :-).

Anyway, can someone give me the pin connections for wiring up a lead to connect an STe to a SCART socket.

Thanks in advance

Marcus

---
m.roberts@cs.nott.ac.uk Communications Research Group
<http://web.cs.nott.ac.uk/> Dept. of Computer Science
Nottingham University, UK

774. Re: BIG problem (:-))

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 09:32:27 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2h0g3b$jsu@cismsun.univ-lyon1.fr>
Source record: 195221

In article <1994Jan11.165629.1143@news.cs.indiana.edu> The Fallen Angel in Black
<PSYWHITE@BASIL.ACS.BOLTON.AC.UK> writes:
>
> Anyone know if the author of the Big is Gem library is available via
>internet mail? And whether he reads English or not??
>
> Ta in advance..
>
> Jon (monoglot) White
>

This guy is French (cocorico !) and unfortunately he doesn't have any access
to the net... I think he gives the new versions to a friend of him who has
access.

Try to contact ST Magazine, too, they know him.

If you post an article on fr.comp.sys.atari you should get answers.

Bye
Patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France
____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

775. Re: Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 09:35:13 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2h0g8h$k1c@cismsun.univ-lyon1.fr>
Source record: 195222

In article <H.eg.PIktu2SeleE@yonder.equinox.gen.nz> SHORE_C@kosmos.wcc.govt.nz writes:
>Anyone know where I can find a Calculator Accessory that will work
> on an STE in hi-res???

There is a really good (scientific) one called HP-Like, that is really nice
to use as soon as you like RPN calculators.

There are various CPX calculators available a A.A.U.E, too.

Patrice.

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

776. Re: About .signatures...

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 09:38:03 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJIG3F.GAJ@barclays.co.uk>
Source record: 195223

In article <1994Jan11.210328.25498@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
|> In a previous post I wrote ....
|> >Please be considerate of others, and thin down those bulging sig's, OK?
|>
|> And in return for my "public service" message I received the following in email
|> from an obviously disgruntled poster to this newsgroup:
|>
|> >And may I remark that standard netiquette also says that such kind of comments
|> >on other peoples posting should be done by private mail?
|>
I thought your original post was entirely reasonable and well phrased. No flames or abuse of any kind just a polite notice. I must admit, even with a 5 line sig it made my ears burn just a little bit :-)

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

777. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 10:08:23 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2h0i6n$1pq1@info2.rus.uni-stuttgart.de>
Source record: 195224

Stephen Jacobs (saj@chinet.chinet.com) wrote:
: >XBOOT

Bootselector. With this programm you can activate/deactivate Accessories, AUTO-Folder-PRGs and other things BEFORE they are loaded. This is a commercial program and very helpful.

: >DESKPIC

Puts a Degas-Picture on your Desktop-background. Nice but you don't have to install this...

: >ROMSPEED

Copies your TOS into RAM. If you have a fast RAM this is speeding up RAM-access. You also need this (or similar programs like GEMRAM) if you want to use WINX (especially in newer TOS-versions), because WINX tries to change some Bytes in the TOS.

: >WINX

A GEM-Patch and a program which offers you up to 40 openend windows! Very nice with MultiTOS.

: >ENVIRON

Initialising the Environment variables?

: >FOLDR40

Patch for the 40-Folder problem. This allows you to use more then 40 Folders. Take a look on you Atari-Language-Disk, maybe you find this program there.

: >FPATCH2

Falcon-Patch for the serial interface.

: >BMAPFIX2

Same as FPATCH2. You only need one of them!

: >LETEMFLY

Let'em Fly. Allows you to use Fly-dials, even when they were only done as normal dialogs.

: >FAST_SER

Another patch for the serial interface. Only interesting when using modems etc.

: >SLECTRIC

Replacement for the standard Fileselector. Very comfortable!

: >NVDI

Screen-Accelerator with built-in GDOS. Commercial.

: >NVDIFIX

Houh, where can I get this?

: >BLOWBOOT

Bootprogram for BlowUp, a commercial resolution-enhancer for the Falcon.

: >CACHEV4

Seems to be a Disk/HD-Cache.

: >SILKMOUS

More than a mouse-speeder. If I remember correctly, this program also allows
you to use serial mouses (MSDOS).

: >SAM

Sound Audio Manager. Gag-program from Atari.

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

778. Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 10:18:05 UTC
From: marcel@eba.eb.ele.tue.nl
Message-ID: <2h0iot$6he@tuegate.tue.nl>
Source record: 195225

Hello,

I am writing (or trying to) write a GEM application on my 1040 ST,
but i have encountered this annoying little problem which has me stymied.
This is what happens: Everytime i send more than, say, 5 or 6 messages to
some application (mostly mine), counting succesive REDRAW messages as 1
(because the AES packs these together automatically), without issuing an
EVENT_MULTI or the like, my ST hangs.

As said, i work on an atari 1040ST, TOS1.4, 3Meg internal memory. Can any-
one help me here? Reply per Email or as answer to this posting. My address
is marcel@eba.eb.tue.nl.

Thanks in advance,

--- Marcel

779. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 10:43:11 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CJIJ3z.D7L@muster.hrz.uni-giessen.de>
Source record: 195226

In article <60.42948.4514.0N190906@NSKERNEL.TANDEM.COM>, GREGK@NSKERNEL.TANDEM.COM writes:

|> Hi,
|>
|> Is there any software which hooks into the disc I/O routines to perform
|> compression "on the fly"? Eg. Like Stacker on MS-DOS systems.
|>
|> Cheers, Greg.
|> ---
|> Greg Kilfoyle
|> Tandem Computers Inc.
|> California, U.S.A..
|> * RoseMail 2.10b:

Thou I don`t know any, I would not recommend to do so, It has some disadvantages,
that are too serious to dare. By the way Harddisks are getting cheaper and bigger.
Why not buy a second (or better an additional) one ???

-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail:
Konstantinos.Xonis@math.uni-giessen.d400.de
gc85@vision.hrz.uni-giessen.de
gc85@sun2.hrz.uni-giessen.de
q4038908@bonsai.fernuni-hagen.de

Snail:
Konstantinos XONIS
Buderusstra&#65533;e 14
D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

780. Screen accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 11:30:36 UTC
From: mpellegrino@ge-serveur.insa-lyon.fr
Message-ID: <mpellegrino.4.2D33DF5C@ge-serveur.insa-lyon.fr>
Source record: 195227

```
I'm looking for a public domain screen accelerator
please help me to find it.
```

781. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 11:57:55 UTC
From: djs@jet.uk
Message-ID: <1994Jan12.115755.12486@jet.uk>
Source record: 195235

In <CJH31I.9wJ@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:

>NVDI and NVDIFIX replace the painfully slow VDI, for a big win.
>...
What is NVDIFIX? I am a recent convert to NVDI, and something called
nvdiFIX sounds like it ought to be something I need!
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

782. Re: Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 12:12:43 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJIn99.JHG@cen.ex.ac.uk>
Source record: 195228

In article <H.eg.PIktu2SeleE@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz (Craig Shore) writes:

Anyone know where I can find a Calculator Accessory that will work
on an STE in hi-res???

There is a calculator CPX for xcontrol in one of the archives of cpxs on
atari.archive.umich.edu which runs in any res.
{{{ Dan }}}

783. Re: List of Games for the Falcon available?

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 12:49:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJIoxp.4Dz@barclays.co.uk>
Source record: 195231

Out are Ishar 1 & Ishar 2 plus Transartica.
In development are Humans, Space Junk and several others including some 3d polygon racinggame.

--

+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

784. List of Games for the Falcon available?

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 12:54:04 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.26.000CE70E@pz-oekosys.uni-kiel.d400.de>
Source record: 195229

Hello!

I am searching for a list of games which are out now for the FALCON?
Is something like that available? And are there information whether new
games for the FALCON are under development?

Greetings,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

785. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 13:30:19 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.65.758381419@rog1.rog.rwth-aachen.de>
Source record: 195232

```
>In article <60.42948.4514.0N190906@NSKERNEL.TANDEM.COM>, GREGK@NSKERNEL.
TANDEM.COM writes:>
>|> Hi,
>|>
>|> Is there any software which hooks into the disc I/O routines to perform
>|> compression "on the fly"? Eg. Like Stacker on MS-DOS systems.
>|>

Stacker on MS-DOS works fine if you have a fast machine where
compression speed is higher than HD transmission rate. Forget it with
8MHz Atari computers.

Greetings Juergen

-------------------------------------------------------------------------
Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de
-------------------------------------------------------------------------
WARNING!
This machine is subject to breakdowns during periods of
critical need.
```

786. Re: Screen accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 13:33:13 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.66.758381593@rog1.rog.rwth-aachen.de>
Source record: 195233

In article <mpellegrino.4.2D33DF5C@ge-serveur.insa-lyon.fr>
mpellegrino@ge-serveur.insa-lyon.fr (Michael Pellegrino) writes:
> I'm looking for a public domain screen accelerator
>please help me to find it.
>
There are no PD screen accelaerators, as far as I know. Try NVDI or KAOS-
TOS, which are worth while purchasing them.

Greetings Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

WARNING!
This machine is subject to breakdowns during periods of
critical need.

787. (U)nix (W)indows [uw]

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 13:54:53 UTC
From: andi@gmd.de
Message-ID: <andi.758382893@gmd.de>
Source record: 195234

Hi netters!

I'm desparately searching for a newer version of uw, the fabulous multi-window terminal program. The only one I have, is from a.a and it turned out to be a beta version.

Is there someone out there, who knows whether a newer version exists?

Does anyone know the email address of Brian Katzung or Brad Bosch, the authors?

Thanx in advance.

Regards,

Andreas.

Andreas Rohrschneider
GMD - I5.SKS
German National Research Center for Computer Science
Schloss Birlinghoven phone: (+49 2241) 14-2541
53757 Sankt Augustin, FRG email: rohrschneider@gmd.de
---

788. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 13:57:12 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJIs3C.99p@barclays.co.uk>
Source record: 195241

```
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

789. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 13:59:14 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJIs6r.9G9@barclays.co.uk>
Source record: 195242

```
In article <KUERSCH.65.758381419@rog1.rog.rwth-aachen.de>, KUERSCH@rog1.rog.rwth-aachen.de
(Juergen Kuersch) writes:
|> >In article <60.42948.4514.0N190906@NSKERNEL.TANDEM.COM>, GREGK@NSKERNEL.
|> TANDEM.COM writes:>
|> >|> Hi,
|> >|>
|> >|> Is there any software which hooks into the disc I/O routines to perform
|> >|> compression "on the fly"? Eg. Like Stacker on MS-DOS systems.
|> >|>
|>
|> Stacker on MS-DOS works fine if you have a fast machine where
|> compression speed is higher than HD transmission rate. Forget it with
|> 8MHz Atari computers.
|>
Hisoft in the UK sell datalite which does on the fly compression with
different partitions settable to different levels of compression and
compression on/off. It's fast-ish but the high compression rates really need a
fast ST or a TT. Also a lot of people have reported corruption so reliability
is a possible problem.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

790. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 14:08:49 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CJIsMp.CrC@cs.vu.nl>
Source record: 195246

KUERSCH@rog1.rog.rwth-aachen.de (Juergen Kuersch) writes:

>>In article <60.42948.4514.0N190906@NSKERNEL.TANDEM.COM>, GREGK@NSKERNEL.
>TANDEM.COM writes:>
>>|> Hi,
>>|>
>>|> Is there any software which hooks into the disc I/O routines to perform
>>|> compression "on the fly"? Eg. Like Stacker on MS-DOS systems.
>>|>

>Stacker on MS-DOS works fine if you have a fast machine where
>compression speed is higher than HD transmission rate. Forget it with
>8MHz Atari computers.

Well, I run a very old version of stacker on an 8MHz 8088. It's an Atari
PC3 with a 30 MB harddisk. 10 MB is uncompressed, for programs which use
large swapfiles, and the other 20MB is divided into two stacker partitions,
10MB each. It works fine. And the speed degradation is not that big. (20%
I guess.) I believe an 68000 on 8MHz can do a lot more than an 8088 in the
same time.

--
--Ivo van Poorten
ipoorten@cs.vu.nl

791. Scott Adams Adventures

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 14:13:13 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJIsu1.AKJ@barclays.co.uk>
Source record: 195243

Some of you older folk will remember the Scott Adams series of adventure games from the TRS80/Apple II days. I know Scott Adams folded a long time ago. What happened to the games? Did they become PD? I only ask because I have seen them around for the PC touted as PD via a 3rd party interpreter much like the Zork interpreters you can get to run PC Infocom games on the ST.

The question. Is there an equivelent for Scott Adams games ie is there any way I can run them in any shape or form on an ST or better yet a Falcon?

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

792. MIDI & music gear for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 14:19:02 UTC
From: Chuck.Zwicky@f47.n282.z1.fidonet.org
Message-ID: <758474317.AA05286@rochgte.fidonet.org>
Source record: 195114

I have the following items that I need to sell:

CASIO FZ-20m rack-mount sampler. 16 bit. Analog filters.
SCSI interface. 8 outputs. Built in graphical editing.
Huge library. $1000

CASIO MG-510 MIDI guitar with case. Excellent condition. $400

E-mu Proformance-1+ piano/organ/bass/vibes module with
enhanced fidelity output modification. $300

Fostex 460 multitrack cassette with 8ch mixer.
Mixer features parameteric EQ, mic preamp w/phantom power
on each channel. List price was $2795, sell for $900

Fostex 2016 16ch or dual 8ch mixer. Rack mount (2 spaces). $300

Niche ACM 8ch automation package. Non VCA digital level control.
runs from any sequencer or hardware MIDI fader device. MINT! $400

Ovation Preacher solid body electric guitar. Mahogany/Gold. $400

Power Amp. Dual mono construction. Channels matched component
by component to within 0.1% tolerance. Ideal for studio monitoring
130 w/ch. $400

EMG 81's. Humbucking guitar pickups. 1 pair w/controls. $100

Boss DIMENSION C - beautiful smooth 'space chorus'. $100

All prices are somewhat negotiable.
Please leave mail or call (612) 872-6698 (voice).
Thanks for reading!

793. C-Lab MIDIA. Heard of it?

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 14:33:10 UTC
From: em09@liverpool.ac.uk
Message-ID: <CJItrA.LIq@liverpool.ac.uk>
Source record: 195236

A local store is selling this Atari ST s/w for 65 UKP and they say
it is a bargain but they cannot tell me what it does exactly.

It seems to be some sort of MIDI help package with a MIDI monitor.

Can anyone fill me in with the details and give an opinion?

--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

794. Some Calamus questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 14:39:54 UTC
From: martinmf@imv.aau.dk
Message-ID: <martinmf-120194153059@njord.imv.aau.dk>
Source record: 195249

Dataformer module: We are working with SL on an Atari, and want to export EPS-files to a Mac. If exporting through the Dataformer module (which we haven't bought yet), will it then afterwards be possible to change the colour of a single object, for instance a letter, on the Mac?

The case is: We are producing book covers, and want to use Calamus for the typesetting (because of greater accuracy), but the end production has to be delivered from a Mac (not our choice).

By the way: Anyone out there with experience of the NT Calamus? It is not yet available in Denmark.

Thanks for any replies... :-) Martin

795. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 14:52:36 UTC
From: marcel@eba.eb.ele.tue.nl
Message-ID: <2h12rk$7t8@tuegate.tue.nl>
Source record: 195250

GREGK@NSKERNEL.TANDEM.COM wrote:
: Is there any software which hooks into the disc I/O routines to perform
: compression "on the fly"? Eg. Like Stacker on MS-DOS systems.

I have seen Data Diet (From DoubleClick) at work (I -don't- know if Data Light is it's succesor or predeseccor) on a 1040ST, and it seemed to work quite well, although (altough?) the compression wasn't really 'on the fly': everytime a file was written or updated, some logfile was created and on exit of some application those files were compressed. Besides that, programs like Kobold are known to 'bypass' DataDiet, which leads to compressed files on floppy disks. So if you're carefull enough, it's possible but I agree with a previous posting: a larger HD is the better alternative.

Greetings,

--- Marcel van Loon

796. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 15:11:50 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2h13vmINN2v28@rs1.rrz.Uni-Koeln.DE>
Source record: 195240

In <2h0iot$6he@tuegate.tue.nl> marcel@eba.eb.ele.tue.nl (Marcel van Loon) writes:

>I am writing (or trying to) write a GEM application on my 1040 ST,
>but i have encountered this annoying little problem which has me stymied.
>This is what happens: Everytime i send more than, say, 5 or 6 messages to
>some application (mostly mine), counting succesive REDRAW messages as 1
>(because the AES packs these together automatically), without issuing an
>EVENT_MULTI or the like, my ST hangs.

>As said, i work on an atari 1040ST, TOS1.4, 3Meg internal memory.

From my limited experience with AES programming, I'm not sure
that the AES packs redraw messages together. I always thought
that the AES passed messages sent by one app to another without
interfering with them.
Anyway, I do know that the AES can indeed be jammed when too many
messages are pending in its internal queue. This may lead to
bombs or to the system hanging, depending on the TOS version and
other circumstances.
I suggest that you call your redraw routines directly instead of
calling them by sending a redraw event to yourself over the AES,
and see if that fixes the problems. If you're concerned about
inefficient or superfluous redraw messages, don't rely on the AES
anyway, use your own techniques instead. For instance, when a
redraw event arrives, you might poll for additional redraw events
with evnt_multi(), and merge the events if appropriate before
actually processing them.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

797. Re: Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 15:32:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.tKXIjwBd1RE@semprini.waterloo-rdp.on.ca>
Source record: 195106

In <H.eg.PIktu2SeleE@yonder.equinox.gen.nz>, Craig Shore writes:
> Anyone know where I can find a Calculator Accessory that will work
> on an STE in hi-res???

If they don't _all_ work in any res, the person who programmed 'em is a
bozo. GEM apps should be res-independant.

Check out ProCalc (should be on atari.archive)... I use it in any res
(it's a pity I'm limited to ST resolutions), though it is rather large.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

798. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 15:38:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.EczYqbnVKSo@semprini.waterloo-rdp.on.ca>
Source record: 195107

In <1994Jan10.012043.23237@mnemosyne.cs.du.edu>, Stephen Henson writes:
> Yeah, tell me about it another very raw nerve here. I have ultimately got
> hold of the later ICD versions (yes I do have an ICD host adapter). I wouldn't
> mind so much if there weren't so many bugs in it I have to work round for
> Minixfs.
> Still I don't like to leave people with unusable systems, it seems I
> must care more for ICD customers than ICD does.

We're glad _somebody_ does! Then again, I'd rather have you spending
your development time improving things instead of hacking around stupid
bugs in the driver software... :-(

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

799. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 15:45:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FxA4Q0iDN1c@semprini.waterloo-rdp.on.ca>
Source record: 195108

In <940110.14551.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
> Craig,
>
> > The flexability in them in coparrison to the usenet news readers
> > available is non-existant.
>
> Now, what usenet news readers (for the Atari) were you talking about?
> ...and, that's the way the QWK standard was setup... you are basically asking
> for a new standard to be implimented... and currently none of the bbses have
> it... and it would take some time.
>
> There is a way to have multiple QWK and REP packets... just create a
> separate directories and have multiple copies of your favorite QWK reader.
> I know, not the nice way to go about it, eh?

He's not asking for a new standard, just a smarter QWK reader. There's
absolutely no reason (other than programmer laziness) to limit a reader
to one QWK packet... the _reader_ should take care of keeping everything
separate, etc, not the _user_. That's what computers are for.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

800. Re: Ste: Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 15:57:15 UTC
From: miff@apanix.apana.org.au
Message-ID: <2h16kr$a2i@olivaw.apanix.apana.org.au>
Source record: 195135

bjgrier@bnr.ca (Brian Grier Perpk) writes:
>|> Could it be as easy as cutting a hole in the back of my Mega STe and connect
>|> a second IDE drive to the same cable, just making sure one drive is master
>|> and the other is slave? Just wondering. Clues, anyone?

><LARGE .sig file deleted :>

People with .sigs longer than four lines should be shot... (HINT GUYS)

>Unless the MSTe is unique is should be using SCSI drives, not IDE.
>On my TT I have a 25 pin SCSI connector. Doesn't the MSTe have this also?

Correct, the MSTe uses SCSI. This is probably a FAQ - the hostadapter
in the STe can only handle _one_ drive, so there is no point in trying
to cable another on. Either replace the hostadapter, get another
one to go externally, or get a bigger drive and toss the old one.

(Hard & Soft do a replacement internal controller)

No, the MSTe does not have an external SCSI connector.

>Brian
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

801. NU for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 16:09:32 UTC
From: marcel@eba.eb.ele.tue.nl
Message-ID: <2h17bs$88m@tuegate.tue.nl>
Source record: 195157

Hey all you ST owners!

Is there *anybody* out there who knows of some kind of PD or
not too expensive disk utility that behaves somewhat like the
Norton Utilities and/or Norton Disk Doktor? If so, where can I get it?

Hope to hear from somebody...

--- Marcel

802. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 16:23:42 UTC
From: marcel@eba.eb.ele.tue.nl
Message-ID: <2h186e$88m@tuegate.tue.nl>
Source record: 195245

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:

: From my limited experience with AES programming, I'm not sure
: that the AES packs redraw messages together. I always thought
: that the AES passed messages sent by one app to another without
: interfering with them.

AES really does this, but only with messages immediately succeeding
one another. See for instance 'Das Atari Profibuch' on the AES. Or else
there is a nice way to check (takes some programming!):

create yourself a desktop with a lot of icons on it. Install this desktop,
so you'll get the redraw-messages for this desktop yourself. Now send for
every icon on the desktop a redraw message concerning the rectangle surrounding
the icon. You'll see that if you place an event_multi after every redraw-
message you send, every icon will be redrawed independently (or at least
you'll get the messages to do so yourself). If you omit those event_multi's
and just add one after all send_redraws (still following me?) you'll see
a redraw for the complete box surrounding all icons. (This was the way
I discovered the phenomenon. I got a redraw message for a window inside
such a surrounding box altough I only sent redraws for icons not over-
lapping the window!)

But of course, thanks for the advise!

--- Marcel

803. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 16:28:36 UTC
From: avg@cwi.nl
Message-ID: <CJIz3p.A4q@cwi.nl>
Source record: 195244

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <2h0iot$6he@tuegate.tue.nl> marcel@eba.eb.ele.tue.nl (Marcel van Loon) writes:

>From my limited experience with AES programming, I'm not sure
>that the AES packs redraw messages together. I always thought
>that the AES passed messages sent by one app to another without
>interfering with them.

AESes before MultiTOS merge redraw messages---since MultiTOS can store
many more messages (unbounded?), they dropped the merge routines, because,
if I remember right, merging two rectangles will introduce areas that
didn't really need to be redrawn and would hence be bad for efficiency.
I can imagine applications which would be less efficient this way...

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

804. Falcon Accessories?

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 17:26:42 UTC
From: jeff@jupiter.ame.Arizona.EDU
Message-ID: <2h1bsi$1d2@auggie.CCIT.Arizona.EDU>
Source record: 195247

Has anyone heard of any software or hardware adaptor that would allow a Falcon to export images to video? Ideally it would be able to record frame by frame to a normal VCR. Any information would be greatly appreciated.

Also, does anyone know where I can get a copy of Backwards so I can run my software again?

Finally, to all US Atari owners... are any of you able to subscribe to actual Atari magazines? I don't know of any. If any of you actually get Atari magazines, could you please email me subscription information? Thanks a lot!

Ya know, surprising as it may seem, it seems to be difficult to stay aware of things in the Atari community. :)

805. Re: Screen accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 17:38:37 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan12123837@wpi.WPI.EDU>
Source record: 195153

```
0{{ "Juergen" == Juergen Kuersch <KUERSCH@rog1.rog.rwth-aachen.de> writes:
Juergen> In article <mpellegrino.4.2D33DF5C@ge-serveur.insa-lyon.fr>
Juergen> mpellegrino@ge-serveur.insa-lyon.fr (Michael Pellegrino)
Juergen> writes:
>> I'm looking for a public domain screen accelerator please help me
>> to find it.
>>
Juergen> There are no PD screen accelaerators, as far as I know. Try
Juergen> NVDI or KAOS- TOS, which are worth while purchasing them.

There sure are!

Before Warp9, there was QuickST, a shareware (?) program. It can be
found on atari.archive.umich.edu. There are both color and mono
versions of it.

.s.
--
- lancer@wpi.wpi.edu - - Horses are fine, so are books -
-Official culture still strives to force the new media to do the work of-
-the old media; but the horseless carriage did not do the work of the -
-horse, it abolished the horse and did what the horse could never do. -
```

806. Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 18:09:28 UTC
From: tfranks@cix.compulink.co.uk
Message-ID: <CJJ3rs.2EM@cix.compulink.co.uk>
Source record: 195163

Hi There
Has anyone tried the new multi tasking system Geneva I'm told it
works on a 512k STs and is more stable then MultiTOS and simple
to use.Could someone recomend a good hard drive i.e reliable.

All the best

Terry

807. Re: Some Calamus questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 18:21:21 UTC
From: gruber@austin.ibm.com
Message-ID: <CJJ4BM.3tpM@austin.ibm.com>
Source record: 195160

In article <martinmf-120194153059@njord.imv.aau.dk>, martinmf@imv.aau.dk (Martin Frederiksen) writes:
> Dataformer module: We are working with SL on an Atari, and want to export
> EPS-files to a Mac. If exporting through the Dataformer module (which we
> haven't bought yet), will it then afterwards be possible to change the
> colour of a single object, for instance a letter, on the Mac?
>
> The case is: We are producing book covers, and want to use Calamus for the
> typesetting (because of greater accuracy), but the end production has to be
> delivered from a Mac (not our choice).
>
> By the way: Anyone out there with experience of the NT Calamus? It is not
> yet available in Denmark.
>
> Thanks for any replies... :-) Martin

I'm note sure about the answer to your question : but DMC has upgraded Dataformer to a new name with alot more functionality - I forgot what it is called though

Scott

808. Re: (U)nix (W)indows [uw]

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 18:31:39 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2h1fmb$5j1@vulcan.nrlssc.navy.mil>
Source record: 195164

In comp.sys.atari.st, andi@gmd.de (Andreas Rohrschneider) writes:
>Hi netters!
>
>I'm desparately searching for a newer version of uw, the fabulous multi-window
>terminal program. The only one I have, is from a.a and it turned out to be a
>beta version.
>
>Is there someone out there, who knows whether a newer version exists?
>

Is there something wrong with the old one? I've been using it for
years between my Atari (ST, then mega, now TT) and my Sun at work (varying
from a Sun4 up to a sparc10 now (very nice!)) with almost no problems
whatsoever. Since you can compile your own copy of the client (server?)
side on the unix box with the code provided, the distribution is
pretty stand-alone as is... What problems were you having??

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

809. Re: Ste: Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 18:36:14 UTC
From: Martin.Whitaker@brunel.ac.uk
Message-ID: <CJJ50o.3Gw@brunel.ac.uk>
Source record: 195248

Gard Eggesboe asked:
>Ok, to put it this way, which interface is present for the built in harddisk
>on the Mega STe? When I took another look this morning, there were 50 pins,
>which should indicate a SCSI drive. Does the interface support > 1 drives,
>or do I have to _replace_ the internal harddisk, if I don't connect externally
>through the ACSI port? And, if replacing it will work, would it be ok to buy
>any standard SCSI drive and it will work? The harddisk currently present is
>a Seagate ST157N.
The Mega STe contains an internal ACSI to SCSI adaptor. This is a small board that plugs into the main motherboard, and can be found in the rear right hand corner of the box (behind the hard disk). This board contains a DIP switch which may be used to set the ACSI ID of the drive (which is independant of the SCSI ID set on the drive itself). For this reason, it is very unlikely that you could connect a second drive to this interface (although I cannot verify this at the moment, as I don't have my ST here). In any case, the internal power supply is unlikely to be able to cope with a second drive.

If you decide to replace your internal hard drive, any standard 1" high SCSI drive should do. I am using a Quantum LPS52S, which works with both Atari's AHDI driver, and with the ICD driver. The only thing that might be a problem is that some recent SCSI drives (such as the Quantum ELS series) do not have a jumper to enable/disable parity (I believe parity is permanently disabled in the ELS series, but don't take my word for it!). I cannot remember whether the AHDI and ICD drivers require parity to be enabled or disabled - mail me if you want to know, and I will check this when I go home this weekend.

810. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 18:37:43 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <CJJ5EB.A4H@news2.cis.umn.edu>
Source record: 195152

For those who are having such a hard time with MiNT 1.08, and are asking for help obtaining the binaries ...

contact Toad Computers (or Atari, or your local dealer, if you have one) and purchase a copy of MultiTOS. It is, after all, what you are really asking for here.

You can also use the precompiled versions of MiNT 0.95 or 0.96, which are readily available.

- David Paschall-Zimbel

811. FOR SALE: Mega ST w/ Spectre GCR and other software

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 18:48:46 UTC
From: barber@sugar.neosoft.com
Message-ID: <barber-120194123223@pvillage.neosoft.com>
Source record: 195151

I've got a Mega ST 2 that I would like to sell. It's sitting in the closet
all
boxed up and I want to find it a happy home.

4 megs ram
40 meg Supra internal HD
Mac emulator - Spectre w/ GCR for read/write to Mac floppies
I still only have 800k drives so you can't write to Mac HD
floppies
external 800 floppy drive
monichrome monitor
color monitor
1200 baud modem, useful as a doorstop or large paperweight

software includes:
WordPerfect
WordWriter
GFA Basic
Cad 3D
Publishing Partner
NeoDesk
LOTS of PD disks from Current Notes (DC Metro area user group) for ST
and Spectre; START; ST-Xpress; etc etc etc - probably close to 100 floppies

for the Mac side:
System 6 for Spectre
many PD disks for Macintosh
Mac paritions of the HD include MS Word, Freehand, Illustrator, PD games

I would like to get as close to $1000 as possible for all of this. Would
work
out shipping details with buyer - for something this big I would probably
send
UPS insured. I sent out my ST once before this way to have the Supra drive
worked on and the machine survived going out and coming back. Still have
the
original box for the ST.

I have been out of the ST world for a while for pricing, so let me know if
my
price seems too high.

Alex Barber
barber@sugar.neosoft.com

812. For Sale, MEGA ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 19:13:47 UTC
From: paulverm@aol.com
Message-ID: <1994Jan12.191347.27096@swan.pyr>
Source record: 195156

```
------------------------------

Mega ST 4/50
Color and Monochrome Monitor
16MHZ Clock Upgrade

Best Offer, please mail: paulverm@aol.com

Thanks
```

813. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 20:03:53 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <1994Jan12.200353.24189@osuunx.ucc.okstate.edu>
Source record: 195165

Seriously, If you have an ST or a TT, it's under $40.00 from Toad.
Only the latest "Falcon compatable" version is $80.00

There is a cheaper package without the full manual available in the "Falcon compatable" version

jc

In article <2gnqep$mrr@mailer.fsu.edu> boyd@math.fsu.edu writes:
>Evan K. Langlois (ekl@sdf.lonestar.org) wrote:
>>
>> >[boyd wrote this]
>> >Toad computers, 1-800-448-TOAD, about $80 if memory serves.
>>
>> Memory serves wrong. Its about half that. I wouldn't have paid $80 for
>> NVDI and I have it sitting here. Its a great program. Closer to $40.
>
>Memory serves right. TOAD ad in Nov 93 Current Notes: NVDI - $79. If you
>know of a place that sells it for $40, please post the address/phone number.
>The high price (and the fact that I have already invested money in Warp9)
>is what has prevented me from buying it up until now.
>
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

--
--
Test signature! Hope this works.
John Cummins
--

814. Re: Mouse Advice

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 20:16:04 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <758434502.0@mettav.royle>
Source record: 195193

On 7 Jan 94 at 14:08:13 (Mr J.A. Parsons) wrote the following:

> Can anyone recommend a replacement mouse for the STe, the one
> supplied is lousy! I'm in the UK, so UK prices etc apreciated.

Well I bought mine from Atari Workshop/System Solutions, just having shuffled through lots of bits of paper to find out I think it cost me about 15 quid. ;-)

Just a standard 290dpi (IIRC) mechanical one, called 'Itsa Mouse' according to the box and very nice it is too. :-)

-Paul-

--
~=~=~=

815. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 20:27:11 UTC
From: seb3@harvey.gte.com
Message-ID: <CJJA5D.K4y@gte.com>
Source record: 195159

In article <60.42985.4514.0N19092B@delphi.com>, <DOWDLE@DELPHI.COM> wrote:
> I see you having trouble with some QWK reader program called UQWK?!

For what it's worth, uqwk is not a QWK reader. It's not even a piece of Atari software. It runs on Unix and packs Internet mail and Usenet news into a QWK, SOUP, or ZipNews packet for offline reading. It supports replies, NNTP, has an offline command language, etc.

ftp.gte.com:/pub/uqwk/uqwk1.7.tar.Z or I'd be happy to email it.

There's lots of discussion about uqwk and readers that work with it in alt.usenet.offline-reader.

(If there really is a piece of Atari software with the same name, I apologize for the confusion.)
--
steve belczyk seb3@gte.com steve1@genesis.nred.ma.us
Genesis Public Access Unix: +1 508 664 0149
Free Usenet News, mail. 3 lines; HST, V.32bis
For information email info@genesis.nred.ma.us

816. TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 20:40:35 UTC
From: buzz@maple.circa.ufl.edu
Message-ID: <2h1n83INNa9k@no-names.nerdc.ufl.edu>
Source record: 195158

Hi, all! I'm just wondering if there's a TT-specific newsgroup, or if all Atari stuff is posted here. My question concerns a product I heard about a few months ago that was still under development. It's an accelerator board for the TT called the CaTTamaran. If anyone has any info on this, please let me know.
Thanks &
Later...
Glenn
[Buzz@ufcc.ufl.edu]

817. Atari 8bit or ST emulators for MSDOS or Unix ??

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 20:46:53 UTC
From: natasha@zwicky.unm.edu
Message-ID: <2h1njtINNcp7@lynx.unm.edu>
Source record: 195162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I currently have an AMD 486DX/40 with MSDOS 6.0 and Linux OS's.
And from my more memorable computing days an Atari 1050 disk drive with
lots of old programs. All of which are unusable since I traded in my
130XE a couple of years ago....

I have recently heard that there is an atari 8bit emulator that can load
programs off the 1050 drive through the PC joystick port.

Does anybody know where this can be found and/or purchased?

I also would like to know where a cable that would adapt an atari serial into
the joystick port could be found or how it could be made?

I remember hearing a couple of years ago that someone was writing an
atari emulator for Unix on the net; has anybody heard anything about this
lately?

I appreciate any comments and help! I have so far run into several dead-ends..
Please reply via e-mail.

Thank You

Marc Bluefire
via Natasha Winfield

818. max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 20:55:26 UTC
From: starr@bio4.csuohio.edu
Message-ID: <1994Jan12.205526.1113@news.csuohio.edu>
Source record: 195161

Greetings!
I have a simple question abut the 1040stf.
Can it handle one of today`s 14.4k baud modems? I seem to recall someone
from the past being able to connect a Courier HST Dual Standard andhad
no problems with it.
Also..If anyone knows how to connect HDs to one of these machine I
have a friend who needs to know what kind of HD to buy (ie. RLL MFM ODE etc.).
thanks in advance!
-Jesse

819. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 21:02:44 UTC
From: whitema@rtsg.mot.com
Message-ID: <2h1ohk$3lv@delphinium.cig.mot.com>
Source record: 195167

In article <CJJ5EB.A4H@news2.cis.umn.edu>,
David Paschall-Zimbel <davidli@dragon.labmed.umn.edu> wrote:
>For those who are having such a hard time with MiNT 1.08, and are asking for
>help obtaining the binaries ...
>
>contact Toad Computers (or Atari, or your local dealer, if you have one) and
>purchase a copy of MultiTOS. It is, after all, what you are really asking
>for here.
>
>You can also use the precompiled versions of MiNT 0.95 or 0.96, which are
>readily available.
>
>- David Paschall-Zimbel

I bought it already - it's version 1.04. Just wanted to upgrade and try
to understand what was going on.

Michael
whitema@rtsg.mot.com

820. Re: falcon, dsp, programi

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 21:21:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan12.212151.22940@newshost.lanl.gov>
Source record: 195171

In article 0N190924@canrem.com, magnus.thylander@canrem.com (Magnus Thylander) writes:
>
>I think there are at least one SIMM-board that can take 2Mb SIMMs, and 4 of
>those SIMMS will give you 8Mb.... The one from GE-Soft I think was able to do
>this.....

Is there such a thing as 2Mb SIMMs? I'm not arguing, I'm just curious as I don't recall ever seeing any advertisements for them. Not that popular, I guess.

And another question... of the aftermarket SIMM boards out there, do they all use the 72-pin variety?

Thanks,

-Hutch- @ Fair Dinkum Tech

821. 2Mb SIMMs (Was: Re: falcon, dsp, programi

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 21:40:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan12.214018.26179@newshost.lanl.gov>
Source record: 195174

In article 22940@newshost.lanl.gov, hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>Is there such a thing as 2Mb SIMMs? I'm not arguing, I'm just curious as I don't
>recall ever seeing any advertisements for them. Not that popular, I guess.

Duh, kindly disregard that query. I remember them now. Think they sell for
around US$80 mail order, varying a bit for the speed rating.

Rats! I wish I could find a way to delete dumb posts... especially mine! :)

-Hutch- @ Fair Dinkum Tech

822. Re: Internet atari file area

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 22:02:01 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2h1s0p$9aj@news.dmpe.CSIRO.AU>
Source record: 195169

In article <CJH2zE.A1F@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>Some sites are: src.doc.ic.ac.uk computing/systems/atari
>atari.archive.umich.edu
>ftp.tu-clausthal.de
>ftp.uni-paderborn.de
>
>There are loads more but these are good ones.

Don't forget
ftp.uni-kl.de
as this is a very good site Iain ....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

823. UPLOAD: New games

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 22:16:07 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <758412966.11921@minster.york.ac.uk>
Source record: 195175

I have uploaded the following ATARI-ST programs to
atari.archive.umich.edu in /atari/New (they will shortly move
to atari/Games)
(I have also uploaded them to ftp.tu-clausthal.de but it will take
ages before they are available there).

pacmen.zip (game)
3d_ski.zip (game)
alienation.zip (game)

I have also uploaded re-compiled versions of some of my earlier programs.
These shouls replace their lzh versions.

linecras.zip (game)
mazewar.zip (game)
video_g1.zip (game)

All of these files work on STs with 0.5 meg and colour monitor and should work
on all versions of TOS (perhaps someone would be kind enough to tell me
which programs work on which TOS/type of ST)

PACMEN (pacmen.zip)
This is a version of Pacman that can be played by up to eight players
using the Paralell Joystick interface and the STE's Joystick ports to
add the extra joysticks. You can play it with less than 8 players,
and the remaining players are either computer controled, or turned off.
The other addition to pacman is that each player has a missile, and
infinate lives. The game ends when all the dots are eaten.

3D SKI (3d_ski.zip)
Guide an egotistic robot down a ski-slope and avoid falling off
and coliding with rocks. Includes sourcecode in STOS basic.

ALIENATION (alienate.zip)
Platforms and ladders game similar to Mr. Robot on the 8 bit computers.
Navigate your robot around the obstacles and grab all the pills within
a time limit. You can also design your own levels with the built in
construction kit. Includes sourcecode in STOS basic.

The following uploads replace existing games. They have been re-compiled
and should run on more STs.

LINE CRASH (linecras.zip) (REPLACES linecras.lzh)
This is a game that uses the extra joystick ports on the STE and the
printer port joystick adaptor to allow up to 8 joysticks to be added
(although less than eight people can play). On ST computers without
the two extra joystickports on the side, up to four people can play.

The idea is to trap your opponents in the style of TRON lightcycles (ie, you leave a line behind your vehicle), and avoid being trapped yourself.
Included in the LZH archive are docs for building your own joystickadaptors.
Written using STOS basic.

MAZEWAR ST (mazewar.zip) (REPLACES mazewar.lzh)
This is another game for 0 to 8 players. The idea of this game is simple. Shoot your opponents while avoiding being shot yourself. Eight tanks (some can be computer controlled) negotiate a maze. Some walls are indestructable, and some can be shot.
Included in the LZH archive are docs for building your own joystickadaptors.
Written using STOS basic.

VIDEO GAMES I v 0.5 (video_g1.zip) (REPLACES video_g1.lzh)
Play three games at once on the same ST with the same joystick.
Yes, it is possible. You can simultaneously play Pacman, space invaders, and pong, using combinations of movements of one joystick. Each game is overlayed transparently on top of the other games.
Written using STOS basic.

I have written all of these programs myself, and they are Freeware/shareware/public domain.

Please mail me any comments, etc.

Andrei Ellman (ae-a@minster.york.ac.uk)

824. Kick Off 2 and a question about "broken" games

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 22:54:15 UTC
From: kllove@tiger.ecn.uoknor.edu
Message-ID: <2h1v2n$q@constellation.ecn.uoknor.edu>
Source record: 195166

Does anybody know how to copy this game? I recently purchased it from someone on the net and I want to play off a backup. I've tried Acopy 1.3, Procopy 1.5, and Procopy 1.7 with no success.

Is it possible to install it on a hard drive?

The other question (questions actually) I have are about the legality of breaking/cracking a game/application.

If I legally purchased a game, then is it legal to obtain a copy with manual/disk protection disabled/removed? What if I did it myself (not that I am able to do this, but if I could...)? Of course I would not distribute such a copy to anyone else; whether their copy was legally purchased or otherwise.

Just wondering,
Kenneth Love

825. Re: falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 22:55:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2d34802f@p4.troed.ct.se>
Source record: 195192

In a message of <10 Jan 94 22:13:42>, Patrik Sanfridsson (2:204/419.2) writes:

>> I think there are at least one SIMM-board that can take 2Mb SIMMs,
>> and 4 of those SIMMS will give you 8Mb.... The one from GE-Soft I
>> think was able to do this.....
>
> Hey, does this mean I can have a Falcon with 8 megs? Tell me more about
> this product!

It should, and I do believe so! If not GE-Soft's then at least
AtariSpecialisten here in Stockholm have a card of their own that can take 8Mb
using 2Mb SIMMs...

```
***********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*********************************************************************
```

826. RomSpeed

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 23:36:08 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan12.233608.17566@bradford.ac.uk>
Source record: 195168

Hello.

Romspeed is a program which does a similar job to Gemram - that is it loads the OS into Ram, thus enabling programs such as SHBUF and WinX to modify it. It seems to do this job better than GemRam, in that it works on more than one of these programs, and also maintains compatibility with DeskPic on the Falcon.

I was given this program, and led to beleive that it was PD, although no DOC files were attached - it merely came as part of WinX.

Recent comments from 'Yat@Lexicor' however suggest otherwise. I quote...
'Might I point out to you that Romspeed is NOT free to anyone.'

Can someone please clarify the situation, as I would not like to be unwittingly using Shareware or Commercial software without paying for it, would I?

Steve Taylor.

827. Atari CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-12 23:45:42 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1485.2D348BA6@dhhalden.no>
Source record: 195170

Since no-one else has done it yet...

This is from the latest Walnut Creek CD ROM catalogue. The disc should also be available from most serious vendors.

GEMini Atari CDROM. 2872 of programs for the Atari in 616 MB. These files are for the Atari ST, TT and Falcon Computers plus a section for the Porfolio palmtop computer. You also get text files and graphics for the Lynx and Jaguar video game system. All programs are ready to run directly from the CDROM. Each directory contains an index and a list of files to make it easier for a user to locate a file. Programs and files in groups such as accessories, archivers, astonomy, database, utilities, fonts, games, gnu, programming, scree savers, virus, text editors. 50 megabytes of games and entertainment software. 15 megabytes of fonts. Lots of source code. You can install the GEMini CDROM on an Atari or MSDOS BBS. All the noncompressed files have a compressed version in the zip folder. BBS operators can easily make thousands of Atari files available to their users. You get PCBoard, Opus, Wildcat, RBBS, Spitfire, and Maximus index files. This CDROM was made in Dec 1993 by Eric Tremblay and Rene Guimont. The price is $39.95.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman
---

828. Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 00:06:18 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan13.000618.18633@bradford.ac.uk>
Source record: 195172

If anyone would like to sell me their copy of AutoRoute, it would be worth
10-15 UKP to me depending on the age.

Oh and none of those 'Cracked by Pedro - Merry Xmas' versions please.

Steve Taylor.

829. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 00:22:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63083@M4.maus.de>
Source record: 195185

>>Seagate and Conner 240 MB drives have come down in price quite a lot.
>Here
>>in Germany, an internal 240 MB 2,5" is cheaper than an external SCSI
>3,5"
>>with cable and box.
>^^^^^^^^^^^^^^^^^^^
>
>Hmm.. do you get cables and box with the Conner 240 Mb 2.5" drive???
>
>And what will you do with the old internal 2.5" HD???
>
>If you buy SCSI, then you can ADD it to your system... If you get IDE
>you must
>get rid of the old one first...

Well, the answer's quite simple.

First, as an Atari dealer, I can order Falcon030 without hard disk, but
with mounting material, and then add any 2,5" IDE drive my customers want.

Second, as a customer, you can order the same thing from your Atari dealer
and add any drive you might already have.

So where's the problem?

btw, the 240 MB Conner drive is really fast - 1600 KB/s GEMDOS read
throughput and stunningly fast file access time.

bye, Peter

830. Problems with Lattice C 5.0 and Word Writer ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 00:47:08 UTC
From: kllove@tiger.ecn.uoknor.edu
Message-ID: <2h25mc$5jh@constellation.ecn.uoknor.edu>
Source record: 195173

I've been using my ST recently to write some simple C programs and I've been trying out a few of the options in Lattice C v5.0.x (I think the x is a 6, but I'm not sure). When I click on the "About..." item in the menu I get 2 bombs and then I'm returned to the desktop. When I get there, I can move the mouse but I can't select any menu items, close/open windows, or select icons/files.

I've tried reinstalling to my hard drive with no luck. I have never installed it to floppy so I don't know if it does the same thing in that case. I have an ICD AdSCSI+, ICD Utils v5.4.2, Warp 9 v3.75, UIS III v3.11, and FATSPEED (not in that order) running. For desk accessories I have UIS III, XCONTROL, and WARP 9 running.

On to my other problem. I use Word Writer ST v2.0x for editing simple reports/articles (and vi for text editing, of course :). The other night I was writing up a short review of my Jaguar (I hope to include it in the next edition of the local ST club's newsletter). After typing for about 30 minutes, the computer started typing by itself!

After about 20 seconds of this, I got 4 bombs and was returned to the desktop. Things seemed to be okay, but I didn't take any chances and re-booted.

Does anyone have any ideas on what either of these problems are and how to fix them?

adTHANKSvance,
Kenneth Love

831. Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 01:22:29 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <7NH3Fc1w165w@sys6626.bison.mb.ca>
Source record: 195186

You are cordially invited to a public showing of the NEW ATARI 64

bit JAGUAR Game Console & Multimedia System.

The Winnipeg ST Users Group is hosting a meeting on Thursday,

January 13th, at the ST James Collegiate, Music Theatre.

The meeting begins at 7:30 p.m.

Come see the most powerful gaming console with 16 bit stereo, CD

quality sound and outstanding graphics. It will BLOW you away!

All are welcome to come!

832. Atari jaguar

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 01:24:06 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <VqH3Fc2w165w@sys6626.bison.mb.ca>
Source record: 195187

The Atari JAGUAR STALKS WINNIPEG!

This FANTASTIC 64bit console system is priced at $357.00.

The JAGUAR comes with CYBORMORPH packed in game and a 17

button joypad controller.

Game Cartridges available now are:

Raiden.....$69.00 Crescent Galaxy....$69.00 Dino Dudes..$69.00

Checkered Flag II Racing is slated for January release....$79.00

We are now taking orders! Please call COMPU WARE at 204-339-0191

"Have YOU played Atari Today?"

**** YOU WILL NOW! ****

833. ST STUFF

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 01:24:48 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <2RH3Fc3w165w@sys6626.bison.mb.ca>
Source record: 195188

********* Atari ST SUPER Systems *********

HEY! Now you're getting "more POWER, than the original PRICE!"

~~

LOOK at THESE!

' Quality used ST HARDWARE with a 90 day warranty!

_/

1 - 520STm upgraded to 2.5meg RAM, clock & 720k drive

1 - Sm 124 Mono Monitor.......1 - SM 125 Mono Monitor

1 - SC1224 Colour Monitor, side dial on/off switch.....$225.00

1 - SM 147 14" Mono monitor.....$175.00

1 - LOOP 14" colour & mono .28 dot pitch VGA Multiscan $300.00

1 - PTC 1436, colour monitor for the Atari TT030.......$???.??

1 - 520 STfm/1 meg/double sided drive.....$250.00

1 - 520 STm/2.5 meg, TOS 1.4, overscan board/external GTS 100

double sided drive with LED display.....$450.00

1 - ComputerEyes colour video digitiser, make Spectrum 512 pics

from your video camera or VCR.....$100.00

1 - CALAMUS version 1.09 Desktop Publishing Program....$100.00

1 - Atari Megafile 60 megabyte Hard Drive.....$350.00

1 - Super Charger 8088 PC Emulator.....$125.00

1 - ICD ADSCI board, connect external SCSI devices.....$ 50.00

1 - GVC 2400/9600B Pocket FAX Modem, Class 2 device....$145.00

1 - SLM 804 Laser Printer, as is, needs drum kit,.....$300.00

2 - Hard drives, bare, 30 meg, SEAGATE, MFM.....$ 85.00

1 - Spectre GCR, version 3.0, run Mac emulation.....$300.00

comes with the following:

Norton Utilities for the Mac, The Macintosh Bible

The Macintosh "What Do I do Now", don't panic book

Macintosh Design Studio, 123 useful projects with McPaint

Mac Print, HP LaserJet printer driver setup software

Waterloo Janet, Mac networking software and lot's of prg's

*** Please call Compu Ware @ 204-339-0191 ***

taxes and shipping extra

834. Atari Falcon FLYYYSSS

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 01:26:12 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <DuH3Fc4w165w@sys6626.bison.mb.ca>
Source record: 195189

>>>>>>>>>>>>>>> Atari FALCON 030 is here! <<<<<<<<<<<<<<

We are YOUR Atari Authorized FALCON 030 Dealer in Manitoba!

* Explore the world of Photo CD, Multitasking, outstanding *

graphics and animation, music and direct-to-disk recording

* *

YOU can do it all with the NEW Atari Falcon 030 Computer!

~~~~~~

:: Falcon comes in 4 configurations and all are upgradeable!! ::

:: Falcon 1 meg Ram starter system, 4 meg Ram no hard drive ::

:: Falcon 4 meg Ram/85 Hard drive & 14 meg Ram/85 hard drive ::

Free Atari Works, SpeedoGDOS, D2D recording and over 60 megs

* of DYNAMITE demo's and shareware including Space JUNK! *

======= We can customize the Falcon to your requirements ======

.....Please call us at COMPU WARE, Atari ST Dealers since 1985.....

(204) 339-0191
~~~~~~

835. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 02:41:20 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2h2ccg$hli@titan.ucs.umass.edu>
Source record: 195176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2gui2oINNnpb@uwm.edu>,
Andrew Krieg: Man or Android? <ultron@csd4.csd.uwm.edu> wrote:
>
>Do we have to send in any of the 3.0x disks when we upgrade to 4.0? I found
>no mention of this in the newsletter if it is so. Also, if we upgrade, will
>we be getting a new manual (i.e. one complete manual)? It's very difficult
>now to have to look for things either in the 2.0 manual, 3.01 manual or 3.03
>documentation. If I have to add another manual to this list, I'll go batty!
>Even if we are just doing an upgrade, can we order a comprehensive 4.0 manual
>that has *evertything* in it?

Yes, you do need to send in your original NeoDesk Disk(s). Just one if
its one of the European double sided ones, or the Master and Extras disks in
the case of US copies distributed by Gribnif. Also make sure that you have
run REGISTER.PRG on the Master disk. (It deletes itself after running the
first time.) It does say in the newsletters that you need to include the disks
on the third of a page sheet that details NeoDesk upgrades (on the side with
the shipping weights, beside the word Important... :)

The upgrade to NeoDesk 4 includes a full manual. No addendum this time. :)

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

836. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 02:49:23 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2h2crj$i2j@titan.ucs.umass.edu>
Source record: 195177

In article <CJJ3rs.2EM@cix.compulink.co.uk>,
Terry Franks <tfranks@cix.compulink.co.uk> wrote:
>Hi There
>Has anyone tried the new multi tasking system Geneva I'm told it
>works on a 512k STs and is more stable then MultiTOS and simple
>to use.Could someone recomend a good hard drive i.e reliable.
>
I can help with Geneva. It will run on an ST with 512k, but you would be
limited to only small applications, and you certainly wouldn't be able to
run very many, unless they were _really_ small. We do recommend at least
1 meg, and 2 is better, particulary if you want to be able to take advantage
of running several applications.

Geneva is faster than MultiTOS, and a lot more compatible with older programs.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

837. Re: LapLink Modem, MSTE, and

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 03:10:28 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2h2e34$jba@titan.ucs.umass.edu>
Source record: 195180

In article <CJGwwB.AqA@uc2372c.DaytonOH.NCR.COM>,
<Robert.Anisko@daytonoh.ncr.com> wrote:
>
> Hmm, I got one from there as well. Just curious - where did you hear
>about the modem? (I heard about it on an ST BBS from an Amiga user
>who saw an ad for Mac Warehouse in an Amiga magazine). At least the cable
>was separate from the modem (since the modem has the normal 25-pin
>RS232 port).

I heard about it from my father, who uses a Mac at work, and watches a Mac
mailing list. It was nice to just set in the same spot my 2400 Supra used
to occupy, plug in the same cables (save power supply), and go. I found that
when it is connected to a carrier, it even cuts off the line to the phone
plugged into it, so I can't toast my own connection by picking up the phone on
my desk to call someone. (Yeah, I've done it, too many times...)

> Might also check the error-correction and compression settings(MNP..vbis...)
>and see what the best settings are for your situation (i.e. compression may
>not be useful if you're downloading GIF, LZH, ZIP, etc files). Also, for
>CoNnect to work properly, I normally do a "AT&C1" so that the modem
>handles the carrier detect properly (otherwise, when you use the dialer,
>CoNnect complains that you're already connected, which is what the
>modem sort of tells you by default)...

True. I found that the MNP reliablility didn't get along with the host I
used the most often. I also changed the carrier detect as you did. I find,
however, that even when downloading pre-compressed files I still get transfer
rates over 14.4 when using compression. I also changed the DTR setting, so
that I could hang up just by dropping DTR. (AT&D2)

>There also exists a text file with all the ATS settings (and choices)available
>on GEnie (I'll post it to atari.archive if someone already hasn't). This is
>helpful as they didn't list the settings in the manual (a really dumb move,
>I think)...

The manual included with mine was pitiful at best, but it did have a list of
all of the modem's AT commands, with _extremely_ brief descriptions.

- Bob

838. Re: (U)nix (W)indows [uw]

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 03:21:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2h2eo3$69v@mailer.fsu.edu>
Source record: 195178

Andreas Rohrschneider (andi@gmd.de) wrote:
> I'm desparately searching for a newer version of uw, the fabulous multi-window
> terminal program. The only one I have, is from a.a and it turned out to be a
> beta version.
>
> Is there someone out there, who knows whether a newer version exists?

There is not really a "newer" version, but there are two different versions
out there (from two different sets of authors, I believe). Each has problems,
but one is a bit more stable than the other (with my setup, at least).
Check out some of the German sites, as I cannot remember exactly where I got
it (it was a non-US site though). I seem to remember that the fancier one
is more buggy.

If all else fails, email me.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

839. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 03:25:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2h2evf$69v@mailer.fsu.edu>
Source record: 195179

Jesse Starr (starr@bio4.csuohio.edu) wrote:

> Greetings!
> I have a simple question abut the 1040stf.
> Can it handle one of today`s 14.4k baud modems? I seem to recall someone
> from the past being able to connect a Courier HST Dual Standard andhad
> no problems with it.

I am using a 14400 on my Mega2ST, which is functionally no different in
terms of modem usage. So, yes you can use fast modems. You are limited
to 19200 baud without hardware modifications, but I find this to be plenty
fast (I get 1550-1600 CPS sustained during Zmodem binaries downloads).

> Also..If anyone knows how to connect HDs to one of these machine I
> have a friend who needs to know what kind of HD to buy (ie. RLL MFM ODE etc.).
> thanks in advance!

He/she wants a SCSI, and a host adaptor. Toad Computers (1-800-448-TOAD) can
help with ST hard disks. Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

840. Is there a solitaire game for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 03:55:10 UTC
From: rge@helix.nih.gov
Message-ID: <1994Jan13.035510.29203@alw.nih.gov>
Source record: 195181

Preferrably one that can be loaded on a HD. Please email if you know where to find one. My son has just become interested in playing.

thanks

841. Need Disk drive

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 04:04:48 UTC
From: Edward Cunningham <3CUNNINGHAM@delphi.com>
Message-ID: <940112.83088.3CUNNINGHAM@delphi.com>
Source record: 195183

Need cheap Disk drive for 520st
please reply by email.
Edward Cunningham Email address: ecunning@heartland.bradley.edu
or 3cunningham@delphi.com

842. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 04:09:15 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <2h2hhb$805@charm.magnus.acs.ohio-state.edu>
Source record: 195182

In article <2h2crj$i2j@titan.ucs.umass.edu>,
Bob Stewart <stewart@titan.ucs.umass.edu> wrote:
>I can help with Geneva. It will run on an ST with 512k, but you would be
>limited to only small applications, and you certainly wouldn't be able to
>run very many, unless they were _really_ small. We do recommend at least
>1 meg, and 2 is better, particulary if you want to be able to take advantage
>of running several applications.
>
>Geneva is faster than MultiTOS, and a lot more compatible with older programs.
>

Are there any plans for preemptive multitasking in the future?
I've heard that work is being done on MiNT compatibility--is this
true, and if so, how does it compare with MultiTOS then? Does it
use interrupts to handle mouse events, or does it poll (which
seems to be one of the slowdowns in MultiTOS)? Also, does
it allow one program to run while another is waiting for disk
I/O?

Along the same lines, does anyone know if any work on eliminating
the polling and freeing up the CPU during I/O are being done
on MultiTOS? It seems that changing these two things alone would
greatly speed things up.
--Jeff

843. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 04:16:37 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2h2hv5$c9g@cxc1.cl.msu.edu>
Source record: 195184

Concerning ICD's hard drive utilities, Jan_Willekens writes:

>6.20 is the newest version.

The most recent version of the non-PRO utilities I've seen is 6.2.3,
which are available on GEnie. The most recent version of the PRO
Utilities I've seen is v6.2.4, which should be available at your
nearest dealer... (RIGHT!)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

844. Re: RomSpeed

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 05:00:52 UTC
From: Lexicor@world.std.com
Message-ID: <CJJxxH.6Es@world.std.com>
Source record: 195190

In article <1994Jan12.233608.17566@bradford.ac.uk>,
Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>
>Hello.
>
>Romspeed is a program which does a similar job to Gemram - that is it
>loads the OS into Ram, thus enabling programs such as SHBUF and WinX to
>modify it. It seems to do this job better than GemRam, in that it works on
>more than one of these programs, and also maintains compatibility with
>DeskPic on the Falcon.
>
>I was given this program, and led to beleive that it was PD, although no
>DOC files were attached - it merely came as part of WinX.

Unless you own OUTSIDE, you may NOT use Romspeed, it is a utility available
only to Outside user..in the UK it is available from 16/32 Systems.

>
>Recent comments from 'Yat@Lexicor' however suggest otherwise. I
>quote...
> 'Might I point out to you that Romspeed is NOT free to anyone.'
>
>Can someone please clarify the situation, as I would not like to be
>unwittingly using Shareware or Commercial software without paying for it,
>would I?
>

Since afterall....it was a post referring to me :) <grin>, it's probably only
appropriate for me to answer it <grin>.

Anyways..no it's not PD at all....

Cheers

Yat

>Steve Taylor.
>

845. Yamaha PSS-680 MIDI keyboard for sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 07:04:02 UTC
From: laramary@eden.rutgers.edu
Message-ID: <Jan.13.02.04.02.1994.5922@eden.rutgers.edu>
Source record: 195191

Like the title says, Yamaha PSS-680 MIDI keyboard for sale. In full working order! Will include 4' MIDI cables. Great for the ST. I just lost interest. 3-4 years old. Make offer.

846. Re: falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 07:39:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d34faa0@troed.ct.se>
Source record: 195140

In a message of 12 Jan 94 23:55:22, Magnus Thylander wrote:

MT> It should, and I do believe so! If not GE-Soft's then at least
MT> AtariSpecialisten here in Stockholm have a card of their own that can take
MT> 8Mb using 2Mb SIMMs...

2Mb SIMM:s are expensive .. If I were you I'd wait until we (Synchron ASM) have had a look at an idea here ... we might (99.5% sure) be able to give you 8Mb in the Falcon quite *CHEAP* .. can't say too much, we want to be able to sell it too .. ;)

Wait 1-2 weeks, then I should know more ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employer! --------+

847. Re: Tape drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 07:49:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <A4534@PE2.maus.de>
Source record: 194906

GO>I have seen a German program (Gemmar ??) that seems to be a complete
GO>GEM based tape backup. I don't know enough German to understand the
GO>menus :).
Since GEMAR 2.0, english DOCs and RSC are included in the archive.

I don't know, if it's available on ftp.

For Falcon, you _must_ use 2.01, because there is a little bug in the
Falcon SCSI routines.

Ciao, Steffen

848. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 08:04:07 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <2h2v9n$7k8@uniwa.uwa.edu.au>
Source record: 195194

mjuschke@tartarus.uwa.edu.au (Michael Juschke) writes:

>Hi,

>some months ago I bought a copy of STraightfax that was said to work
>with my Maestro 9600XR Data/Fax modem.

>Faxing to the machine in Dad's office (and receiving from it) always
>worked fine.

>The office machine worked fine with all sorts of other fax machines,
>too.

>Recently, I had a friend send a fax to my computer, and
>the receiving seemed to work fine, except that when I looked at the fax,
>nothing was there, not even the usual header (time, number etc).

>Preveiously the same friend had sent something to the office machine and
>it had worked. Since there is no header, she did not by accident send an
>empty page (ie wrong side).

>Testing the program again with the office, I discovered that the baud
>rate dropped to 2400 with this (old) machine, while it was 9600 with the
>friend's machine.

>Has anybody an idea what could be wrong ? I have read somewhere, that
>new fax machines usually run at 9600 baud, and that some have trouble
>communicating with other machines (modems?).
>Is it possible that my MegaST 2 (7 years old) cannot handle 9600 baud,
>even though it appears to be working during transfer? (In comms mode
>I can only run 2400 baud anyway).
>Or does the STraightfax stuff up ? I cannot remember the version, and
>running it to find out would kill my connection right now, but it says
>on the pack that it runs with ST/TT/Falcon030. It supports SendFax,
>ReceiveFax and Class2 modems.

>Any suggestions, oppinions ? Please e-mail, as I might not be on in time
>to see any follow-ups before they expire.

>Thanks
> Michael
> (mjuschke@tartarus.uwa.edu.au OR
> mjuschke@lethe.uwa.edu.au)

Thanks to all the people who replied via email, some information was
quite useful even though it did not solve this particular problem.

I discovered what the problem is a few days ago.

It seems, that STraightfax has no speed problems when running with a slow fax at 2400 baud.
With a 9600 baud fax, however, it seems to mind if I have QuickST and BeforeDawn running on my MST2. For some reason, they steal enough time to stuff up fax receptions at 9600.
Simmilarly it seems, that the same thing caused the inability to send multi-page faxes in one go (it could never get the page acknowledge right and would break off).

I discovered this when I accidentally booted a clean system, didn't want to re-boot and ran STraightfax, which suddenly worked as it was supposed to.
I didn't think that these accessories would matter that much, as everything else works fine. (I have no other 9600 baud program, however).

Well, I guess, booting a clean system should always be a good idea when trouble shooting, even if nothing bombs.

Bye

Michael

849. Re: Is there a solitaire game for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 09:19:29 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <K5ZKB4OL@math.fu-berlin.de>
Source record: 195195

In article <1994Jan13.035510.29203@alw.nih.gov>, rge@helix.nih.gov (roger erickson) writes:
>Preferrably one that can be loaded on a HD. Please email if you know where
>to find one. My son has just become interested in playing.

I have several of them I have gotten from several places. One I got from the umich archive in Games. It is called 4_7_11 and contains three variations including the standard Klondike. I also have one that is mono only called Patience. I got it from GEnie. I have one that is a desk accessory, but I think it had problems (not being able to play another game after finishing one unless you won?). I got this one from GEnie as well. I also got a package that included Klondike and Canfield written in GFA Basic from GEnie. These may also be available on umich, but I don't know.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

850. Re: Falcon Accessories?

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 09:42:25 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJKAyp.55A@barclays.co.uk>
Source record: 195196

In article <2h1bsi$1d2@auggie.CCIT.Arizona.EDU>, jeff@jupiter.ame.Arizona.EDU (Jeff Diamond) writes:
|> Has anyone heard of any software or hardware adaptor that would allow a
|> Falcon to export images to video? Ideally it would be able to record
|> frame by frame to a normal VCR. Any information would be greatly appreciated.
I'm not entirely sure what your trying to achieve here. Titan Designs in the Uk are soon to be releasing a genlock that will allow you to overlay Falcon output with video images. If you don't add a video image I'd guess you'd still be getting a correctly synced Falcon output. Maybe.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

851. Re: Problems with Lattice C 5.0 and Word Writer ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 09:45:14 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJKB3E.5CM@barclays.co.uk>
Source record: 195197

I've never had Lattice crash on me ever except when running stuff I wrote myself :-) Try mailing hisoft@cix.compulink.co.uk for help on this. I think it must be something preculier to your setup.

--


```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

852. Re: RomSpeed

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 09:58:32 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.758455112@acp5>
Source record: 195199

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>Recent comments from 'Yat@Lexicor' however suggest otherwise. I
>quote...
> 'Might I point out to you that Romspeed is NOT free to anyone.'

>Can someone please clarify the situation, as I would not like to be
>unwittingly using Shareware or Commercial software without paying for it,
>would I?

I can clarify this because I`m the author of Romspeed.

What Yat told you is (or was, see below :)) correct: Romspeed is part of the
Outside package (virtual memory manger for TT and Falcon030) distributed in
the US and UK by Lexicor. Romspeed up to now wasn`t available for free.

Because there were several users that asked me if Romspeed would ever be
available for free I finally decided to give Romspeed the status of
Freeware. In other words, from now on the program may be distributed freely.
(This only applies for Romspeed, of course, not for Outside.)

Maybe in the near future I'll add English docs to it upload it to
ftp.uni-kl.de. Have fun with Romspeed.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

853. Te Koop: Atari Mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 10:07:44 UTC
From: erikves@sci.kun.nl
Message-ID: <CJKC4x.3sp@sci.kun.nl>
Source record: 195198

```
TE KOOP

Atari Mega Ste

- DMA Sound
- 4 Meg geheugen
- 40 Meg Harddisk
- Monochroom Monitor SM124
- Kleurenmonitor Philips
- Joystick
- +/- 160 diskettes
- Boeken

Ieder aannemelijk bod voldoet.
Mail me: erikves@sci.kun.nl
```

854. Re: RomSpeed

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 10:39:10 UTC
From: walra@moacs11
Message-ID: <a0S5ddi48f2@moacs11>
Source record: 195200

In <1994Jan12.233608.17566@bradford.ac.uk>, Steve Taylor writes:

> Romspeed is a program which does a similar job to Gemram - that is it
> loads the OS into Ram, thus enabling programs such as SHBUF and WinX to
> modify it. It seems to do this job better than GemRam, in that it works on
> more than one of these programs, and also maintains compatibility with
> DeskPic on the Falcon.

Gemram makes only a copy of the Gem part from ROM to RAM, not the complete
TOS image. I'm not familiar with Romspeed, but I suspect that it does copy
all of ROM to RAM.

> I was given this program, and led to beleive that it was PD, although no
> DOC files were attached - it merely came as part of WinX.
>
> Recent comments from 'Yat@Lexicor' however suggest otherwise. I
> quote...
> 'Might I point out to you that Romspeed is NOT free to anyone.'
>
> Can someone please clarify the situation, as I would not like to be
> unwittingly using Shareware or Commercial software without paying for it,
> would I?

There is a freeware program called Romram (by Alexander Herzlinger) that
copies the complete TOS image from ROM to RAM, or optionally loads a TOS
image from disk.

Regards,
Waldi (walra%moacs11@nl.net)

855. PGP for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 12:49:44 UTC
From: S.S.B.Glover@bradford.ac.uk
Message-ID: <1994Jan13.124944.2329@bradford.ac.uk>
Source record: 194990

Apologies if this is an inappropriate posting for this group, but a friend
is currently looking for an executable PGP for use on an Atari 1040.

I'd be very grateful if someone could mail or post an ftp site...

ADVthAnksNCE
--
((@@@*@@@)) All the Steve Glover
(*@|||@*) Talk (Fan programme, Intersection: 1995 Worldcon)
||| Of the __ (Editor, MATRIX: Newsletter of the bSFa)
\\|||// Market (\/)

856. Re: falcon, dsp, programi

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 13:00:44 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2h3glsEnp1@uni-erlangen.de>
Source record: 194825

hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 0N190924@canrem.com, magnus.thylander@canrem.com (Magnus Thylander) writes:
>>
>>I think there are at least one SIMM-board that can take 2Mb SIMMs, and 4 of
>>those SIMMS will give you 8Mb.... The one from GE-Soft I think was able to do
>>this.....

>Is there such a thing as 2Mb SIMMs? I'm not arguing, I'm just curious as I don't
>recall ever seeing any advertisements for them. Not that popular, I guess.

I haven't heard about 8MB RAM in the Falcon, too. That would certainly be
very interesting... Any more infos about that, Magnus?
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

857. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 13:11:28 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan13.131128.19429@bradford.ac.uk>
Source record: 194992

DOWDLE@delphi.com wrote:

: I was just curious _WHY_ you were looking for a Unix for the Atari.

I think that should read 'Atari Emulator for Unix' which I took to mean an
emulator which allowed Atari programs to be run under Unix.
Incidentally, I would be very surplrised if there were.

Steve Taylor.

858. Re: (U)nix (W)indows [uw]

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 13:11:48 UTC
From: andi@gmd.de
Message-ID: <andi.758466708@gmd.de>
Source record: 195102

In <2h1fmb$5j1@vulcan.nrlssc.navy.mil> fox@vulcan.nrlssc.navy.mil (Dan Fox) writes:

>Is there something wrong with the old one? I've been using it for
>years between my Atari (ST, then mega, now TT) and my Sun at work (varying
>from a Sun4 up to a sparc10 now (very nice!)) with almost no problems
>whatsoever. Since you can compile your own copy of the client (server?)
>side on the unix box with the code provided, the distribution is
>pretty stand-alone as is... What problems were you having??

No, I don't have any real problems. But I would like to see a bit more
documentation about the client on the Atari site.

First, I miss something like the history buffer like in an xterm. There is
a menu switch to turn the sliders on and off, but they are only useful, when
you want resize your window, but not the terminal.
Maybe I miss something here, but does 'win.prg' support such a history feature?

Second, there is only support for an adm31 terminal. I would like to have
vt100 emulation too. How about that?

Regards,

Andreas.

Andreas Rohrschneider
GMD - I5.SKS
German National Research Center for Computer Science
Schloss Birlinghoven phone: (+49 2241) 14-2541
53757 Sankt Augustin, FRG email: rohrschneider@gmd.de
---

859. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 13:42:57 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan13.134257.23439@bradford.ac.uk>
Source record: 194993

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de) wrote:

: : >DESKPIC
: Puts a Degas-Picture on your Desktop-background. Nice but you don't have to
: install this...
I thought it was GIF's that were loaded onto the Falcon Desktop??? Degas
files would be pretty useless given the number of different resolutions
and colour schemes the Falcon is capable of.

: : >WINX
: A GEM-Patch and a program which offers you up to 40 openend windows! Very
: nice with MultiTOS.
A great mony other features are added, such as operating on windows which
are not the top window, dragging windows, not in ghost mode and loads of
others which I can't think of at the moment, as I don't use WinX at the
moment due to lack of memory.

: : >SLECTRIC
: Replacement for the standard Fileselector. Very comfortable!
(although some of us prefer UIS III)

: : >SILKMOUS
: More than a mouse-speeder. If I remember correctly, this program also allows
: you to use serial mouses (MSDOS).
I think that is 'Mouse Tricks' that allows this. SilkMouse is a very
smooth mouse accelerator, with RESOLUTION INDEPENDANCE (i.e. The mouse
moves the same effective distance on screen no matter which ST resolution
you are in.)

The end.

Steve Taylor.

860. PGP for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 13:49:44 UTC
From: steve.glover@f998.n3603.z1.fidonet.org
Message-ID: <590_9401240848@dswhq.omahug.org>
Source record: 194288

From: S.S.B.Glover@bradford.ac.uk (Steve Glover)
Date: Thu, 13 Jan 1994 12:49:44 GMT

Apologies if this is an inappropriate posting for this group, but a friend
is currently looking for an executable PGP for use on an Atari 1040.

I'd be very grateful if someone could mail or post an ftp site...

ADVthAnksNCE
--
((@@@*@@@)) All the Steve Glover
(*@|||@*) Talk (Fan programme, Intersection: 1995 Worldcon)
||| Of the __ (Editor, MATRIX: Newsletter of the bSFa)
\\|||// Market (\/)

861. Re: Some Calamus questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 13:50:16 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-130194145613@nod.eng.umu.se>
Source record: 195103

In article <CJJ4BM.3tpM@austin.ibm.com>, gruber@austin.ibm.com (Gruber)
wrote:
>
>
> In article <martinmf-120194153059@njord.imv.aau.dk>, martinmf@imv.aau.dk (Martin
Frederiksen) writes:
>
> I'm note sure about the answer to your question : but DMC has upgraded Dataformer
> to a new name with alot more functionality - I forgot what it is called though

It's called "Calamus Bridge Modul". I don't know if it works alright,
though.

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

862. MultiDialog 1.03 released

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 13:58:06 UTC
From: hn@limotoc.informatik.rwth-aachen.de
Message-ID: <hn.758469486@limotoc>
Source record: 195104

As the subject says MultiDialog 1.03 is available. So here is some
further information:

Program type: AES-extension, puts nearly any GEM-dialogbox into a
GEM-Window. The result is that you can access the
menu-bar or other applications while a dialog is
running.

Operatingsystem: MultiTOS/TOS (MultiTOS recommended)
(according to a mail MultiDialog works on Geneva, too.)

Newest version: 1.03 (from December, 21th 1993)

Archive name: mdial103.zip

New features: - Keyboard shortcuts via Oliver Scheel's Let'em Fly
(so get LTMF 1.20, too)
- CPX module for configuration
- higher stability
- specification of an programmers interface
- and a lot of small but important bugfixes...

Distribution: FTP: ftp.informatik.rwth-aachen.de
(pub/atari/mint)

atari.archive.umich.edu
In case of doubt: ask Uncle Archie!

e-mail: on request uuencoded
(mail to hn@pool.informatik.rwth-aachen.de)
--
Helmut Neukirchen Gegen Hochschul"reform", Studiengebuehren
hn@pool.informatik.rwth-aachen.de und Zwangsmassnahmen

863. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 14:11:28 UTC
From: steve.taylor@f998.n3603.z1.fidonet.org
Message-ID: <591_9401240848@dswhq.omahug.org>
Source record: 194287

From: S.P.Taylor@bradford.ac.uk (Steve Taylor)
Date: Thu, 13 Jan 1994 13:11:28 GMT

DOWDLE@delphi.com wrote:

: I was just curious _WHY_ you were looking for a Unix for the Atari.

I think that should read 'Atari Emulator for Unix' which I took to mean an
emulator which allowed Atari programs to be run under Unix.
Incidentally, I would be very surplrised if there were.

Steve Taylor.

864. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 14:12:34 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJKnGz.FIv@cen.ex.ac.uk>
Source record: 195105

In article <2h0i6n$1pq1@info2.rus.uni-stuttgart.de> higgi@yeti.faveve.uni-stuttgart.de (Heiko Hartmann) writes:

: >FPATCH2
Falcon-Patch for the serial interface.

: >BMAPFIX2
Same as FPATCH2. You only need one of them!

These programs are not the same - fpatch2 = bmapfix which fix the falcon bios, bmapfix2 traps errors caused by programs which don't expect to have bios 6 connected to a LAN rather than modem port.
{{{ Dan }}}

865. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 14:42:57 UTC
From: steve.taylor@f998.n3603.z1.fidonet.org
Message-ID: <592_9401240848@dswhq.omahug.org>
Source record: 194275

From: S.P.Taylor@bradford.ac.uk (Steve Taylor)
Date: Thu, 13 Jan 1994 13:42:57 GMT

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de) wrote:

: : >DESKPIC
: Puts a Degas-Picture on your Desktop-background. Nice but you don't have to
: install this...
I thought it was GIF's that were loaded onto the Falcon Desktop??? Degas
files would be pretty useless given the number of different resolutions
and colour schemes the Falcon is capable of.

: : >WINX
: A GEM-Patch and a program which offers you up to 40 openend windows! Very
: nice with MultiTOS.
A great mony other features are added, such as operating on windows which
are not the top window, dragging windows, not in ghost mode and loads of
others which I can't think of at the moment, as I don't use WinX at the
moment due to lack of memory.

: : >SLECTRIC
: Replacement for the standard Fileselector. Very comfortable!
(although some of us prefer UIS III)

: : >SILKMOUS
: More than a mouse-speeder. If I remember correctly, this program also allows
: you to use serial mouses (MSDOS).
I think that is 'Mouse Tricks' that allows this. SilkMouse is a very
smooth mouse accelerator, with RESOLUTION INDEPENDANCE (i.e. The mouse
moves the same effective distance on screen no matter which ST resolution
you are in.)

The end.

Steve Taylor.

866. HELP - hp1200c

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 14:49:50 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan13.144950.25201@news.unige.ch>
Source record: 195110

Paintjet driver), the printer produces a line of characters and then
does severral form feeds.
How should I be doing it?
****
Michael Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

867. re .signature

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 14:52:41 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan13.145241.25339@news.unige.ch>
Source record: 195109

```
signatures; howvever, for those of us who need an "informative"
signature for professional emails, the solution is not obvious.
Is there by any chance a way to have _different_ signatures for
email and News?
**********************************************************************
Michael Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
**********************************************************************
```

868. REPOST re .signature

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 15:07:16 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan13.150716.25567@news.unige.ch>
Source record: 195111

Sorry - something ate some of my post:
I agree _in principle_ with John Hutchison's comments about
signatures; howvever, for those of us who need an "informative"
signature for professional emails, the solution is not obvious.
Is there by any chance a way to have _different_ signatures for
email and News?

****
Michael Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

869. REPOST: HELP - hp1200c

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 15:11:13 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan13.151113.25644@news.unige.ch>
Source record: 195112

Sorry-something ate my post.
Does anybody have an HP1200C on their TT/ST? I am having problems:
I have it on the parallel port, and try to print via Calamus SL, with
either the 550C or the Paintjet drivers.
Data is transferred, but the printer prints only one line of
characters (nothing to do with the printed file), and then a series
of form feeds. Any ideas??

****
Michael Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

870. Re: Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 15:21:07 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1489.2D3566E2@dhhalden.no>
Source record: 195113

In article <H.eg.tKXIjwBd1RE@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> Anyone know where I can find a Calculator Accessory that will work
>> on an STE in hi-res???

>If they don't _all_ work in any res, the person who programmed 'em is a
>bozo. GEM apps should be res-independant.

Yup! I second that. And that goes for colour depth as well...

>Check out ProCalc (should be on atari.archive)... I use it in any res
>(it's a pity I'm limited to ST resolutions), though it is rather large.

The German SciCalc accessory is also very good (and quite large). I got
another one with MTOS which might be ProCalc, I use it so seldom. There's a
decent one for the XControl Panel as well.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman
---

871. Calligraphy Gold (v.3) Fonts?

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 15:53:24 UTC
From: andrew@minster.york.ac.uk
Message-ID: <758476403.5783@minster.york.ac.uk>
Source record: 195056

Where can I get hold of PD fonts for Calligraphy version 3? Does anyone know how to convert other stores of fonts to Calligraphy font files?

My postscript printer has a lot of fonts but I can only access a few at a time using the postscript driver pak.

Any help would be very much apprieciated.

-Andrew

872. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 15:59:53 UTC
From: vctec@westminster.ac.uk
Message-ID: <CJKsFu.Hqs@westminster.ac.uk>
Source record: 194991

Talking to someone the other day, about CD ROM drives, and I was told that I would need a lot of hard disk space in the first place, to accomodate the CD rom. He told me that the contents of the CD ROM were first copied onto the hard disk, from where they would be read. Is this true, as I don't think this is the case. Anyone?

Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

873. Alternative Monitors for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 16:27:59 UTC
From: nigels@tigger.stcloud.msus.edu
Message-ID: <nigels-130194122801@134.29.43.59>
Source record: 195115

Does anyone know of an alternative monitor for the Atari ST or STE. I have recently sold my ST1040 and come to the States to study. I am about to aquire a new one and have been offered an STE for a good price. However, it has a colour monitor and I require a mono monitor for my Steinberg computer. Any suggestions?

Thanks in advance.

Nigel Stewart

nigels@tigger.stcloud.msus.edu

874. Atari 1040 ST or STE Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 16:30:54 UTC
From: nigels@tigger.stcloud.msus.edu
Message-ID: <nigels-130194123241@134.29.43.59>
Source record: 195116

I am looking to buy an Atari 1040 ST or STE plus mono monitor.

Nigel Stewart

nigels@tigger.stcloud.msus.edu

Minnesota (612) 689 4285

875. Deutschland: 1040 ST 3MB

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 16:32:23 UTC
From: j3krus01@fsrz1.rz.uni-passau.de
Message-ID: <j3krus01.47@fsrz1.rz.uni-passau.de>
Source record: 195117

Biete an:

Atari 1040 ST
- 3 MB
- neue Maus
- Monitor SM 124
- Schuhkarton voller DD Disketten gratis
- Abdeckhaube

Ger�t steht in Hamburg

gegen Gebot

876. Deutschland: Signum! 3

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 16:34:48 UTC
From: j3krus01@fsrz1.rz.uni-passau.de
Message-ID: <j3krus01.48@fsrz1.rz.uni-passau.de>
Source record: 195118

Biete an:

Signum! 3

- Signum! 2 (mit Handbuch)
- Signum!-Kurzhandbuch vom Markt und Technik
- Signum! 3 Handbuch in fast neuem Zustand

in Hamburg

gegen Gebot

877. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 16:59:53 UTC
From: denesh.bhabuta@f998.n3603.z1.fidonet.org
Message-ID: <593_9401240848@dswhq.omahug.org>
Source record: 194270

From: vctec@westminster.ac.uk (Denesh Bhabuta)
Date: Thu, 13 Jan 1994 15:59:53 GMT

Talking to someone the other day, about CD ROM drives, and I was told that I would need a lot of hard disk space in the first place, to accomodate the CD rom. He told me that the contents of the CD ROM were first copied onto the hard disk, from where they would be read. Is this true, as I don't think this is the case. Anyone?

Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

878. MOD editor/player

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 17:01:26 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <758502233.AA02624@byte.bbs.no>
Source record: 195131

>was Protracker 2.1. Unfortunately, I don't have FTP access, and I hav
>able to find it on any of the local systems. I'd like to get the STE

I think Protracker is a commercial product for the STE
There is a demo version (I have it on my BBS and can mail it to you)
and an adress for ordering the full version....

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

879. Atari 1040STe SCART lead

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 17:01:30 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <758502233.AA02625@byte.bbs.no>
Source record: 195132

>Anyway, can someone give me the pin connections for wiring up a lead t
>connect an STe to a SCART socket.

Using RGB or COMPOSITE (the latter needs fewer leads in the cable)
I have a composite cable (but still using a SCART-plug) on my MEGA STE

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

880. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 18:20:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63241@M4.maus.de>
Source record: 194911

Re: Mega STE screen wrap problem

>I get this shift with several graphics programs, and with ATSpeed when
>used
>as an accessory. I believe it is a bug in TOS2.5. I had hoped the auto
>program "Wrapfix" wold fix it, but it does not!

A 100% fix would be a replacement Shifter chip.

881. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 18:21:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63242@M4.maus.de>
Source record: 194910

```
>>1.1 meg/second is about the limit old STs have through GEMDOS. Falcon
>and
>>TT can do about twice the speed.
>
>I use a 120Mb Maxtor on my ST (TOS 1.4 w/ 16MHz kit) via ICD's hardware,
>and I get approximately 1200KB/s throughput according to ICD's RATEHD
>program. I plugged the same drive into a Falcon using a SCSI<-
>>Centronics
>cable, and got barely more than 800KB/s throughput using the same
>benchmark software.

...which is because RateHD measures incorrectly on TTs and Falcons.
```

882. Re: Falcon030 recording

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 18:23:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63243@M4.maus.de>
Source record: 194909

>I hooked my CD to my Falcon030 sound in and it worked fine for a while.
>I digitzied a few songs and such. Then a couple days l8r, it dont work
>anymore, just really distorted. I tried differnet programs liek
>FalcD2D, AFM, WinRec. all the same, I swapped cords, still distorted,
>even changed AMPs and CD Players, All still distorted. Works fine with
>the audio out, but In is totally distorted. I did not try a Mic itself
>though to see if thats distorted too. And what I mean by distorted is
>super snowy and such, like a Speaker has been blown... but the speakers
>are fine, even tried different speakers too...

Did you connect your CD's line out to the Falcon's Microphone input?
If so, you might have blown the input.
To feed a "line out" signal into the Falcon, you'll need a 200 KOhm
resistor in the left and right signal lines to attenuate to microphone
level.

883. REPEAT ARTICLES FROM CSR ONLINE

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 18:25:00 UTC
From: richard.munro@canrem.com
Message-ID: <60.43289.4514.0N19107A@canrem.com>
Source record: 195145

-> Can some one Stop all these Repeat Articles that are comming from
-> Organization: CRS Online (Toronto, Ontario)

A review of this newsgroup shows that we are not sending out any
duplicates. Further, even if we *were* sending out duplicates,
standard dupe-checking should be catching them at your end.

Rick Munro
Chief Sysop
CRS Online

884. Re: Resetting Falcon NVRAM

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 18:26:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63244@M4.maus.de>
Source record: 194908

>Ive been using a CPX module that lets me set the NVRAM of my Falcon to
>most any paricular configuration I please, but now I want to reset it to
>the factory original settings. I dont want to use the CPX, cause I cant
>be sure what the real settings were, so is there any way I can reset the
>NVRAM?

Somewhere on your Falcon's disks, there is a program CONFIG.APP. It resets
the NVRAM if necessary, then lets you choose language and keyboard.

885. Re: Non-speedo Fonts (was

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 18:28:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63245@M4.maus.de>
Source record: 194904

>>21 DJ5.SYS >22 STFAXSPD.SYS
> What is this? Is this a Speedo fax driver? If so, which modems does
>it support?

None - it outputs FAX files for StraightFAX, which then sends the files.

886. Re: Tape drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 18:34:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63246@M4.maus.de>
Source record: 194907

>In terms of software, I use TapeBIOS (free) which provides low-level
>access
>routines, then GNU tar (also free) to do the actual backup. There is
>also
>a image backup, which is much faster than GNU tar, but cannot restore
>individual files.
>
>The TapeBIOS documentation states that it drives the ACSI port, not
>direct
>SCSI. Therefore, for a TT, you still need to connect it via the ACSI
>port.
>It will not support a Falcon as-is. It shouldn't be too difficult to
>update the driver to allow direct SCSI access, but I haven't done it yet
>as I don't have a Falcon yet.

The GEMAR package includes a MultiTOS file system driver for SCSI
streamers. It works on ACSI, TT and Falcon SCSI, and provides either
direct access to the tape's contents and an interface for GNU-Tar.

887. Ain't it the truth! :)

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 18:38:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan13.183813.20936@newshost.lanl.gov>
Source record: 195136

Yeh, OK, the following _is_ a bit of wasted bandwidth, but I thought a bit of humor might be worth it. Enjoy.

-Hutch- @ Fair Dinkum Tech

==========

This item comes to me via the following hand-offs:

bzs@ussr.std.com (Barry Shein) => christophe@taligent.com (Christopher Pettus) => Micah Doyle => diane_olsen@genmagic.genmagic.com) => victor @whyanext.com (Victor Schwartz) => dunham@devnull.mpd.tandem.com (Jerry Dunham)

Q. How many USENET posters does it take to change a lightbulb?

A1. Define "change"

A2. How do you know the lightbulb is out?

A3. Don't use the word "posters" to describe us, it's offensive to large sheets of papers with pictures on them which hang on walls.

A4. That question is not appropriate for this group, please take it elsewhere.

A5. I think it's perfectly appropriate, this is alt.fan.lightbulbs.

A6. Well, that's because you're a twit.

A7. Who are you calling a "twit"? Besides, you spelled "twit" wrong.

A8. Oh? And how exactly do *you* spell "twit", twit?

A9. Could you two take this to e-mail? Doesn't anyone want to talk about lightbulb fans instead of flaming?

A10. You're a twit also, who died and made you net.cop?

A11. Look, all of you, take it to alt.flame or e-mail or something.

A12. Hey, USENET is an anarchy, you have no right to tell them what to post or not post.

A13. Speaking of anarchists, why don't you all vote for Andre Marrou, Libertarian Party Candidate for President?

A14. Because the Libertarians are all twits.

A15. Waitaminit! Now we're arguing politics on alt.fan.lightbulb????

A16. Stop wasting bandwidth with this stuff!

A17. What "stuff" pray tell?

A18. Yikes! It's dark in here!

A19. Define "dark".

A20. I mean the lightbulb must be out.

A21. So change it.

A22. Define "change"...

888. Re: ATARI SYSTEM V

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 18:42:46 UTC
From: jonc@iconz.co.nz
Message-ID: <2h44n6$68o@iconz.co.nz>
Source record: 195126

Iain.Laskey@barclays.co.uk wrote:
: In article <CJ7w8o.7Lv@dm.unibo.it>, saggini@uqbar.cirfid.unibo.it (Valerio Saggini) writes:
: |> has anybody tried or seen the Atari implementation of
: |> Unix System V? Is it good? Is it still on sale? How
: |> much does it cost?
: mono X windows but was a pretty full implementation with some nice development
: tools. It is no longer being developed AFAIK although Atari Uk told me they would
: expensive. From memory it cost something like 2500GBP.

Interesting. I spoke with Bob brodie just before Xmas looking for the
Atari Unix to run as part of this site, and he told me there was baisclly
no product for the USA. The development team had been disbanded. While
Atari did have the beta releases it had no final version.

however it would appeare Atari Inc did not have any left in stock :(

If someone does have a copy (yes the beta one) and wants to part with it
even if you have found it buggy I would be very interested in hearing
from you.

It would look good running X on the 19 inch monitor next to the 17 inch
Suns here [grin].

_ _
( )o "Internet users equal 3 times the POPULATION of New Zealand ?" o( )
/\ \ Public Access Internet , jonc@iconz.co.nz Auckland NZL / /\
"No SIX times the population and growing daily"

889. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 19:31:16 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2h47i4$3k0@golem.wcc.govt.nz>
Source record: 195120

Re: Can a 1040STF handle a 14.4k modem

I was connected at 16.8K about 30 minutes ago on this ZyXEL, this is
on an STFM.

I've got the files DRVIN.PRG and MFP.PRG in my auto-folder, and uploads
seem to work, but if I try to quote text during a 16.8K/Arq/V42bis
connection (Locked at 19.2k), the modem promptly hangs up. Very
annoying. Do I need anything else other than these 2 patched (From
the HSMOD02.ZIP file (Modular-HSMODEM1, v2 - With english doc's :)

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

890. Re: NU for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 19:32:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2h47ko$3k0@golem.wcc.govt.nz>
Source record: 195121

The closest thing I can think of to Norton on the ST would be a
combination of Knife-ST and Diamond-Edge.

Which would end up being about the same price as Norton!)

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

891. Re: (U)nix (W)indows [uw]

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 19:38:33 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <2h47vq$edb@news.mic.ucla.edu>
Source record: 195122

Hmmm... I have found the Unix Windows does not work on my Falcon...
I'd like it too, but....

892. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 19:41:48 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2h485s$pm0@nermal.cs.uoguelph.ca>
Source record: 195119

Terry Franks (tfranks@cix.compulink.co.uk) wrote:
: Hi There
: Has anyone tried the new multi tasking system Geneva I'm told it
: works on a 512k STs and is more stable then MultiTOS and simple
: to use.Could someone recomend a good hard drive i.e reliable.

I've got it, and it works very well, and yes it is quick and crash proof.
Of course, if programs it's running lock up, there's not much you can do,
but Geneva itself has never crashed on me. It's supposed to run with 512K
(I haven't tried it myslef, and I dodn't really want to ;-)), but there
won't be very much room at all for applications.

THeo

893. Wanted: GFA BASIC 3.x compiler

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 19:59:56 UTC
From: ocia@tekig5.pen.tek.com
Message-ID: <13217@tekig7.PEN.TEK.COM>
Source record: 195123

```
Anyone have a GFA BASIC 3.x version compiler they would part with for a
reasonable price?

please reply by email if at all possible
thanks
ocia@tekig5.pen.tek.com
```

894. Some Calamus questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 20:22:24 UTC
From: jorn.moe@byte.bbs.no
Message-ID: <758502233.AA02626@byte.bbs.no>
Source record: 195133

Martin Fredriksen writes:
>The case is: We are producing book covers, and want to use Calamus for
>typesetting (because of greater accuracy), but the end production has
>delivered from a Mac (not our choice).

If I remember corectly, the bad accuracy (this is of course relativly)
of the Mac DTP softwares is caused by limitations in Postscript.
If this is correct, inaccuracy wil be re-introduced in the conversion
from Calamus to Mac. You could contact Stena Scanfors (if memory
serves me right) in sweden to get more info...

Jorn Moe, Oslo, Email: jorn.moe@byte.bbs.no | Fax: (+47) 64866917
Norway: The home of Santa and whale killers.| ABK-BBS: (+47) 67132659

-- ReadMail ST

895. $$$ ST Games For Sale $$$

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 20:49:32 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CJL5uL.AJu@cs.uiuc.edu>
Source record: 195124

I have the following ST games for sale, if people are interested. Most of the games are pretty fun, but I am moving in the summer, and need to unload stuff that I don't use much anymore.

I think the prices are fair, but feel free to make offers. Prices don't include postage. Replies to 'totty@cs.uiuc.edu'.

Take Care!

```
title | company | box | doc | media | notes | price
----------------------+------------+-----+-----+-------+-----------+-------
Balance of Power | Mindscape | E | E | 512K | | $7
Captain Blood | Mindscape | - | E | 512K | | $4
Chaos Strikes Back | FTL | F | E | 512K | | $7
DEGAS | Batt. Incl. | - | E | 512K | | $5
Defender of the Crown | Mindscape | - | E | 512K | doc incomp.| $3
Deja Vu | Mindscape | G | E | 512K | | $10
Dungeon Master | FTL | - | G | 512K | +hint books| $7
Falcon | S. Holobyte | G | E | 512K | | offer
Falcon Mission Disk | S. Holobyte | G | E | 512K | | offer
(counterstrike) | | | | | |
Flight Simulator II | SubLogic | - | F | 512K | | $4
Jewels of Darkness | Rainbird | - | G | 512K | -decryptor | $3
Music Studio | Activision | - | E | 512K | | $5
OMEGA | Origin | E | E | 512K D| DS disk | $10
Populous | Elect. Arts | G | G | 512K | | offer
Space Quest II | Sierra O-L | E | E | 512K | | $10
Space Quest III | Sierra O-L | - | G | 512K | | $8
TV Sports Football | Cinemaware | G | E | 512K | | $5
Temple of Apshai Trilogy| Epyx | G | G | 512K | | $4
Transylvania | Polarware | G | E | 512K | | $4
Uninvited | Mindscape | E | E | 512K | | $10
```

```
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave \_/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu
```

```
--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave \_/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu
```

896. Help! Bj200 Driver(s) needed.

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 21:00:43 UTC
From: gregs@eskimo.com
Message-ID: <CJL6D9.Apz@eskimo.com>
Source record: 195058

I recently bought a Canon Bubble-Jet BJ-200 printer, but I'm having trouble printing from several applications.

I can get it to work rather well when I'm emulating an Epson LQ, but I would rather use this printer in "Canon Mode" so I can get full 360x360 dpi. However, none of my applications has a driver for this printer. Some of them come close, like Calamus 1.09 -- but it's still flakey. To make matters worse, the only driver that works correctly with Redactuer-3 will only work in Epson-Mode emulations, and it will only allow me to print in the Roman font (!).

SO - If anyone has a driver for the Canon BJ-200 that will work with: Calamus 1.09n or Redacteur-3 PLEASE email me a copy, or if you managed to get around the emulation problems some how tell me how you did it. It's rather frustrating to buy a new printer and find you cannot fully use it.

Thanks for any help...

--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

897. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 21:03:19 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <5N1KBS1W@heaven7.in-berlin.de>
Source record: 195128

In <CJ9u3u.3oH@cix.compulink.co.uk>, Daron Brewood (dbrewood@cix.compulink.co.uk) writes:

: quepasa.sc.tu-berlin.de

quepasa.cs.tu-berlin.de, most probably (cs=computer science)
--
######### Martin P. Ibert, Fï¿½rstenweg 11, D-13589 Berlin-Spandau, Germany, Terra
(.)(.) Mail: martini@heaven7.in-berlin.de, Fon: +49-30-3753479, Fax: -3753699
) (--
(\/) Sex verkauft 'ne Zeitung, Sex verkauft 'n Video, DIE FANTASTISCHEN
######### VIER mit Sex verkauft man alles, denn Sex verkauft sich sowieso!

Hi, I am not a signature virus. Why don't you just copy me into your signature?

898. Re: Is there a solitaire game for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 21:09:28 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2h4da8$rjm@nermal.cs.uoguelph.ca>
Source record: 195125

roger erickson (rge@helix.nih.gov) wrote:

: Preferrably one that can be loaded on a HD. Please email if you know where
: to find one. My son has just become interested in playing.

Well, if you've got a mono monitor, check out Patience...it's got 6 games
in one, and the graphics are really good.

THeo

899. MAgnavox monitor for ATari ST for sale (& other computers)

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 21:18:14 UTC
From: tipi@vivaldi.acc.Virginia.EDU
Message-ID: <CJL76E.rt@murdoch.acc.Virginia.EDU>
Source record: 195130
Cross-posted to: uva.want-ads,comp.sys.atari.st

(pardon the double-spacing:my ancient CPM laptop is fussy)

Magnavox 8cm-515 color monitor w/ custom cable for Atari ST.

Better than Atari; 13" (vs. 12), sharper pic, better made,

use with IBM-comp's, Amiga, and composite-video machines

(Atari 8-bit, C=64, VCR, laserdisc player) as well.

640x240, analog & ttl-rgb, & composite-video & green-screen.

* Includes $40 custom 8' cable for Atari ST; separate sound

jack for running sound thru stereo.

* FANTASTIC picture when used w/vcr or ld as hi-res tv; better

than any tv-set! Ideal for one needing both monitor and tv

in a small space. Can even have BOTH on and switch between!

Excellent condition.

$200 or best offer. Call (804)295-9995 or

send email to tipi@vivaldi.acc.virginia.edu

900. Command line shells for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 21:33:48 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <2h4ent$emj@news.mic.ucla.edu>
Source record: 195127

Hi, having just bought a Falcon, I'd liek to ask which command shells work with the falcon specifically is there a version of tcsh for it? How about ones that work properly under geneva? I tried tcsh 6.02 but it crashes with 2 bombs...

Thanks in advance

Scott Le Grand

901. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 22:04:16 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Jan13.220416.26012@mnemosyne.cs.du.edu>
Source record: 195129

In article <CJJ5EB.A4H@news2.cis.umn.edu>,
David Paschall-Zimbel <davidli@dragon.labmed.umn.edu> wrote:
>For those who are having such a hard time with MiNT 1.08, and are asking for
>help obtaining the binaries ...
>
>contact Toad Computers (or Atari, or your local dealer, if you have one) and
>purchase a copy of MultiTOS. It is, after all, what you are really asking
>for here.
Except that you'll probably get MiNT 1.04 which also means al sorts of nice
little bugs will make it crash when using external filesystems. I've lost
count of the number of bug reports to Minixfs I've received which are due to
1.04 (regular crashes) or 0.95 (loads twice).
Or better still nice messages squealing loudly about how buggy Minixfs
is on Usenet.
Personally I don't see why Atari can't release later binaries for
MiNT which will *only* run under MultiTOS.
Steve.

902. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 22:55:24 UTC
From: theo@mailmak.ruhr.de
Message-ID: <2d36a67e1a39a0@mailmak.ruhr.de>
Source record: 195009

Bob Stewart (stewart@titan.ucs.umass.edu) wrote:

>In article <CJJ3rs.2EM@cix.compulink.co.uk>,
>Terry Franks <tfranks@cix.compulink.co.uk> wrote:
>>Hi There
>>Has anyone tried the new multi tasking system Geneva I'm told it
>>works on a 512k STs and is more stable then MultiTOS and simple
>>to use.Could someone recomend a good hard drive i.e reliable.
>>
>I can help with Geneva. It will run on an ST with 512k, but you would be
>limited to only small applications, and you certainly wouldn't be able to
>run very many, unless they were _really_ small. We do recommend at least
>1 meg, and 2 is better, particulary if you want to be able to take advantage
>of running several applications.
>
>Geneva is faster than MultiTOS, and a lot more compatible with older programs.
>

Hi Bob !
I heard a lot of "Geneva" now during the last months. I don't know if it
can be bought in Germany. Anyway, i'd like to know if it is possible to
run Geneva together with MiNT, especially because i like the fast MinixFS
very much. I do a lot of work using *IX Tools and Software. So i probably
"couldn't live anymore" without the long filenames, MinixFS supports.
Any informations about that ?

cheerio Theo

--
_____________________________Theo Janssen _____________________________
Internet: theo@mailmak.ruhr.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
---------------------Don't force it, use a bigger hammer !---------------------

903. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 23:20:08 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <XR1KBK4B@isys-hh.hanse.de>
Source record: 195134

buzz@maple.circa.ufl.edu writes:

>Hi, all! I'm just wondering if there's a TT-specific newsgroup, or if all
>[...]

Not that I know, but I'm very much in favour of having one installed.

rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

904. Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-01-13 23:35:18 UTC
From: messy@sys6626.bison.mb.ca
Message-ID: <JD84Fc2w165w@sys6626.bison.mb.ca>
Source record: 195137

hey, i dont know if a Portfolio would be considered ST, it doesnt run
TOS, but rather a semi-DOS ibm pc compatible OS... if anyone has any card
or peripherals that they want to unload, let me know.

messiah

905. HD

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 01:28:21 UTC
From: ETAT@delphi.com
Message-ID: <940113.73701.ETAT@delphi.com>
Source record: 195138

I am looking for a used Hard Drive in GOOD condition. Would like one over 65 megs that is already mounted in a host adpapter, with cables, ready to plug into my ole ST and use....files welcomed. Please remember I am looking for a used HD, not a used one at a New Price! Guaranteed not to be dead on arrival or seriously ill. <Thank you, and good nite!>

906. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 01:53:18 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.CCMGi5MxYHc@albemuth.equinox.gen.nz>
Source record: 195067

In <4E93ulN7i9Y@moacs11>, Waldi Ravens writes:
>In <H.eg.85GWanLEusc@yonder.equinox.gen.nz>, Craig Shore writes:
>> In <940110.14551.DOWDLE@delphi.com>, DOWDLE@delphi.com writes:
>>>
>>> Now, what usenet news readers (for the Atari) were you talking about?
>>
>> Hermes, Okami. (There's more, but I don't remember their names)
>
>nn, trn, tin, ...

Okay, you've got me interested now! Where could I find, nn, trn or tin
for the Atari?? I havn't seen _any_ of these around.

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

907. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 02:00:44 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Jan14.020044.9400@news.csuohio.edu>
Source record: 195139

In article <1994Jan13.220416.26012@mnemosyne.cs.du.edu> shenson@nyx10.cs.du.edu (Stephen Henson) writes:
>Except that you'll probably get MiNT 1.04 which also means al sorts of nice
>little bugs will make it crash when using external filesystems. I've lost
>count of the number of bug reports to Minixfs I've received which are due to
>1.04 (regular crashes) or 0.95 (loads twice).
> Or better still nice messages squealing loudly about how buggy Minixfs
>is on Usenet.
> Personally I don't see why Atari can't release later binaries for
>MiNT which will *only* run under MultiTOS.

That is a good point. I thought that -DMULTITOS actually did
stop mint from working under normal tos. (Or maybe that was only true
when you couldn't turn mem_prot off by renaming the executable.)

Jason

908. TO DANIEL HOFF: CODEHEAD UTIL COD

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 03:19:50 UTC
From: smegma@xmission.xmission.com
Message-ID: <2h530m$2pg@xmission.xmission.com>
Source record: 195141

To Daniel Hoff in Baton Rouge, LA:

I'm sorry but my mailbox crashed and I lost your net address.
The CodeHead Utilities were shipped today UPS COD.
I forgot that they tack on an additional $6 for COD charges...
The total came to $24.88.

Anyone who sees this and knows Daniel, please forward it to him.

Roger
smegma@xmission.com

909. Re: NU for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 03:20:19 UTC
From: fzhays@dale.ucdavis.edu
Message-ID: <CJLnxw.59u@ucdavis.edu>
Source record: 195143

[No readable article body recovered]

910. Re: Where is Backward 2.31?

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 04:00:04 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2h55c4$78k@irz301.inf.tu-dresden.de>
Source record: 195142

There is now a Backward 2.41 out.It's available at ftp.uni-kl.de or - if
you
like to - i can send you the file uuencoded as e-mail.

Matthias
--

.------------------+---.
| Matthias Rauhut \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
| \ IRC:st-guru |
| / |
| /BT-MUSE3056:Helmut,Sgt.Major,SHI:Gryphons |
+------------------+---+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`--'

911. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 05:44:12 UTC
From: afsfpel@cmcws83.cid.aes.doe.CA
Message-ID: <CJLuLr.F0p@cid.aes.doe.ca>
Source record: 195144

In article <XR1KBK4B@isys-hh.hanse.de>, dk3uz@isys-hh.hanse.de (Edmund Ramm) writes:
|> buzz@maple.circa.ufl.edu writes:
|>
|> >Hi, all! I'm just wondering if there's a TT-specific newsgroup, or if all
|> >[...]
|>
|> Not that I know, but I'm very much in favour of having one installed.
|>
|> rgds, Eddi

I would like that, too, but I'm not sure that the traffic would justify it. Wasn't there a TT mailing list a couple of years ago, and it just slowly died off?

Maybe comp.sys.atari.030 (TT, Falcon)? Just a thought.

Yves

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman

912. Re: re .signature

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 07:41:53 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.70.758533313@rog1.rog.rwth-aachen.de>
Source record: 195146

In article <1994Jan13.145241.25339@news.unige.ch> mike@medsun.unige.ch (Mike Morris) writes:
> Is there by any chance a way to have _different_ signatures for
>email and News?

Working on a Novell environment, it is quite easy form me to define different signature files for different applications. Both PMail (eMail-tool) and the newsreader allow to specify .SIG-files, that need not necessarily to be the same.

In fact, I don't know anything about restrictions in UNIX, as far as those SIGs are concerned.

Greetings Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

WARNING!
This machine is subject to breakdowns during periods of
critical need.

913. Re: Falcon030 recording

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 07:47:24 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJM0B0.AIE@cix.compulink.co.uk>
Source record: 195071

Or you could use some attenuators inline. Tandy in the States do a vesion, which I've not been able to locate in the UK. The 40db attenuators reduded the signal nicely for me. I've now switched over to using a variable input module made up for me by a friend. That allows me to reveive different source sounds from the TV, video, tuner, tape, record deck, or CD, works well enough.

```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

914. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 08:25:31 UTC
From: DOWDLE@delphi.com
Message-ID: <940114.12331.DOWDLE@delphi.com>
Source record: 195147

Bob Stewart,

I just got a newsletter in the mail yesterday... and I have a question
for you. How does NeoDesk 4 do its background file copies, etc.? What
software is driving it? ...did Dan write his own or did he license something?
I was !_VERY_! impressed with the features listed for NeoDesk 4 and I _WILL_
definitely be upgrading as my computer funds permit.

TYL, Scott

915. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 08:37:20 UTC
From: DOWDLE@delphi.com
Message-ID: <940114.13040.DOWDLE@delphi.com>
Source record: 195148

David Paschal-Zimbel,

> For those who are having such a hard time with MiNT 1.08, and
> are asking for help obtaining the binaries ...
> contact Toad Computers (or Atari, or your local dealer, if you
> have one) and purchase a copy of MultiTOS. It is, after all,
> what you are really asking for here.

Ummm, no it isn't. I'm asking for help on how to compile the latest
source code that has been publically posted. If I wanted all of MultiTOS,
yes, I'd buy it... but that's NOT what I want.

> precompiled versions of MiNT 0.95 or 0.96, which are readily
> available.

Dah, like we didn't know that, eh? *grin*

Seriously, what's wrong with wanting to compile MiNT v1.08?

TYL, Scott

p.s. Thanks to everyone who has posted _helpful_ messages. I captured them,
and will use the info provided.

916. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 08:45:20 UTC
From: DOWDLE@delphi.com
Message-ID: <940114.13520.DOWDLE@delphi.com>
Source record: 195149

Terry Franks,

> Has anyone tried the new multi tasking system Geneva I'm told it
> works on a 512k STs and is more stable then MultiTOS and simple
> to use.

I've got it... and I'm very happy with it. Yes, you can use it on a 512K system... but there really isn't much RAM left over to run much of anything. With 4MB of RAM you should be rather happy though.

Geneva isn't exactly a replacement for MultiTOS or MiNT. It really depends on exactly what you want to do. Geneva really works well as a co-operative multitasking system... but it won't multitask TOS programs too well. It is rather speedy as there is no noticable slowdown with several GEM programs (and accessories) plugging away. It is a quality product so buy it ASAP. You won't regret it.

TYL, Scott

917. Re: ATARI SYSTEM V

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 09:42:49 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJM5nD.FvK@barclays.co.uk>
Source record: 195051

In article <2h44n6$68o@iconz.co.nz>, jonc@iconz.co.nz (Jon Clarke) writes:
|> If someone does have a copy (yes the beta one) and wants to part with it
|> even if you have found it buggy I would be very interested in hearing
Try Atari UK. It may be a waste of time but worth a try.
Atari@cix.compulink.co.uk.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

918. Re: Odin graphics board

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 09:53:32 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1994Jan14.095332.24273@Informatik.TU-Muenchen.DE>
Source record: 195150
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CJ55tA.7yI@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
|> Odin was a high resolution and/or 256 color board, there was a review a long
|> time ago...in ST Magazin...however it was I think distributed or made...
|> whichever by Marvin AG, which...unfortunately are out of business...I do
|> not know who the original developers where for that board.

The developers were MARVIN AG. And it was not in ST-Magazin, it was a projet of
the TOS (magazine out of business since 8/93).

They only sold versions with software something like 0.3 BETA and it worked
like that.
It should enable you to get all TT modes on the ST - but only had TT-Mid with
lot of p[roblems.
Never heared anything new about it since beginig of '92

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

919. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 10:21:45 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan14112146@issan.informatik.uni-dortmund.de>
Source record: 195052

In article <2h186e$88m@tuegate.tue.nl>, marcel@eba.eb.ele.tue.nl (Marcel van Loon) writes:

|> Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
|> : From my limited experience with AES programming, I'm not sure
|> : that the AES packs redraw messages together. I always thought
|> : that the AES passed messages sent by one app to another without
|> : interfering with them.

|> AES really does this, but only with messages immediately succeeding
|> one another. See for instance 'Das Atari Profibuch' on the AES. Or else
|> there is a nice way to check (takes some programming!):

|> create yourself a desktop with a lot of icons on it. Install this desktop,
|> so you'll get the redraw-messages for this desktop yourself.

AFAIK, the desktop is always managed by the SCRENMGR, even if you
install your own. That means that you never get any redraw messages
for it. The only way to notice redraws is to use USERDEF objects.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

920. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 11:23:57 UTC
From: marcel@eba.eb.ele.tue.nl
Message-ID: <2h5vcd$meq@tuegate.tue.nl>
Source record: 195053

```
: AFAIK, the desktop is always managed by the SCRENMGR, even if you
: install your own. That means that you never get any redraw messages
: for it. The only way to notice redraws is to use USERDEF objects.
```

Whoops... you are right. Sorry. What I meant was the redraw I *send* to the desktop because I have moved some icon or so.... The effect is the same, though. As said before, it is possible to get a redraw for a window that strictly speaking doesn't need a redraw.

Thanks for correcting me.

Greetings,

--- Marcel.

921. Re: Non-speedo Fonts (was

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 12:05:09 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2h61pl$i66@percy.cs.bham.ac.uk>
Source record: 195054

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <60.42958.4514.0N190910@canrem.com>, michael.baffoni@canrem.com said:
>>
>> What does the "s" prefix mean? Also, since apparently the CoNnect
>>fonts have multiple resolutions in one file (ther is only connect.fnt, not
>>connct9.fnt and connct10.fnt, etc.), do I just put connect.fnt under each
>>screen rez, or do I have to modify the fonts with some program first?
>
>The s stands for system font. The connect fonts should NOT have an s. Just
>copy the connect fonts to your fonts folder and add them for each res,
>although the font are designed for hi-res.
>

The 's' prefix is an NVDI extension to assign.sys and will not work without
NVDI.
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

922. Re: RomSpeed

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 12:07:24 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan14.120724.11638@unix.brighton.ac.uk>
Source record: 195055

Anyeone know where I can get ROMSpeed from? If not, an someone send it to me or an archive.

Also, anyone know where I can get a version of WinX that regocnises AES 4.00?

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

923. Re: (U)nix (W)indows [uw]

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 12:10:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1592@usdtsg.DaytonOH.NCR.COM>
Source record: 194987

In article <2h47vq$edb@news.mic.ucla.edu> legrand@tesla.mbi.ucla.edu (Scott Legrand) writes:
>Hmmm... I have found the Unix Windows does not work on my Falcon...
>I'd like it too, but....

Did you try running it in the ST HI (640x400x2) mode? I believe that's the only mode it's supposed to work in, at least on the regular ST's. Dunno if it'll solvee your problem, but it's worth a try...

Rob

924. TGZ

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 12:22:48 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1594@usdtsg.DaytonOH.NCR.COM>
Source record: 194988

I have a quick question: are the files with the ".tgz" extender
"tarred and gzipped?" Just wanting to make sure...

Rob

...as some are at atari.archive.umich.edu...

925. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 12:22:58 UTC
From: walra@moacs11
Message-ID: <UI7u1eMVJQM@moacs11>
Source record: 195064

In <2h47i4$3k0@golem.wcc.govt.nz>, Steve Wells writes:

>
> I've got the files DRVIN.PRG and MFP.PRG in my auto-folder, and uploads
> seem to work, but if I try to quote text during a 16.8K/Arq/V42bis
> connection (Locked at 19.2k), the modem promptly hangs up. Very
> annoying. Do I need anything else other than these 2 patched (From
> the HSMOD02.ZIP file (Modular-HSMODEM1, v2 - With english doc's :)
^^^^^^^
Do you mean HSMODA02 ? If so, where did you find it?
The only thing archie could come up with was HSMODA01.LZH (version 1).

Regards,
Waldi (walra%moacs11@nl.net)

926. Re: uqwk

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 13:00:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.WaSQ&EpgPAA@yonder.equinox.gen.nz>
Source record: 195074

In <H.eg.CCMGi5MxYHc@albemuth.equinox.gen.nz>, John Collis writes:
>>>> Now, what usenet news readers (for the Atari) were you talking about?
>>>
>>> Hermes, Okami. (There's more, but I don't remember their names)
>>
>>nn, trn, tin, ...
>
>Okay, you've got me interested now! Where could I find, nn, trn or tin
>for the Atari?? I havn't seen _any_ of these around.

There was one that's pretty much identical to tin distributed with
Hermes, it's called TASS I think.
As with Tin though, it doesn't have a GUI. I prefer the GUI when reading
news... even though I don't use the mouse. (The GUI is hot keyed.)

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

927. Re: ATARI SYSTEM V

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 13:06:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <CJMF2w.EEL@westminster.ac.uk>
Source record: 195066

I'd like some info on Atari Unix V, too, and any X Window System (the correct way to say it ;-()) implementation.

I'd also like to buy it if going cheap....

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

928. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 13:08:07 UTC
From: roessler@indi5.iam.uni-bonn.de
Message-ID: <2h65fn$3dh@news.rhrz.uni-bonn.de>
Source record: 195057

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
: Anyway, I do know that the AES can indeed be jammed when too many
: messages are pending in its internal queue. This may lead to
: bombs or to the system hanging, depending on the TOS version and
: other circumstances.

This is exactly the problem: If you send messages and the message buffer
is full, AES waits until some messages are read - but this is not possible
if you are sending messages to your own process. => AES will be jammed.

Thomas

929. Re: (U)nix (W)indows [uw]

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 13:10:29 UTC
From: anisko@f998.n3603.z1.fidonet.org
Message-ID: <58d_9401240848@dswhq.omahug.org>
Source record: 194282

From: anisko@usdtsg.DaytonOH.NCR.COM (anisko)
Date: 14 Jan 94 12:10:29 GMT

In article <2h47vq$edb@news.mic.ucla.edu> legrand@tesla.mbi.ucla.edu (Scott Legrand) writes:
>Hmmm... I have found the Unix Windows does not work on my Falcon...
>I'd like it too, but....

Did you try running it in the ST HI (640x400x2) mode? I believe that's the only mode it's supposed to work in, at least on the regular ST's. Dunno if it'll solvee your problem, but it's worth a try...

Rob

930. TGZ

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 13:22:48 UTC
From: anisko@f998.n3603.z1.fidonet.org
Message-ID: <58e_9401240848@dswhq.omahug.org>
Source record: 194267

From: anisko@usdtsg.DaytonOH.NCR.COM (anisko)
Date: 14 Jan 94 12:22:48 GMT

I have a quick question: are the files with the ".tgz" extender
"tarred and gzipped?" Just wanting to make sure...

Rob

...as some are at atari.archive.umich.edu...

931. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 13:51:39 UTC
From: paetau@mits.mdata.fi
Message-ID: <2h681b$jjj@mits.mdata.fi>
Source record: 195059

In article <1994Jan12.205526.1113@news.csuohio.edu>,
Jesse Starr <starr@bio4.csuohio.edu> wrote:

>Greetings!
>I have a simple question abut the 1040stf.
>Can it handle one of today`s 14.4k baud modems? I seem to recall someone

Yes it can, but you are restricted to the 19200 bps serial port speed
of the STF (meaning that you won't be able to use all of the modems
speed when transferring uncompressed data. However, readily compressed
files will be transferred as fast as on any other machine). The
HST-modems they sell now can establish a 21600 bps connection if there
is an identical modem on the other end. If using a modem capable of
over 19200 bps uncompressed troughput, I think the modem will sense
the serial port speed of 19200 bps and refuse to connect at any higher
speed. But ordinary V.32bis modems should be no problem for the STF.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
----

932. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 13:59:09 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2h68fd$8r6@fbi-news.informatik.uni-dortmund.de>
Source record: 195060

Oh,

is there a relativly fast and good programm of that kind for the ST???
Could someone tell me where to get and how much it would be?
Is there a demo-version somewhere?

Bye ...Patrick.

933. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 14:08:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJMHyn.8w5@barclays.co.uk>
Source record: 195061

In article <2h68fd$8r6@fbi-news.informatik.uni-dortmund.de>,
grsys168@gulliver.informatik.uni-dortmund.de (Patrick Koehne) writes:
|> Oh,
|>
|> is there a relativly fast and good programm of that kind for the ST???
|> Could someone tell me where to get and how much it would be?
|> Is there a demo-version somewhere?
Autoroute for the ST was the same as Autoroute for the PC ie bloody good. It covered GB only and wasn't available for other countries but I could be wrong on that. Anyway, it started out at 150GBP. Got pirated to death. Dropped to 50GBP and when they all sold in days, that was it. No more made. The company was quite rightly pissed at being pirated and pulled the ST version. Updated map disks were available for a little while afterwards and then they stopped those as well.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

934. TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 14:24:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.43319.4514.0N19123E@canrem.com>
Source record: 194971

Hi Glenn,

my name is Ralf, and I work for Cybercube Research Ltd.

Cybercube is developing the TT-Accelerator boards called CyReL
CaTTamaran. These modules boost the overall performance of your
system by at least 33%. A new model is under development which
will give you a performance gain of 50%. Installation is rather
simple, although you have to cut one wire and solder one point.
The rest is plug and play. SRP is US $99. I have to inquire
about the availability, since they have not been 'officially
released' yet.

If you need any more infos, please let me know.

Ralf.

935. Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 14:25:00 UTC
From: lawre_l@pavo.concordia.ca
Message-ID: <14JAN199409251305@pavo.concordia.ca>
Source record: 195062

protection is ridiculous. It asks me to check the manual *every* time I dock or land. Is this normal? If it is a bug, is there a fix? Other than that, the game is fantastic.

Thanks.
Lawrence Li
lawre_l@pavo.concordia.ca

936. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 14:50:22 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2h6bfe$a4h@fbi-news.informatik.uni-dortmund.de>
Source record: 195063

If this company doesn't exist any longer, is it possible that someone could give me that programm, even when the datas are older?

Bye ...Patrick

937. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 15:13:12 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJMKy1.EF8@barclays.co.uk>
Source record: 195065

In article <2h6bfe$a4h@fbi-news.informatik.uni-dortmund.de>,
grsys168@gulliver.informatik.uni-dortmund.de (Patrick Koehne) writes:
|> If this company doesn't exist any longer, is it possible that someone could give
|> me that programm, even when the datas are older?
They most certainly do exist - they're probably the premier company in their
field and the current Windows versions of their products are superb. They do
European maps and possibly US too, All in full color with the maps drawn on
screen as well as local places of interest, pubs, hotels etc. depending on your
needs. The pro versions are used by haulage firms as you can enter a list of
destinations and start times and it will work out the best route between them all.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

938. TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 15:24:00 UTC
From: cybercube.research@f998.n3603.z1.fidonet.org
Message-ID: <597_9401240848@dswhq.omahug.org>
Source record: 194276

From: cybercube.research@canrem.com (Cybercube Research)
Date: Fri, 14 Jan 94 10:24:00 -0400

Hi Glenn,

my name is Ralf, and I work for Cybercube Research Ltd.

Cybercube is developing the TT-Accelerator boards called CyReL CaTTamaran. These modules boost the overall performance of your system by at least 33%. A new model is under development which will give you a performance gain of 50%. Installation is rather simple, although you have to cut one wire and solder one point. The rest is plug and play. SRP is US $99. I have to inquire about the availability, since they have not been 'officially released' yet.

If you need any more infos, please let me know.

Ralf.

939. G++ for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 16:19:06 UTC
From: richardfurse@muse.demon.co.uk
Message-ID: <758564346snz@muse.demon.co.uk>
Source record: 195079
Cross-posted to: comp.sys.atari.st,gnu.g++.help

Is there a port of GNU G++ for the Falcon?

--
Richard Furse (RichardFurse@muse.demon.co.uk)

940. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 16:39:14 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2h6hri$eu1@charm.magnus.acs.ohio-state.edu>
Source record: 195068

> I just got a newsletter in the mail yesterday... and I have a question
>for you. How does NeoDesk 4 do its background file copies, etc.? What
>software is driving it? ...did Dan write his own or did he license something?
>I was !_VERY_! impressed with the features listed for NeoDesk 4 and I _WILL_
>definitely be upgrading as my computer funds permit.
>
>TYL, Scott

I'm fairly sure that many of those functions are only available if you run it with GENEVA. I purchased GENEVA recently (about 6 weeks ago) and am using it with Neodesk 3.04 currently. I am EXTREMELY impressed. It is fairly easy to set up, it's very very fast, and takes *far* less memory than any MultiTOS configuration I've yet seen. The features are almost too numerous to mention, but the 3D look, the detachable menus, and the ability to set about 12 flags for every single program you have (and save those setings of course) are all wonderful. So far I've gotten it to work with *very nearly* every program I have, and I run a lot of old software. The only weak spot is the task manager, which tells you what processes are running, and whether or not they are asleep or not, but does not tell you how much RAM eash is taking up, or how much processor time. It is one of the best products I've ever seen for the ST...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

941. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 16:41:01 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2h6hut$eu5@charm.magnus.acs.ohio-state.edu>
Source record: 195069

> > Has anyone tried the new multi tasking system Geneva I'm told it
> > works on a 512k STs and is more stable then MultiTOS and simple
> > to use.
>
> I've got it... and I'm very happy with it. Yes, you can use it on a
>512K system... but there really isn't much RAM left over to run much of
>anything. With 4MB of RAM you should be rather happy though.
>
> Geneva isn't exactly a replacement for MultiTOS or MiNT. It really
>depends on exactly what you want to do. Geneva really works well as a
>co-operative multitasking system... but it won't multitask TOS programs too
>well. It is rather speedy as there is no noticable slowdown with several
>GEM programs (and accessories) plugging away. It is a quality product so
>buy it ASAP. You won't regret it.

Please see my message under "Gribnif Newsletter" on exactly this same
subject...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

942. (info) A note from the new sources/binaries moderator

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 16:44:34 UTC
From: avg@cwi.nl
Message-ID: <CJMp6A.MK2@cwi.nl>
Source record: 195070
Cross-posted to: comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st

Hello everybody.

As Steven Grimm decided to devote his time to other matters, I will from now on be the moderator for the comp.binaries.atari.st and comp.sources.atari.st groups. You will not see many changes. The posting conventions have not changed more than slightly. It is as yet unclear what is going to happen to the archives Steven kept. Therefore you should be aware that it may not be possible to retrieve earlier postings when they have expired.

Please take note of the following issues:

- Submissions to both the binaries and sources groups should now be sent to the following e-mail address:

avg@cwi.nl

- As ftp archives are becoming a popular alternative for publication of sources and binaries, I will encourage the submission of announcements for uploads to ftp archives. Archive maintainers, feel free to include a note in your uploading instructions encouraging people to submit a short description of their publications to my e-mail address.

- Although I certainly try to do things as well as Steven, I may of course make mistakes in the beginning. In that case, sorry for any inconvenience. Never hesitate to let me know if something is not quite the way you would like to see it.

- For those who have submitted articles to the old addresses, I am working on those. I will post one submission to both groups today, to see if everything works out well. The others will follow soon. If I haven't contacted you about your submission, then either it's still in examination, or it looks OK and it will soon be posted.

Of course, I always appreciate any comments or ideas on how to improve the usefulness of the groups.

I think we'd all like to thank Steven Grimm for the great work he has been doing for the groups. I am also endebted to him for his advice and tools for maintaining the groups.

Thank you all very much and enjoy,

Annius Groenink, Moderator. (avg@cwi.nl)

943. coding party

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 16:50:00 UTC
From: Bjoern_Bernbom@nf.maus.de
Message-ID: <A7474@NF.maus.de>
Source record: 194905

T
****

THESE ARE A PREVIEWTEXT FOR THE FRIED BITS 2!. SPREAD IT! BUT DON'T FORGET - ALL INFORMATIONS COULD BE CHANGED.....

Invitation Text V 0.1a ---------- 17.12.1993

After the big success of the "Fried Bits Eastern Coding Convention" many people asked us to have a second party. So we'll do it!! This Text is the pre - preview invitation for the:

FRIED BITS EASTERN CODING CONVENTION 2!

organized by THE INDEPENDENT.

The party will be held from the: 01.04.93 - 04.04.93 in Bremen.

Now some information about the fourthcoming Party. We await about 100 - 200 peolpe.This time we hope to arrange a party together with the Archimedes scene.The main reason,why we make the party together with the Archimedes scene is, that we would make better contacts between ATARI- und ARCHIMEDESCODER, GFX- and MUSIC-men and stop the prejudice between the machines.In the next time we want to get in touch with Archimedes groups like:Bytepool, Armaxxes and if they interested we will see...

At this time many good Atari Groups would come., e.g. Aura, Lazer, NPG, Newline, Inter, Animal Mine, Channel 38, The Avengers, Risk, The Respectables, Mugwumps, Synergy, Sanity (Amiga), Sentry, Light and so on.

This time there will be the following Competitions:

Single Competitions

Falcon Demo Competition
Archimeds Demo Competition

2 in 1 Competitions

Falcon & Archimedes Grafix Competition
Falcon & Archimedes Music Competition

In the next time we get in touch with the german computermagazin ST-Computer and with ATARI to arrange some prices and so on. We try to get some ATARI-JAGUARS for the Competitions. If the convention held together with the Archimedes scene, they would arrange prices too.

The entrance-fee will be about 20 - 25 DM. Food and drinks will be sold in the house 24h long, McDonalds is about 1,5 km away, Pizza Service is arranged and a supermarket is about 300 m away. Sleeping places are in the house (don't forget a blanket).

Alcohol is allowed, but if someone flips out we will kick him immediatly.

All information you have read are not 100% sure at this time! All informations could be changed!!!!!! This text is only the preview-invitation,the real Invitation will be following with a invitation dentro for the Falcon and perhaps for the Archimedes in the next time!!!!!!!!!!

For more information about the party write to:

FALCON-Info:

Frank Kurpiela (Stallion of Aura)
St.-Moritz-Str. 8
28325 Bremen
Germany

tel.: + 49 (0)4 21 / 40 08 81

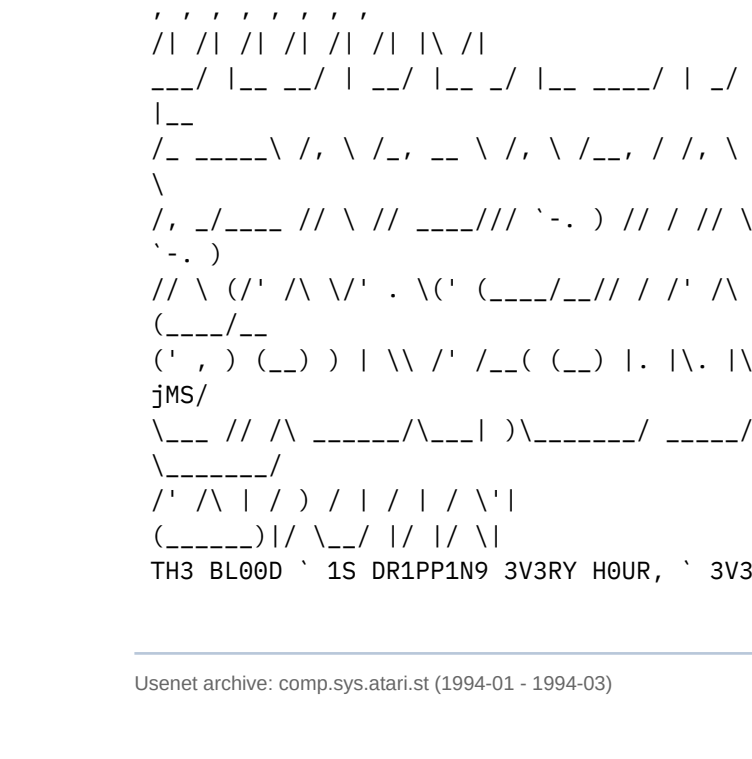
or send a Pmail to:
Martin Seidel @ HB2.maus.de
or in Gore-Zone:
Smart of Channel 38

ARCHIMEDES-Info:

soon...

signed off

Stallion of Aura / The Independent



Y3AR
ATAR1 FALCON 030 - ST/STE/TT - JAGUAR - LYNX - 24h 0NL1N3
SUPP0RT !

\<^>/ ++49-(0)4841-6069 \<^>/

2400 to 19.2 8N1 ZyXEL V.32 / V32bis / V.42 / V.42bis
Your GoreMasters are ..... Leviathan, Mr.XY, SAS
Light WHQ .....::''\./''::..... Aura WHQ
supported by ..... eclipse software design
(Net)

944. A note from the new sources/binaries moderator

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 17:22:45 UTC
From: avg@cwi.nl
Message-ID: <CJMqxy.55@cwi.nl>
Source record: 195072
Cross-posted to: comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st

Hello everybody.

As Steven Grimm decided to devote his time to other matters, I will from now on be the moderator for the comp.binaries.atari.st and comp.sources.atari.st groups. You will not see many changes. The posting conventions have not changed more than slightly. It is as yet unclear what is going to happen to the archives Steven kept. Therefore you should be aware that it may not be possible to retrieve earlier postings when they have expired.

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- For those who have submitted articles to the old addresses, I am working on those. I will post one submission to both groups today, to see if everything works out well. The others will follow soon. If I haven't contacted you about your submission, then either it's still in examination, or it looks OK and it will soon be posted.

Of course, I always appreciate any comments or ideas on how to improve the usefulness of the groups.

I think we'd all like to thank Steven Grimm for the great work he has been doing for the groups. I am also endebted to him for his advice and tools for maintaining the groups.

Thank you all very much and enjoy,

Annius Groenink, Moderator. (avg@cwi.nl)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

945. A note from the new moderator for comp.sources and comp.binaries

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 17:23:57 UTC
From: avg@cwi.nl
Message-ID: <CJMqzy.6y@cwi.nl>
Source record: 195073

Hello everybody.

As Steven Grimm decided to devote his time to other matters, I will from now on be the moderator for the comp.binaries.atari.st and comp.sources.atari.st groups. You will not see many changes. The posting conventions have not changed more than slightly. It is as yet unclear what is going to happen to the archives Steven kept. Therefore you should be aware that it may not be possible to retrieve earlier postings when they have expired.

Please take note of the following issues:

- Submissions to both the binaries and sources groups should now be sent to the following e-mail address:

avg@cwi.nl

- As ftp archives are becoming a popular alternative for publication of sources and binaries, I will encourage the submission of announcements for uploads to ftp archives. Archive maintainers, feel free to include a note in your uploading instructions encouraging people to submit a short description of their publications to my e-mail address.

- Although I certainly try to do things as well as Steven, I may of course make mistakes in the beginning. In that case, sorry for any inconvenience. Never hesitate to let me know if something is not quite the way you would like to see it.

- For those who have submitted articles to the old addresses, I am working on those. I will post one submission to both groups today, to see if everything works out well. The others will follow soon. If I haven't contacted you about your submission, then either it's still in examination, or it looks OK and it will soon be posted.

Of course, I always appreciate any comments or ideas on how to improve the usefulness of the groups.

I think we'd all like to thank Steven Grimm for the great work he has been doing for the groups. I am also endebted to him for his advice and tools for maintaining the groups.

Thank you all very much and enjoy,

Annius Groenink, Moderator. (avg@cwi.nl)

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1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

946. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 17:26:06 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2h6kje$6eq@u.cc.utah.edu>
Source record: 195078

In article <UI7u1eMVJQM@moacs11>, Waldi Ravens <walra%moacs11@NL.net> wrote:
>Do you mean HSMODA02 ? If so, where did you find it?
>The only thing archie could come up with was HSMODA01.LZH (version 1).

It can be found on ftp.uni-paderborn.de in the atari/tools/dfue directory.
Filename HSMODA02.LZH.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

947. v20inf001: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 17:26:13 UTC
From: avg@cwi.nl
Message-ID: <CJMr3q.9K@cwi.nl>
Source record: 195075
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: avg@cwi.nl (Annius Groenink)
Posting-number: Volume 20, Info 2

This article is posted regularly. It gives a short introduction to comp.binaries.atari.st and describes how to submit binaries to the group.

I am always looking for suggestions on how to improve the usefulness of the newsgroup, and can be contacted at the following internet address:

avg@cwi.nl

Annius Groenink, Moderator.

ABOUT comp.binaries.atari.st

The moderated usenet group comp.binaries.atari.st contains publications or announcements of binary packages for Atari TOS computers. The publications on comp.binaries.atari.st may be freely distributed as long as no modifications are made to the packages. The packages may contain public domain software, shareware or demos of commercial programs.

THIS IS A MODERATED GROUP. YOU CANNOT POST TO IT BY YOURSELF. Read the instructions below for submitting material intended for publication on comp.binaries.atari.st.

SUBMITTING BINARIES FOR PUBLICATION

Items intended for posting or queries and problem notes should be sent to avg@cwi.nl. If you are on a UUCP-only site, you can send them to uunet!cwi.nl!avg. Note that comp.binaries.atari.st is not the correct place to ask general questions or to ask, "Does anyone have software that does X?" Post such requests to comp.sys.atari.st or comp.sys.atari.st.tech.

If you want verification of arrival, say so at the beginning of your submission, or in a cover note. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while, or be rejected outright.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. In general you should indicate what the program does, on what types of Atari TOS computers, whether your program requires a certain amount of on-board memory, a hard disk or a certain screen resolution. I can't check your submission in all possible configurations, and see what works and what doesn't. Without a description, your submission is likely to be rejected. If necessary, I may put the description through a text formatter or make minor additions in order to make the postings to the group more uniform. I will, of course, never change the actual contents of a submission.

If possible, submit your binaries in a Zoo 2.1 archive. I will generally check that everything in the archive is OK and that the files in the archive make sense on an ordinary Atari ST system (i.e. they are MS-DOS style files), unless the archive is specifically intended for use with an alternative file system such as Minixfs. If necessary, I will re-pack the binaries using Zoo 2.1.

If you are submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. But feel free to post demo versions. Submissions which I feel are of an excessively commercial nature will not be posted.

THE STRUCTURE OF COMP.BINARIES.ATARI.ST ARTICLES

There are three types of articles in comp.binaries.atari.st: "information postings", "binaries" and "announcements". The binary postings are also called "Issues". The type of a posting can be distinguished by the subject line:

Subject: v6inf001: Introduction to comp.binaries.atari.st

This first word in the title identifies this as the first info posting of volume six. Similarly, the subject line shown below:

Subject: v20i081 (binary): deadwrtr -- Ouija-word processor part01/01

identifies this as the 81st issue in Volume 20, and it's a binary posting. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v20i041 (binary): pet -- CBM PET emulator part04/39

The "References:" line, if present, points to the previous part of a multi- part program, so that newsreaders (trn, tin, nn, etc.) which can

follow threads will recognize a large program as a single thread.

Reports of submissions of binaries to ftp sites such as atari.archive.umich.edu are also considered for publication. Subject lines for such articles are like the following:

Subject: v20ann015: Edith Professional -- Desktop Text Editress, demo

The first few lines of an article's body are auxiliary headers that look like this:

Submitted-by: jackt@atari.com (Jack Tramiel)
Environment: high resolution, tt
Posting-number: Volume 19, Issue 80
Archive-name: rsn
Supersedes: atw: Volume 10, Issue 10-15

"Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site. This will usually be the same as the "From:" line in the article's main header.

Certain information about the system configuration required to use the program is given on the Environment: line.

Environment: 1meg, medium res, high res

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory. Examples:

high - runs in high resolution (monochrome)
medium - runs in medium resolution
low - runs in low resolution
1meg - needs 1 meg of RAM
ste - requires an STe
tt - requires a TT

The "Posting-number:" line repeats the volume/issue information for the aid of notes sites and automatic archiving programs.

The "Archive-name:" is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

The "Supersedes:" header line, if present, indicates that the program replaces an earlier version.

REPORTING AND TRACKING BUGS AND PATCHES TO POSTINGS

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-by header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

--
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Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

948. v07inf001: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 17:27:26 UTC
From: avg@cwi.nl
Message-ID: <CJMr5q.AI@cwi.nl>
Source record: 195076
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

Submitted-by: avg@cwi.nl (Annius Groenink)
Posting-number: Volume 7, Info 1

This article is posted regularly. It gives a short introduction to comp.sources.atari.st and describes how to submit sources or digressions to the group.

I am always looking for suggestions on how to improve the usefulness of the newsgroup, and can be contacted at the following internet address:

avg@cwi.nl

Annius Groenink, Moderator.

ABOUT comp.sources.atari.st

The moderated usenet group comp.sources.atari.st contains publications or announcements of sources and texts about programming for Atari TOS computers. The publications on comp.sources.atari.st may be freely distributed as long as modifications are documented and the original authors are mentioned.

THIS IS A MODERATED GROUP. YOU CANNOT POST TO IT BY YOURSELF. Read the instructions below for submitting material intended for publication on comp.sources.atari.st.

SUBMITTING SOURCES OR DIGRESSIONS FOR PUBLICATION

Items intended for posting or queries and problem notes should be sent to avg@cwi.nl. If you are on a UUCP-only site, you can send them to uunet!cwi.nl!avg.

If you want verification of arrival, say so at the beginning of your submission, or in a cover note. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a

while, or be rejected outright.

Sources can be submitted in ASCII form, but for large pacages, a ZOO 2.1 archive encoded using Dumas uuencode is preferred.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. In general you should indicate what the program does, on what types of Atari TOS computers, whether your program requires a certain amount of on-board memory, a hard disk or a certain screen resolution. I can't check your submission in all possible configurations, and see what works and what doesn't. Without a description, your submission is likely to be rejected. If necessary, I may put the description through a text formatter or make minor additions in order to make the postings to the group more uniform. I will, of course, never change the actual contents of a submission.

THE STRUCTURE OF COMP.SOURCES.ATARI.ST ARTICLES

There are three types of articles in comp.binaries.atari.st: "information postings", "sources" and "announcements". The source postings are also called "Issues". The type of a posting can be distinguished by the subject line:

Subject: v02inf1: Introduction to comp.sources.atari.st

This first word in the title identifies this as the first info posting of volume two. Similarly, the subject line shown below:

Subject: v06i081: godsrc -- Universe simulator

identifies this as the 81st source article in Volume 6. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v06i088: decbustr -- VMS clone in ST-LOGO, Part03/08

Announcements of large source packages uploaded to ftp archives are also considered for publication. The subject header for such files looks like

Subject: v07ann007: GCC 7.9.4 -- Same as 7.9.3, but considerably slower

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self- explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler
OSS - OSS Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
zoo-high - program is archived (Zoo 2.1 required to unpack)
lharc - program is archived (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 6, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

REPORTING AND TRACKING BUGS AND PATCHES TO POSTINGS

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

--
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1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

949. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 17:31:11 UTC
From: avg@cwi.nl
Message-ID: <CJMrBz.CE@cwi.nl>
Source record: 195077

afsfpel@cmcws83.cid.aes.doe.CA (Yves Pelletier) writes:

>In article <XR1KBK4B@isys-hh.hanse.de>, dk3uz@isys-hh.hanse.de (Edmund
>Ramm) writes:
>|> buzz@maple.circa.ufl.edu writes:
>|>
>|> >Hi, all! I'm just wondering if there's a TT-specific newsgroup, or if all
>|>
>|> Not that I know, but I'm very much in favour of having one installed.

>I would like that, too, but I'm not sure that the traffic would
>justify it. Wasn't there a TT mailing list a couple of years ago,
>and it just slowly died off?

We've had this discussion before. No, the traffic wouldn't justify
a 030 group either. I seriously suggest (as I did the last time we had
this discussion---sorry) that we change the groups we have to

comp.sys.atari.tos
comp.sys.atari.tos.tech

which is really what they're about.
--
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1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

950. Re: NeoDesk 3.04 patch

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 18:16:00 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJMtEp.BnC@cix.compulink.co.uk>
Source record: 195089

>The NeoDesk 3.04 patch is only available as part of the Geneva package.
>Version 3.04 of NeoDesk is only necessary for better compatibility with Genev
>and is not going to be available as a public release at any time. The next
>full release of NeoDesk will be NeoDesk 4.

Cheers there for the information Bob. I do own NeoDesk in both UK and USA guises, and now own a Falcon so I'm awaiting V4 with baited breath! Is the release data still March/April?

```
==========================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
==========================================================================
```

951. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 18:16:03 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJMtEs.Bnx@cix.compulink.co.uk>
Source record: 195090

>Hi Mr NeST,

Grin!

>>quepasa.sc.tu-berlin.de
>this should be
>quepasa.cs.tu-berlin.de
>also known as ftp.cs.tu-berlin.de (130.149.17.7)

It should indeed thanks for the correction there Wolf. Good to hear from you again it has been a long long time since we last spoke. How's the BBS going, well I hope?

>>Hope this is of use.
>hehe

Grin (again) will we see you joining us in NeST at all, as people have asked me before now why you've never bothered linking in to us? Also I've been corresponding with Lau over trying to get a LAN going between the Falcon and the Mega ST4, and he says that you have some information, and even run a net between two TT's? Any useful information you could give would be appreciated.

```
==============================================================================
= .---. Atari .------------ = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
==============================================================================
```

952. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 18:16:07 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJMtEv.BoI@cix.compulink.co.uk>
Source record: 195091

As I do not have a decent cut and paste available within this editor I'm using at the moment I'll try to explain the function of the programs below and then reply to the message.

>>BOOTKILL - Used in case I screw something up when testing. Press CTRL LEFT SHIFT to disable ACC's, and RIGHT SHIFT to disable AUTO's. From Mark Matts one of th coders in NeST.

>>XBOOT - Commercial boot-up program, supports everything from a GEM like interface.

>>JARXXX - Installs XXX extra cookies spaces in the Cookie Jar.

>>DESKPIC - Allows you to have a 256 colour GIF/IMG file sat on the desktop, makes things a little brighter. Shareware from Germany. At times you need to use GEM-View to reduce the colours in the GIF before loading in as otherwise the palette can get messed up.

>>ROMSPEED - Copies TOS into RAM which allows it to be modified by W!nx, SH_Buf, etc.

>>WINX - TOS multi-patch/modifier, allows up to 40 windows to be opened and allows other modifications to how the GEM desktop works.

>>ENVIRON - Sets environmental variables.

>>FOLDR40 - Fixes the '40 folder' bug, in there as I was told that problems could still be encountered occasionally on the Falcon.

>>FPATCH2 - Official Atari B-Map/DMA sound bug fixer.

>>BMAPFIX2 - Don Maple's excellant little utility to really fix the Bconmap.
>>LETEMFLY - Speeds up desktop operation and gives control over the AES/VDI.

>>FAST_SER - Speeds up the serial port.

>>SLECTRIC - The best alternative file selector for the Falcon.

>>NVDI - VDI replacement package, and accelerator.

>>NVDIFIX - Fix for NVDI bugs when running FalconScreen resoltion expander.

>>BLOWBOOT - BlowUp Hard II, allows me to use an extended resolution of 832 x 530 in 256 colour mode.

>>DMIRROR - Part of Diamond Edge, automatically copies the FAT's to a directory for restoration in case of a crash, can run weekly, daily, or

every time you boot.

>>CACHEV4 - Hard disk cache.

>>SILKMOUS - Mouse accelerator designed to move with natural hand
acceleration.

>>SHBUF16 - Increases the buffer for NEWDESK.INF, allowing you to avoid
corruption of the INF file when the cache overflows. Also allows you to
have loads of installed icons, programs and the like.

>>SAM - System Audio Manager - allow you to assign sound samples to system
events.

>>Works just fine fo me with the folling ACC's; FuzzyClock, SAM Setup,
>>DeskPic, BLow030, and Xcontrol.

FuzzyClock puts the time in the top right hand corner of the screen in 5
minute intervals. MTOS compatable, and works in every resolution I have
found.

I've now added SpeedoGDOS into the above and now have 10.4 megs of memory
free.

As a mater of interest I used to use the Before Dawn screen saver, v1.25,
and it was fine, but since I've upgaded to the full 16 megs of memory it
will not work at all, but locks the machine up. So I use the SilkMouse
screen saver. Not flashy, but it again works in all resolutions.

>I have a Falcon030. I don't have remotely that many things in my AUTO folder

Grin, not many people do!

>I don't know what a lot of them do; some of the others I didn't think did
>anything on the Falcon. I'd like to get my setup right.

Here's hoping the brief list above has helped somewhat. I've been workng
around the system slowly over the last 7 months and the set-up suits me,
although Gem Bench 3.40 reports a speed of 86% compared with a full speed
Falcon in 256 colour mode. But then on a bare machine I can not hit this
figure.

>So I'll presume the above list is a good starting point. Let's (please) have
>a discussion of what each item does, whether it's needed, whether something
>else does an equivalent job, and whether anything else ought to be added. Ok

Grin, I might have killed the discussion dead a little there, but ongoing
correspondance on the merits of each type of program is all to the good
as it benefits us all. If you want any more information on any of the above
just yell out.

Hope the above helps a little.

==
= .---. Atari .----------- = Post.....: Daron M. Brewood =

```
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

953. looking for Falcon 030 bootselector

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 18:21:23 UTC
From: bundy@informatik.uni-rostock.de
Message-ID: <CJMtnp.9yC@informatik.uni-rostock.de>
Source record: 195100

Hi,
Now I have my own FALCON, but I do not have a bootselector wich
work on it. Does somebody know where I can get a bootselector
for PRG's and ACC's that will work on my Falcon? I prefer
shareware or public domain software because I am out of money
now. Please send E-mail to bundy@informatik.uni-rostock.de .

Thank's
Holger Janz

954. Quieten my noisy hard disk

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 18:23:06 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Jan14.182306.4509@vax.sbu.ac.uk>
Source record: 195080

I've got an old Power Computing 900 hard disk (looks like a grey brick
with two lights on the front) which I've had for a couple of years.
Its noisy. I've slowed the fan down with a resitior in the power line,
cut the slits from the fan air intake to leave a big hole, mounted the fan
on rubbery things, etc, but it still makes a racket. I'd like to do
away with the fan altogether, but don't know if this would be healthy for it.
The fan cools a circuit, which must be the Atari to SCSI adaptor (I don't know
much about these things) which does seem to get pretty hot.
Does anyone know if I can do away with the fan without causing damage?
Perhaps a bigger case with lots of ventilation holes would be enough?

Del

955. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 18:25:50 UTC
From: pagan@meiko.co.uk
Message-ID: <2h6o3e$c6k@bart.meiko.com>
Source record: 195081

Is there a version of ML (the proggy language) for the Atari mahcines
does anyone know? If so, where could I ftp it from?

Thanx

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God

956. FOR SALE: atari 1040 stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 19:20:04 UTC
From: bergma@ee.ualberta.ca
Message-ID: <bergma.758575204@bode>
Source record: 195084

```
Atari 1040 STf
TOS 1.0
Mono Monitor
1200 Baud Modem
Extra double sided disk drive, with apparent head alignment
problem.
A buncha' disks with various utilities from the 'net

Looking for $200 CAN, and will probably need assistance with the
shipping...

Gary.

gbergman@datap.ca OR bergma@bode.ee.ualberta.ca
```

957. How many Falcons sold?

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 19:51:26 UTC
From: mrathwel@uoguelph.ca
Message-ID: <2h6t3u$rkh@nermal.cs.uoguelph.ca>
Source record: 195082

How many Falcon machines has Atari actually sold since introducing
their wonder machine?

>> MR <<

958. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 19:58:14 UTC
From: walra@moacs11
Message-ID: <s3sA6byhjPg@moacs11>
Source record: 195086

In <2h681b$jjj@mits.mdata.fi>, Rasmus Paetau writes:

> HST-modems they sell now can establish a 21600 bps connection if there
> is an identical modem on the other end. If using a modem capable of
> over 19200 bps uncompressed troughput, I think the modem will sense
> the serial port speed of 19200 bps and refuse to connect at any higher
> speed.

It doesn't really matter that the throughput between modems is faster than
between modem and computer. The modemprotocol combined with RS232 RTS will
take care that no data is lost.

Regards,
Waldi (walra%moacs11@nl.net)

959. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:24:42 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJMzD6.Jxp@cix.compulink.co.uk>
Source record: 195092

>How do we know what you're going on about if you don't quote something!? :)
>(At least a decent 'Re: ....' 8-)

Sorry about that I was trying to keep my postings somewhat brief. I'll endeavour to include just a little more to make sure the thread can be followed.


```
================================================================================
= .---. Atari .------------ = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

960. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:24:44 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJMzD8.JyA@cix.compulink.co.uk>
Source record: 195093

>First, I want to ask the rest of you - where can you find bmapfix2,
>and what do fpath and bmapfix2 fix?

See my previous message posted earlier, but Don's BMAPFIX was sent out on CIX, and should not have spread round internet a fair bit. I think Don reads this group and hopefully can post a copy in here if needed.

>Sound for every key if you want it - how much memory does this guy
>have anyway?

Grin, noly 16mb.

>Oh, that much. Gosh, I can hardly wait to get more memory in my
>Falcon, I don't suppose memory prices have dropped recently or
>anything?

Nope, I had to pay £650 for mine, including the FalconWing unit to hold the SIMMS, and that was with a special low price being given, and a trade in on my old 4Mb of memory. It does cause problems with Dawn 1.25, but appart from that it's nice to have 40 256 colour GIF's open on the screen when using GEM-View.


```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

961. SM124 transformer

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:31:55 UTC
From: donm@ucon.gun.de
Message-ID: <1994Jan14.203155.25909@ucon.gun.de>
Source record: 194963
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings Earthlings! We come in peace.

Does anybody happen to know the exact spex for the transformer
living in a SM124? Third party replacement/model number/price/source
(Europe) would also be muchly appreciated.

MultiThanx in advance!

Don

P.S. The "MultiThanx" term is (gc) 1994 - Galactic Copyright - yours truly...)
as is "gc" itself come to think of it...)

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

962. The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:32:13 UTC
From: donm@ucon.gun.de
Message-ID: <1994Jan14.203213.26049@ucon.gun.de>
Source record: 194964

Heiko Hartmann wrote:

> : >BMAPFIX2
> Same as FPATCH2. You only need one of them!

WROOOOOOOONG! On *both* counts!

They *ARE* different and you might want *BOTH* of them. OK?

Didn't I just post two messages explaining the difference only a couple of days ago! *Please* RTFM(essages/Manual) instead of spreading false rumors!!!
Thank you.

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

963. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:32:22 UTC
From: vij@vnet.ibm.com
Message-ID: <2h6vgm$1766@tornews.torolab.ibm.com>
Source record: 195085

In <2h6hri$eu1@charm.magnus.acs.ohio-state.edu>, dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:

>
>I'm fairly sure that many of those functions are only available if you run it
>with GENEVA. I purchased GENEVA recently (about 6 weeks ago) and am using it
>with Neodesk 3.04 currently. I am EXTREMELY impressed. It is fairly easy to set
>up, it's very very fast, and takes *far* less memory than any MultiTOS
>configuration I've yet seen. The features are almost too numerous to mention,
>but the 3D look, the detachable menus, and the ability to set about 12 flags
>for every single program you have (and save those setings of course) are all
>wonderful. So far I've gotten it to work with *very nearly* every program I
>have, and I run a lot of old software. The only weak spot is the task manager,
>which tells you what processes are running, and whether or not they are asleep
>or not, but does not tell you how much RAM eash is taking up, or how much
>processor time. It is one of the best products I've ever seen for the ST...
>____
>|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

Sounds great! What machine are you using it on?
How to things look and feel on a MegaSTE with 4 MB
in ST-MED resolution?

VIJ...

964. Re: Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:38:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJn00r.KJI@cix.compulink.co.uk>
Source record: 195094

In message <H.eg.PIktu2SeleE@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz said:
>
>Anyone know where I can find a Calculator Accessory that will work
> on an STE in hi-res???

There's something called TN_PCALC 1.25 which is quite good. You can find
it on ftp.cs.tu-berlin.de pub/atari/Utils/tnpca125.lzh.

There are many others as well.

Ofir ogal@cix.compulink.co.uk

965. Re: Quick ST 2.2 and VDI v_curtext call

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:38:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJn00w.KKA@cix.compulink.co.uk>
Source record: 195095

In message <2d33abcb@daggskim.ct.se>, bo_leuf@daggskim.ct.se said:
>
>Quick ST II was replaced by Quick ST III in 1991, largely to provide a 68030
>(TT) version, but I would imagine also addressed a number of compatibility
>aspects that had surfaced with later TOS versions.
>
>Subsequently, Darek sold Quick ST sources to Codehead and QST 3.5 effectively
>became Warp9 v3.5. Current version is 3.80.
>
>I'd suggest you either found a later version of QST (3.x) from someone who has
>this and has upgraded, or get Warp9.

Or much better, get NVDI.

Ofir ogal@cix.compulink.co.uk

966. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:38:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJn00y.KKv@cix.compulink.co.uk>
Source record: 195096

In message <2h0iot$6he@tuegate.tue.nl>, marcel@eba.eb.ele.tue.nl said:
>
>Hello,
>
>I am writing (or trying to) write a GEM application on my 1040 ST,
>but i have encountered this annoying little problem which has me stymied.
>This is what happens: Everytime i send more than, say, 5 or 6 messages to
>some application (mostly mine), counting succesive REDRAW messages as 1
>(because the AES packs these together automatically), without issuing an
>EVENT_MULTI or the like, my ST hangs.

I also came across a similar problem. Maybe the aes message buffer
overflows. I wish I knew.

Ofir ogal@cix.compulink.co.uk

967. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:39:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJn010.KLG@cix.compulink.co.uk>
Source record: 195097

In message <758382386.AA02475@byte.bbs.no>, William.Kent@f100.n30.z47.byte.bbs.no said:
>
>What excactly is MAG!X?

Mag!x is a pre-emptive multi-tasking system for the ST/TT that is actually
faster than TOS. VERY NICE and HIGHLY RECOMMENDED.

Ofir ogal@cix.compulink.co.uk

968. Re: Some Calamus questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:41:29 UTC
From: gruber@austin.ibm.com
Message-ID: <CJn056.3Iz1@austin.ibm.com>
Source record: 195098

> Martin Fredriksen writes:
> >The case is: We are producing book covers, and want to use Calamus for
> >typesetting (because of greater accuracy), but the end production has
> >delivered from a Mac (not our choice).
>
> If I remember corectly, the bad accuracy (this is of course relativly)
> of the Mac DTP softwares is caused by limitations in Postscript.
> If this is correct, inaccuracy wil be re-introduced in the conversion
> from Calamus to Mac.
>
> Jorn Moe, Oslo, Email: jorn.moe@byte.bbs.no | Fax: (+47) 64866917

Calamus can also output in PCL mode, does anyone know of the accuracy of
PCL ?

Scott

969. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 20:43:27 UTC
From: gruber@austin.ibm.com
Message-ID: <CJn08F.2L8G@austin.ibm.com>
Source record: 195099

I too would like to see a TT group

Scott Gruber
Austin, TX

970. Timeworks 2 for Falcons

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 21:07:50 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan14.211106.2381@inca.comlab.ox.ac.uk>
Source record: 195087

A recent posting stated that Timeworks 2 doesn't work on a Falcon.
Timeworks 2 as distributed on the recent ST Review coverdisk seems to
work on a Falcon if installed for and run in ST Medium.
It does bomb on exit though, so it may not be reliable.

971. Re: Help! Bj200 Driver(s) needed.

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 21:08:45 UTC
From: thopman@uoguelph.ca
Message-ID: <2h71kt$iq@nermal.cs.uoguelph.ca>
Source record: 195083

Greg Sumner (gregs@eskimo.com) wrote:
: I recently bought a Canon Bubble-Jet BJ-200 printer, but I'm having
: trouble printing from several applications.
Still, a very nice printer, though....
: I can get it to work rather well when I'm emulating an Epson LQ, but
: I would rather use this printer in "Canon Mode" so I can get full 360x360
: dpi. However, none of my applications has a driver for this printer.
: Some of them come close, like Calamus 1.09 -- but it's still flakey.
: To make matters worse, the only driver that works correctly with
: Redactuer-3 will only work in Epson-Mode emulations, and it will only
: allow me to print in the Roman font (!).
You _can_ get 360 dpi in Epson mode. However, only some programs will let
me do this (eg. Write On), while others send funny characters...
: SO - If anyone has a driver for the Canon BJ-200 that will work with:
: Calamus 1.09n or Redacteur-3 PLEASE email me a copy, or if you managed
: to get around the emulation problems some how tell me how you did it.
: It's rather frustrating to buy a new printer and find you cannot fully
: use it.
You should be able to use a standard BJ-10 driver. I don't know if these
exist for Calamus or Redacteur, but the Font GDOS BJ-10 driver works great
for me.

THeo

972. UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 21:17:16 UTC
From: jmm73@frmug.fr.net
Message-ID: <1994Jan14.211716.15095@frmug.fr.net>
Source record: 194960

I am looking for a UUCP package for the AtariST (that should work on a Mega STE).

Do you have any references ?

thanks.

Jean-Michel.

973. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 21:46:10 UTC
From: paetau@mits.mdata.fi
Message-ID: <2h73r2$s7b@mits.mdata.fi>
Source record: 195088

In article <s3sA6byhjPg@moacs11>, Waldi Ravens <walra%moacs11@NL.net> wrote:
>In <2h681b$jjj@mits.mdata.fi>, Rasmus Paetau writes:

>It doesn't really matter that the throughput between modems is faster than
>between modem and computer. The modemprotocol combined with RS232 RTS will
>take care that no data is lost.

Yes, but I think the modems would refuse to make a higher connection
rate than the DTE-rate in the first place. At least my modem does
that, if I set the RS-port to eg. 2400 bps, it will never connect at
anything higher than that, whatever the other settings might be. Even
if it would work, it would be a waste to get a modem that is faster
than the computers serial port.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
---

974. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 22:21:10 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCJn4rB.8t0@netcom.com>
Source record: 194967

In article <940107.11701.DOWDLE@delphi.com> DOWDLE@delphi.com writes:
>Hello Gang,
>
> I just wanted to state that since I've been using GENEVA I've grown to
>love my Atari more. With all of the functionality of GENEVA, I don't know
>how anyone could ever consider it "crap." It makes me wonder if the person
>who called it so... if they every actually used it... and if so... if they
>had any documentation... as there have been many times I've heard people
>call a piece of software (and NOT just on the Atari platform) crap simply
>because they weren't smart enough to buy the package with the benefits of
>documentation.

Even though Al Fasoldt did an excellent job on the documentation, you
really don't need it. I and a few others beta-tested Geneva without
documentation for many months; it's one of the easiest programs to use.
His documentation makes it that much better.

The person you're referring to (in the quote) hasn't really used Geneva.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

975. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 23:07:49 UTC
From: healy@nosc.mil
Message-ID: <1994Jan14.230749.10326@nosc.mil>
Source record: 194951

In article <CJMzD6.Jxp@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>>How do we know what you're going on about if you don't quote something!? :)
>>(At least a decent 'Re: ....' 8-)
>
>Sorry about that I was trying to keep my postings somewhat brief. I'll
^^^^^

With that .sig, none of your postings will ever be "brief" :-)

>endeavour to include just a little more to make sure the thread can be
>followed.
>
>==
>= .---. Atari .----------- = Post.....: Daron M. Brewood =
>= / \ __ / ------ = 7, Crescent Road, Portwood, =
>= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
>= ////// ' \/ ` --- = United Kingdom. =
>= //// / // : : --- = Fax......: +44 (061) 429-9803 =
>= // / / /` '-- ==
>= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
>= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
>= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
>= ''`` = Fido.....: 2:255/401.0@fidonet.org =
>= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
>==
>

Mike Healy

healy@nosc.mil

976. Ghostscript 2.61 uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 23:40:29 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2h7ahd$9ki@geraldo.cc.utexas.edu>
Source record: 194952

Hi,

Ghostscript 2.61 source and executables (for the 68000) are now
available from atari.archive in the Gnustuff/Tos/Ghostscript directory.
Fonts can be obtained from ftp.cs.wisc.edu, prep.ai.mit.edu, ftp.uu.net,
or other unix software sites. For the uninitiated, Ghostscript is the
GNU project's PostScript language interpreter. It can be used to display
PostScript on the screen, or to print PS to non-PS printers.

Would anyone like to volunteer to compile and upload an executable for
the 030 machines? I don't have enough time or diskspace to do this
myself. By the way, what happened to the 030 executable of 2.52 that was
at ftp.uni-stuttgart.de?

I will maintain another copy of GS on lifshitz.ph.utexas.edu in
pub/atari/ghostscript, for those who have trouble getting to
atari.archive. I suspect that most GS users long ago got the beta
version of 2.61 from lifshitz.

The main difference between this version and the last beta release of
2.61 is that 16-bit color has been redone, and seems to now work
properly. Please let me know if you have hardware on which 16-bit color
does not work. I also included a deskjet 550c driver, which was
requested by several users.

Atari GS 2.61 now has a true GEM interface, although the text window is
a bit slow and still has a quirk or two. I will try to improve these
things in later releases. This code is not as polished or as organized
as I would like, but I haven't had alot of free time lately. GemGS (a
gem shell for GS) has not been updated to work seamlessly with GS 2.61,
but gemGS 1.3 should be usable if you disable the "windows" option
(within gemGS).

GS 3.0 is estimated to arrive in about 5 weeks, at which time I will
begin work on that. It is supposed to have full level 2 support.

-Tim Gallivan
timg@landau.ph.utexas.edu

977. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-14 23:50:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJn8vt.6Gy@cix.compulink.co.uk>
Source record: 194979

In message <2h2v9n$7k8@uniwa.uwa.edu.au>, mjuschke@tartarus.uwa.edu.au said:

>With a 9600 baud fax, however, it seems to mind if I have QuickST and
>BeforeDawn running on my MST2. For some reason, they steal enough time
>to stuff up fax receptions at 9600.

I also found that QuickST causes problems with MIDI input.

Ofir ogal@cix.compulink.co.uk

978. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 00:28:16 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJnAn4.7nx@cix.compulink.co.uk>
Source record: 194980

> I'm !_NOT_! advocating that someone post publicly, for mass
>consumption... the bins... but it would be nice if they were available on
>a - I tried days worth of effort but couldn't figure it out - request.

I know what you mean. I had to compile 1.04 myself and it took a lot of
effort. I'm stuck on 1.08. I can compile a MiNT kernel, but not an MTOS
kernel.

The problem with your request is that although many people agree with it,
nobody wants to stick their neck out and publically break one of Atari's
conditions.

:-(

Roland

@CiX

979. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 00:28:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJnAn7.7ot@cix.compulink.co.uk>
Source record: 194981

>For those who are having such a hard time with MiNT 1.08, and are asking for

>purchase a copy of MultiTOS. It is, after all, what you are really asking

But is MTOS actually shipping with MiNT 1.08? I have a legal copy of MTOS
but it is only MiNT 1.04 / AES 4.00. There doesn't seem to be any official
upgrade to this yet in the UK at least.

Roland.

@CiX

980. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 00:28:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJnAn9.7pE@cix.compulink.co.uk>
Source record: 194982

> Personally I don't see why Atari can't release later binaries for
>MiNT which will *only* run under MultiTOS.

I quite agree, except I'm sure I've seen a little patch program which can
take an MTOS kernel and force it to load the AES from ROM.

:-(

Roland.

981. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 00:50:16 UTC
From: ofir.gal@f998.n3603.z1.fidonet.org
Message-ID: <584_9401240848@dswhq.omahug.org>
Source record: 194294

From: ogal@cix.compulink.co.uk ("Ofir Gal")
Date: Fri, 14 Jan 1994 23:50:16 GMT

In message <2h2v9n$7k8@uniwa.uwa.edu.au>, mjuschke@tartarus.uwa.edu.au said:

>With a 9600 baud fax, however, it seems to mind if I have QuickST and
>BeforeDawn running on my MST2. For some reason, they steal enough time
>to stuff up fax receptions at 9600.

I also found that QuickST causes problems with MIDI input.

Ofir ogal@cix.compulink.co.uk

982. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 01:28:16 UTC
From: roland.givan@f998.n3603.z1.fidonet.org
Message-ID: <585_9401240848@dswhq.omahug.org>
Source record: 194286

From: rgivan@cix.compulink.co.uk ("Roland Givan")
Date: Sat, 15 Jan 1994 00:28:16 GMT

> I'm !_NOT_! advocating that someone post publicly, for mass
>consumption... the bins... but it would be nice if they were available on
>a - I tried days worth of effort but couldn't figure it out - request.

I know what you mean. I had to compile 1.04 myself and it took a lot of
effort. I'm stuck on 1.08. I can compile a MiNT kernel, but not an MTOS
kernel.

The problem with your request is that although many people agree with it,
nobody wants to stick their neck out and publically break one of Atari's
conditions.

:-(

Roland

@CiX

983. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 01:28:19 UTC
From: roland.givan@f998.n3603.z1.fidonet.org
Message-ID: <586_9401240848@dswhq.omahug.org>
Source record: 194264

From: rgivan@cix.compulink.co.uk ("Roland Givan")
Date: Sat, 15 Jan 1994 00:28:19 GMT

>For those who are having such a hard time with MiNT 1.08, and are asking for

>purchase a copy of MultiTOS. It is, after all, what you are really asking

But is MTOS actually shipping with MiNT 1.08? I have a legal copy of MTOS
but it is only MiNT 1.04 / AES 4.00. There doesn't seem to be any official
upgrade to this yet in the UK at least.

Roland.

@CiX

984. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 01:28:20 UTC
From: roland.givan@f998.n3603.z1.fidonet.org
Message-ID: <587_9401240848@dswhq.omahug.org>
Source record: 194277

From: rgivan@cix.compulink.co.uk ("Roland Givan")
Date: Sat, 15 Jan 1994 00:28:20 GMT

> Personally I don't see why Atari can't release later binaries for
>MiNT which will *only* run under MultiTOS.

I quite agree, except I'm sure I've seen a little patch program which can
take an MTOS kernel and force it to load the AES from ROM.

:-(

Roland.

985. Zyxel & USR

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 01:39:02 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2h7hfm$j8j@u.cc.utah.edu>
Source record: 194953

I have a few questions about higher speed modems. I have seen both Zyxel and U.S. Robotics selling modems in 16.8k and 19.2k bps modulation, but are these compatible with each other? That is, could a USR and Zyxel be connected to each other at 16.8k or 19.2k? If so, does this mean Zyxel modems use HST? And what does HST stand for? Also another question, about the new USR v.32 Terbo that connects at 21.6k, is Terbo another USR proprietary modulation? And what is going to be the official V.FAST speed? 34k? (Since Hayes and Rockwell have come up with their own 28.8k standard) Sorry to ask stupid questions but I'm more than a little confused. Not that I'm going to buy any of these, but I'm curious.
--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

986. Re: Falcon Accessories?

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 01:41:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2h7hke$3k4@golem.wcc.govt.nz>
Source record: 194958

Does anyone know if the util's for the Falcon to read Amiga and/or
Mac' disks ever surfaced? (Requires MTOS from memory).

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

987. HARD DRIVE

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 01:44:52 UTC
From: ETAT@delphi.com
Message-ID: <940114.74692.ETAT@delphi.com>
Source record: 194954

Looking for a good used hard drive over 65 Megs at a reasonable price.
Needs to be external and ready to plug into computer and go....reasonablly
priced. Unit will be used on either a MegaSt or a 1040St...only reasonable
offers considered.

988. UseNet-Help

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 01:47:53 UTC
From: ETAT@delphi.com
Message-ID: <940114.74873.ETAT@delphi.com>
Source record: 194955

Can anyone tell me what the new proceedure is for reading messages in one area at a time now since they have changed the format. You used to be able to select a message number, read it, then select another message number as needed. Now it appears that you have to exit after each message and re-enter the area you want to read in again....or am I missing something?

989. help

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 01:49:49 UTC
From: ETAT@delphi.com
Message-ID: <940114.74989.ETAT@delphi.com>
Source record: 194957

Disregard my request for help in the message bases here, finally figured it out..Hafa Adai!!!!

990. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 01:53:23 UTC
From: Lexicor@world.std.com
Message-ID: <CJnEL0.Eur@world.std.com>
Source record: 194956

In article <CJn08F.2L8G@austin.ibm.com>, Gruber <gruber@austin.ibm.com> wrote:
>
>I too would like to see a TT group
>
>Scott Gruber
>Austin, TX

I am not sure that is such a good idea..., though I too would like to it,
I would much rather suggest to just give c.s.a.st a broader title i.e.

How 'bout a mailing list?

Yat

991. GEMBench 3.40

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 02:40:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJnGro.CFJ@cix.compulink.co.uk>
Source record: 194983

I have just uploaded GEMBench v3.40 to ftp.tu-clausthal.de

Rather than bore you with details, I'll just say that this version has
many new features and I have also fixed the save and print bug of v3.30.

I have already started work on v4.00 which will make GEMBench a truely
unique benchmarking system for TOS computers.

Ofir ogal@cix.compulink.co.uk

992. XControl (was Re: Calculator Accessory???)

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 03:09:12 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.1cH25wilotQ@yonder.equinox.gen.nz>
Source record: 194961

In <jonal.1489.2D3566E2@dhhalden.no>, JON ARVID LOVSTAD writes:
>>Check out ProCalc (should be on atari.archive)... I use it in any res
>>(it's a pity I'm limited to ST resolutions), though it is rather large.
>
>The German SciCalc accessory is also very good (and quite large). I got
>another one with MTOS which might be ProCalc, I use it so seldom. There's a
>decent one for the XControl Panel as well.

Hmm... maybe I need a new XControl, I find the thing to be so buggy,
it bombs a lot when I exit it.
Are there different versions of it? Does anyone else have problems
with it?

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

993. Re: Quieten my noisy hard disk

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 03:24:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2h7nlu$5c4@mailer.fsu.edu>
Source record: 194959

fountad@vax.sbu.ac.uk wrote:
> I've got an old Power Computing 900 hard disk (looks like a grey brick
> with two lights on the front) which I've had for a couple of years.
> Its noisy. I've slowed the fan down with a resitior in the power line,
> cut the slits from the fan air intake to leave a big hole, mounted the fan
> on rubbery things, etc, but it still makes a racket. I'd like to do
> away with the fan altogether, but don't know if this would be healthy for it.
> The fan cools a circuit, which must be the Atari to SCSI adaptor (I don't know
> much about these things) which does seem to get pretty hot.
> Does anyone know if I can do away with the fan without causing damage?
> Perhaps a bigger case with lots of ventilation holes would be enough?

No fan == bad idea.

However, there is an easier way. Simply purchase a high quality fan ("high quality" for a fan means "quiet"). You can find wafer fans for $5-$20. The more money you pay, the quieter they get. The first fan I had in my unit was loud as hell. When I called the company to return it, they hastily Fed-Ex'ed me a different (more expensive) fan. I stuck it in, and have no complaints. I was amazed at the difference. I could tell the new fan was a much better unit just from looking at it (epoxy filled motor cavity, precise mold lines, etc.). Unfortunately, I cannot remember the name of the fan manufacturer. Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

994. GEMBench 3.40

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 03:40:36 UTC
From: ofir.gal@f998.n3603.z1.fidonet.org
Message-ID: <588_9401240848@dswhq.omahug.org>
Source record: 194295

From: ogal@cix.compulink.co.uk ("Ofir Gal")
Date: Sat, 15 Jan 1994 02:40:36 GMT

I have just uploaded GEMBench v3.40 to ftp.tu-clausthal.de

Rather than bore you with details, I'll just say that this version has
many new features and I have also fixed the save and print bug of v3.30.

I have already started work on v4.00 which will make GEMBench a truely
unique benchmarking system for TOS computers.

Ofir ogal@cix.compulink.co.uk

995. Gemulator 3.02 (Was: Gemulator Answers)

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 03:40:42 UTC
From: darekm@microsoft.com
Message-ID: <CJnJJx.Kqx@microsoft.com>
Source record: 194412

In article <2gkjo2$s1g@cnn.sim.es.com> gbennett@friendly.sim.es.com (Greg Bennett) writes:
>
>
>In article <1994Jan3.161122.8371@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>In article 13242@oclc.org, scruggs@oclc.org (Kevin E. Scruggs) writes:
>>> Does anyone here have an internet email address for Darek Mihoka
>>>or BRA Software?
>>>
>>> Also, is anyone here currently using the GEMulator? I'd like some
>>>genuine product info...

I'd like to thank John and Greg for answering Kevin's questions while
I was away over the holidays. A couple of things that were said need some
further clarification since Gemulator 3.02 (which is the currently shipping
version) has some improvements that are not documented in the ads and
newsletter.

By the way, before I get a bunch of mail from 3.0 users saying "what's this
about 3.02", upgrade notices have just been dropped in the mail that give
all the details. As this is a maintenance upgrade it is _extremely_ cheap
if you already own Gemulator 3.00.

First of all, Kevin asked about memory consumption. Gemulator 3.02 uses
almost 1 megabyte LESS memory than Gemulator 3.00. In other words, given
the same setup, Gemulator 3.02 leaves a meg of memory left over, so you
don't have to strip everything out of your CONFIG.SYS file and AUTOEXEC.BAT
file if you were low on memory before.

Similarly, whereas Gemulator previously required a PC with a minimum of
4 megabytes of RAM, it now only requires a 3 megabyte PC. You get all the
speed of Gemulator 3.00, it just takes a lot less memory.

Second, Gemulator 3.02 does not require a hard drive. The whole executable
program fits on and runs from a 720K floppy, so it can be used now on PCs
that have no hard disk whatsoever.

Thus the minimum memory hardware requirements for running Gemulator are
now simply: 386/486 based PC, 720K or 1.44 M floppy disk, 3 meg RAM, VGA card.

Third, for people that do use the hard disk, Gemulator 3.02 now gives you
access to all DOS partitions smaller than 32 megabytes. Gemulator 3.00 was
limited to accessing drives C: D: E: and F: only. So if you have a really
big hard disk and had tons of partitions past F:, Gemulator can now access
them.

Also, the HDX hard disk driver can now be installed on and autobooted from
any of the DOS partitions other than C:. You do not need to use a virtual

drive any more if you want autobooting.

There are several other bug fixes in 3.02 that are described in the upgrade notice, so feel free to call me at 206-369-5513 weekday mornings if you need clarification on anything or you want to upgrade.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

996. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 05:08:02 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2h7tni$mn6@terminator.rs.itd.umich.edu>
Source record: 194962
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 3269 Jan 10 09:38 ./Archivers/0index
-rw-r--r-- lenn 135168 Jan 10 09:36 ./Archivers/stzip24.tos
-rw-rw-r-- weiner 1206091 Jan 11 10:36 ./Gnustuff/Tos/Gcc/gcc257b.zoo
-rw-rw-r-- weiner 55087 Jan 11 10:36 ./Gnustuff/Tos/Gcc/gcc257s.zoo
-rw-r--r-- entropy 12124 Jan 11 10:37 ./Gnustuff/Tos/0index
-rw-rw-r-- entropy 7183 Jan 11 16:20 ./Mint/0index
-rw-rw-r-- weiner 92058 Jan 11 15:53 ./Mint/Network/net-021.tgz
-rw-rw-r-- weiner 244824 Jan 11 15:53 ./Mint/Network/term-108.tgz
-rw-rw-r-- weiner 2183 Jan 11 16:24 ./Falcon/snd_thru.zip
-rw-r--r-- dpz 3734 Jan 11 16:27 ./Falcon/0index
-rw-rw-r-- weiner 382186 Jan 12 14:07 ./Gnustuff/Tos/Ghostscript/gs261b.zoo
-rw-rw-r-- weiner 76028 Jan 12 14:07 ./Gnustuff/Tos/Ghostscript/gs261s.zoo
-rw-rw-r-- weiner 426014 Jan 12 14:07 ./Gnustuff/Tos/Ghostscript/ps_picts.zoo
-rw-rw-r-- weiner 968 Jan 12 14:10 ./Gnustuff/Tos/Ghostscript/0readme
-rw-r--r-- entropy 12049 Jan 12 14:12 ./Gnustuff/Tos/0index
-rw-rw-r-- entropy 7238 Jan 12 15:35 ./Mint/0index
-rw-r--r-- weiner 298781 Jan 12 15:34 ./Mint/Shells/zsh231b.tgz
-rw-r--r-- 20867 13824 Jan 12 16:28 ./Utilities/read_txt.lzh
-rw-r--r-- 20867 71601 Jan 12 16:36 ./Utilities/runner.lzh
-rw-rw-r-- entropy 23109 Jan 12 16:38 ./Utilities/0index
-rw-r--r-- lenn 160700 Jan 12 09:26 ./Telecomm/gszrz228.lzh
-rw-r--r-- weiner 6428 Jan 12 09:29 ./Telecomm/0index
-rw-r--r-- 20867 6299 Jan 12 16:32 ./Programming/rsc_view.lzh
-rw-r--r-- weiner 4556 Jan 12 16:33 ./Programming/0index
-rw-r--r-- molin 323670 Jan 8 10:44 ./Graphics/Gemview/gvw_v301.pax
-rw-r--r-- molin 10490 Jan 13 00:29 ./Graphics/Gemview/gvwfax03.lzh
-rw-r--r-- molin 42960 Jan 12 04:17 ./Falcon/bckw241.tos
-rw-r--r-- dpz 3731 Jan 13 00:35 ./Falcon/0index
-rw-r--r-- 20867 14860 Jan 14 13:05 ./Archivers/cruncher.lzh
-rw-r--r-- 20867 52226 Jan 14 13:07 ./Archivers/decompre.lzh
-rw-rw-r-- entropy 3365 Jan 14 13:07 ./Archivers/0index
-rw-r--r-- 20867 5547 Jan 14 12:54 ./Cli/cpp2.lzh
-rw-rw-r-- weiner 824 Jan 14 12:54 ./Cli/0index
-rw-r--r-- 20867 7469 Jan 14 12:32 ./Diskutils/certify.lzh
-rw-r--r-- 20867 11919 Jan 14 12:35 ./Diskutils/chekdisk.lzh
-rw-r--r-- 20867 22528 Jan 14 12:37 ./Diskutils/chkdisk.lzh
-rw-r--r-- 20867 6856 Jan 14 12:40 ./Diskutils/compare.lzh
-rw-r--r-- 20867 11652 Jan 14 12:46 ./Diskutils/compcopy.lzh
-rw-r--r-- 20867 7273 Jan 14 12:51 ./Diskutils/contents.lzh
-rw-rw-r-- entropy 8150 Jan 14 12:51 ./Diskutils/0index
-rw-rw-r-- entropy 7325 Jan 14 13:20 ./Mint/0index
-rw-r--r-- 20867 50209 Jan 14 13:18 ./Mint/Utilities/stcron4.lzh
-rw-r--r-- 20867 33937 Jan 14 13:19 ./Mint/Utilities/stelm3.lzh
```

```
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

997. Re: Atari jaguar

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 08:51:55 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan15.085155.23481@mnemosyne.cs.du.edu>
Source record: 194965

In article <VqH3Fc2w165w@sys6626.bison.mb.ca>,
eva crouse <redhead@sys6626.bison.mb.ca> wrote:
> The Atari JAGUAR STALKS WINNIPEG!
>
> --------------------------------
>
> This FANTASTIC 64bit console system is priced at $357.00.
>
> The JAGUAR comes with CYBORMORPH packed in game and a 17
>
> button joypad controller.

Or, you can buy from any other store in the contry for the list price
of $250 (Like the Good Guys in calif, or order through your local
Babbages).

>
> -------------------------
>
> Game Cartridges available now are:
>
> Raiden.....$69.00 Crescent Galaxy....$69.00 Dino Dudes..$69.00
>

Ack - each game priced at $20 above list price!!!!!!!

> Checkered Flag II Racing is slated for January release....$79.00

Perhaps, I would guess list on this to be about $20 lower as well.

>
> We are now taking orders! Please call COMPU WARE at XXX-XXX-XXXX

Please don't! Number deleted to protect the innocent.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

998. Re: Falcon030 recording

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 09:00:56 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan15.090056.23818@mnemosyne.cs.du.edu>
Source record: 194966

In article <CJM0B0.AIE@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>Or you could use some attenuators inline. Tandy in the States do a vesion,
>which I've not been able to locate in the UK. The 40db attenuators reduded
>the signal nicely for me. I've now switched over to using a variable input
>module made up for me by a friend. That allows me to reveive different
>source sounds from the TV, video, tuner, tape, record deck, or CD, works
>well enough.

Just a warning to others - attenuators did nothing for me, I tried
everything from rolling my own to buying Radio Shack ones. The only
thing that worked on my Falcon was the Magical Ground Loop Isolator,
availiable at you local Radio Shack for a mere $10.

With it, I just sampled about 52MB worth of Star Wars, Empire Strikes
Back, and Return Of The Jedi AVR clips in wonderful 25MHZ 16-bit stereo
sound. Now, I just have to whittle them down a bit, buy 16MB of
memory, then perhaps I can use a few as system sounds.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

999. Re: Atari jaguar

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 11:42:22 UTC
From: Lexicor@world.std.com
Message-ID: <CJo5un.2sn@world.std.com>
Source record: 194968

Hi Kendall,

I am not sure...so I will be careful with this Post....however I am assuming that the fellow from Winnipeg, seeing that the *.ca indicating Canadian Residence is quoting..infact Canadian Prices...if that is so, then the prices aren't that bad afterall, nothing groundbreaking of course :)

Take Care...with reading...it's earyl morning isn't it? ;) <grin>

Cheers

Yat

--
* Email to: Lexicor@world.std.com | Full sig available via private email! *
* --*

1000. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 11:44:33 UTC
From: Lexicor@world.std.com
Message-ID: <CJo5yA.2wH@world.std.com>
Source record: 194969

Hi!

We've got (especially now!) an atari binaries group to post just exactly your last post... <grin> <hint> <nudge> <wink>

Yat

--
* Email to: Lexicor@world.std.com | Full sig available via private email! *
* --*

1001. Re: Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 11:55:30 UTC
From: d91jer@Minsk.docs.uu.se
Message-ID: <2h8lji$ej4@corax.udac.uu.se>
Source record: 194970

ekl@sdf.lonestar.org (Evan K. Langlois) writes:

>Hey guys! Don't go blowing up your Lynx.

>An AdSpeed is only $100 and its much easier to install in an ST (especially
>since you would need a cache because the bus needs to be at 8Mhz). The
>Lynx is .. Hmm .. I don't know what processor. I thought a 68000, but
>perhaps its a 6502 like someone else said (that I find hard to swallow since
>the Lynx is 16 bit - I guess it could be a 65816 or whatever that 16-bit 6502
>is called).

The CPU is a 4 MHz 6502. It's the graphics processor that it 16 bit. RJ Mical stated that the reason that the Lynx has a 6502 and not a 68000 as CPU is that the 68000 wouldn't be very much faster, but the amount of code needed would be about three times as large.

Grtz...
Johan Eriksson
d91jer@minsk.docs.uu.se

Lynx owner - and PROUD of it! :-D

1002. Re: Lynx 68000 chip :-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 12:55:30 UTC
From: johan.eriksson@f998.n3603.z1.fidonet.org
Message-ID: <596_9401240848@dswhq.omahug.org>
Source record: 194283

From: d91jer@Minsk.docs.uu.se (Johan Eriksson)
Date: 15 Jan 1994 11:55:30 GMT

ekl@sdf.lonestar.org (Evan K. Langlois) writes:

>Hey guys! Don't go blowing up your Lynx.

>An AdSpeed is only $100 and its much easier to install in an ST (especially
>since you would need a cache because the bus needs to be at 8Mhz). The
>Lynx is .. Hmm .. I don't know what processor. I thought a 68000, but
>perhaps its a 6502 like someone else said (that I find hard to swallow since
>the Lynx is 16 bit - I guess it could be a 65816 or whatever that 16-bit 6502
>is called).

The CPU is a 4 MHz 6502. It's the graphics processor that it 16 bit. RJ Mical
stated that the reason that the Lynx has a 6502 and not a 68000 as CPU is that
the 68000 wouldn't be very much faster, but the amount of code needed would be
about three times as large.

Grtz...
Johan Eriksson
d91jer@minsk.docs.uu.se

Lynx owner - and PROUD of it! :-D

1003. Re: Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 16:09:12 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CJol7E.8A1@cbnewse.cb.att.com>
Source record: 194973

In <H.eg.PIktu2SeleE@yonder.equinox.gen.nz>, Craig Shore writes:
> Anyone know where I can find a Calculator Accessory that will work
> on an STE in hi-res???

You might want to check out Min Cal from Debonair Software, POBox
521166, Salt Lake City, UT 8415-1166. From the ad in Current Notes-
$15. Its a very capable scientif calculator. Wayne

1004. Re: Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 17:09:12 UTC
From: wayne.a.booth@f998.n3603.z1.fidonet.org
Message-ID: <57d_9401240848@dswhq.omahug.org>
Source record: 194274

From: trek@cbnewse.cb.att.com (wayne.a.booth)
Date: Sat, 15 Jan 1994 16:09:12 GMT

In <H.eg.PIktu2SeleE@yonder.equinox.gen.nz>, Craig Shore writes:
> Anyone know where I can find a Calculator Accessory that will work
> on an STE in hi-res???

You might want to check out Min Cal from Debonair Software, POBox
521166, Salt Lake City, UT 8415-1166. From the ad in Current Notes-
$15. Its a very capable scientif calculator. Wayne

1005. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 17:28:26 UTC
From: walra@moacs11
Message-ID: <z2U1pGVA0hM@moacs11>
Source record: 194976

In <2h73r2$s7b@mits.mdata.fi>, Rasmus Paetau writes:

> In article <s3sA6byhjPg@moacs11>, Waldi Ravens <walra%moacs11@NL.net> wrote:
> >It doesn't really matter that the throughput between modems is faster than
> >between modem and computer. The modemprotocol combined with RS232 RTS will
> >take care that no data is lost.
>
> Yes, but I think the modems would refuse to make a higher connection
> rate than the DTE-rate in the first place. At least my modem does
> that, if I set the RS-port to eg. 2400 bps, it will never connect at
> anything higher than that, whatever the other settings might be.

You made me curious, so I did the test. My USR 14K4 dual standard modem does connect at V.32bis (14400 bps) even if I set the RS232 baudrate as low as 1200.

The only reason I can see for a modem to drop back to the RS232 speed, is when the modem connection does not use any protocol, since then data would be lost constantly. Anything else is IMO a bug in the ROM's, and should be reported to the manufacturer.

> Even
> if it would work, it would be a waste to get a modem that is faster
> than the computers serial port.

The serial port is easily upgraded, and according to the HSMOD1 and HSMODA (by Harun Scheutzow (?sp)) documentation even an *8MHz* ST is capable of flawlessly receiving data at 57600 bps. Or you might at some point decide to upgrade to a Falcon or TT, which are capable of handling 76800 bps (and probly more) without any hardware modification or special drivers.

Regards,
Waldi (walra%moacs11@nl.net)

1006. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 18:14:26 UTC
From: walra@moacs11
Message-ID: <EAHD6BLMJR6@MOACS11>
Source record: 194977

In <CJnEL0.Eur@world.std.com>, Yat W Siu writes:

> In article <CJn08F.2L8G@austin.ibm.com>, Gruber <gruber@austin.ibm.com> wrote:
>>I too would like to see a TT group
>
> I am not sure that is such a good idea..., though I too would like to it,
> I would much rather suggest to just give c.s.a.st a broader title i.e.

If you look at the .st part of the name as a reference to a line of computer models, than the current name describes the contents quite well. IMO the ST, MegaST, STe, MegaSTe, TT030 and Falcon030 all belong to the same line, the MSDOS compatibles that Atari once produced do *not* fit in that same line (completely different hardware and os).

If it turns out to be necessary to split c.s.a.st (I don't think it is yet) I would not wanna see a system based split, but rather...

comp.sys.atari.st.misc
comp.sys.atari.st.games
comp.sys.atari.st.hardware
comp.sys.atari.st.programmer

...or something along that line.

Regards,
Waldi (walra%moacs11@nl.net)

1007. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 18:28:26 UTC
From: walra%moacs11@nl.net
Message-ID: <581_9401240848@dswhq.omahug.org>
Source record: 194298

From: walra@moacs11 (Waldi Ravens)

1008. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 18:49:13 UTC
From: boyd@math.fsu.edu
Message-ID: <57e_9401240848@dswhq.omahug.org>
Source record: 194280

From: boyd@gauss.math.fsu.edu (Mickey Boyd)
Date: 15 Jan 1994 17:49:13 GMT

1009. Need a New Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 18:54:05 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <199401151854.NAA08444@magnusug.magnus.acs.ohio-state.edu>
Source record: 194974

Well, after many years of faithful service, my internal floppy drive on my Mega has finally bit the big one (could this be due to all that aluminum foil I had wrapped around it to shield it enough for the Spectre GCR to work? Nahhh!-)

I need to replace it with a drive that is known to be Spectre GCR compatible, I understand some are not. Please suggest any brands you know of and any modifications that are necessary to make them work properly. I would prefer not to modify the case, but won't balk if it is necessary.

Thanks for any advice you may have!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

1010. Re: Jaguar UK release date?

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 19:05:58 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <758693702.0@mettav.royle>
Source record: 195000

On 10 Jan 94 at 13:31:05 (Mike Pass) wrote the following:

> Anyone know when the Jaguar is going to be available in the UK?
> Coz I WANT one!

The first limitied batch has already gone AFAIK, about 80 were sold in an HMV London store. AIUI all the rest are gone, which is a shame because a friend of mine wanted to get one.

As for the proper full scale (if there is such a thing when talking about Atari ;-) release is March 15th IIRC.

From a message yesterday I read the game Cybermorph is good but not that good, ie. poor use of colour, not very gripping.

The jaguar boot up sequence however is supposed to be pretty good, as far as boot up sequences go, lots of graphics and stuff.

-Paul-

--
~=~=~=

1011. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 19:14:26 UTC
From: walra%moacs11@nl.net
Message-ID: <582_9401240848@dswhq.omahug.org>
Source record: 194263

From: walra@moacs11 (Waldi Ravens)

1012. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 19:44:20 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2h9h2k$8pu@golem.wcc.govt.nz>
Source record: 194975

What actually is the difference between pre-emptive multitasking and
whatever it is Geneva/MTOS does!?

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1013. Need a New Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 19:54:05 UTC
From: panjandrum@f998.n3603.z1.fidonet.org
Message-ID: <57f_9401240848@dswhq.omahug.org>
Source record: 194265

From: dhbutler@magnus.acs.ohio-state.edu (Panjandrum)
Date: 15 Jan 1994 13:54:05 -0500

1014. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 20:44:20 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <580_9401240848@dswhq.omahug.org>
Source record: 194266

From: wells_s@ix.wcc.govt.nz (Steve Wells)
Date: 15 Jan 1994 19:44:20 GMT

1015. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 21:24:56 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CJowtK.Dsx@dscomsa.desy.de>
Source record: 194978

> The serial port is easily upgraded, and according to the HSMOD1 and HSMODA
> (by Harun Scheutzow (?sp)) documentation even an *8MHz* ST is capable of
> flawlessly receiving data at 57600 bps. Or you might at some point decide
> to upgrade to a Falcon or TT, which are capable of handling 76800 bps (and
> probly more) without any hardware modification or special drivers.

Sure - but you will need a telecoms package, that is supporting the
fast features of HsModA. Currently this is Coma (Fax), GSZRZ (Z-Modem)
and CoNnect (Terminal Software).

Wolfgang

1016. Re: Fantasy Wargames

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 22:05:37 UTC
From: annmarie@apanix.apana.org.au
Message-ID: <2h9pbh$bt8@olivaw.apanix.apana.org.au>
Source record: 194867

Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com> writes:

>Actually, there are quite a few, but whether they're still available is the
>real question. Some examples are...
> Hillsfar, an AD&D Forgotten Realms adventure
> Sorceror Lord, a fantasy based wargame (hexmaps and everything)
> Paladin, a fantasy based wargame (tactical level)
>and probably others that I never saw...
>
>It's not much information, but it's a start. <g>

I suppose there's always Nethack :)

Kerick
--
"Good heavens, Miss Sakamoto,
You're beautiful!"

1017. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-15 22:24:56 UTC
From: wolfgang.wander@f998.n3603.z1.fidonet.org
Message-ID: <583_9401240848@dswhq.omahug.org>
Source record: 194278

From: wwc@dxhrb1.cern.ch (Wolfgang Wander)

1018. MALLOC HELP (GOAL! PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 00:03:32 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.758678612@hosta>
Source record: 195034

Oh calamity! GOAL! has problems with certain (new?) versions of TOS.

What happens is it crashes on some of the menus, producing error colour bars (Black, Brown, Black). This is due to the failure to allocate memory for an 'icon' (box) in the menus (about 70 bytes). This is even when there is 1/2 MB left!

Research revealed that it is not the memory that has run out, but that TOS can only handle a certain number of memory allocations (my guess is about 300). I beleive the limit was higher for other versions of TOS. The menu system probably needs 400.

The question is, is there a way round this? Is it possible to reconfigure the memory allocation system? Or do I have to work around the problem by rewriting parts of my code?

Anyway, an update of the ST version should become available when this and some other problems have been sorted out. I will keep you informed here.

Meanwhile, any help with the above problem would be appreciated.

TIA,

Dino Dini

--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"The opinions expressed here *are* those of the company... we are the company."

1019. Re: About .signatures...

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 00:35:58 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <758741470.0@mettav.royle>
Source record: 195022

On 12 Jan 94 at 09:38:03 (-Unknown-) wrote the
following:

|>> And may I remark that standard netiquette also says that such kind
of
> comments
|>> on other peoples posting should be done by private mail?
|>>
> I thought your original post was entirely reasonable and well
phrased.
> No flames or abuse of any kind just a polite notice. I must admit,
even
> with a 5 line sig it made my ears burn just a little bit :-)

The other problem I have is with lines that are too long, for instance when
some people quote and it overwraps
horribly.

My InterNet/UseNet feed comes through my point system (from a BBS), my msg
editor will only display 76 columns due to the right hand scoll bar (without
wrapping), so for instance your .sig wraps horribly.

It would help if people kept their text to <76 columns, although I guess this
is my problem rather than yours and doesn't exactly cost me anything, just
looks worse. ;-)

ATB, -Paul-

--
~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / | \
~=~
Serious computing? Subscribe to ST Applications! (Mail me for more info...)

* Origin: Paul's Point [InterNet/UseNet] London/Surrey UK (100:1011/0.1)

1020. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 00:55:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ha39r$p2s@mailer.fsu.edu>
Source record: 194984

Waldi Ravens (walra@moacs11) wrote:
> The serial port is easily upgraded, and according to the HSMOD1 and HSMODA
> (by Harun Scheutzow (?sp)) documentation even an *8MHz* ST is capable of
> flawlessly receiving data at 57600 bps. Or you might at some point decide
> to upgrade to a Falcon or TT, which are capable of handling 76800 bps (and
> probly more) without any hardware modification or special drivers.

Damn, does an English translation of the docs to this great program exist?
Pumping up serial speed interests me a lot! Any volunteers?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1021. MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 01:08:18 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <758701982.AA02927@byte.bbs.no>
Source record: 194998

>Mag!x is a pre-emptive multi-tasking system for the ST/TT that is actu
>faster than TOS. VERY NICE and HIGHLY RECOMMENDED.

Does Mag!x contain a replacment desktop, like Gemini or Neodesk.
Can it multitask both Tos and Gem program, or does one need MTOS or
GENEVA for that?

1022. ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 01:14:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ha4db$p2s@mailer.fsu.edu>
Source record: 194985

[I posted this to comp.sys.atari.st.tech, and thought it might be of
interest here]

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
>
> As for magazines, I haven't seen a hardcopy ST magazine in probably
> six months over here in the U.S., and even that was an import from
> Europe. Atari Explorer Online is really the only source of useful
> information for many of us (and STReport, for those who like that
> slant on the news :-)

I have been a longtime subscriber to Current Notes here in the states, and
find it invaluable. It is a great magazine, and IMHO every US ST'er should
have a subscription. I cannot count the times I have responded to "where can
I buy this" posts by simply looking at the ads in the latest Current Notes.
Ditto for "where can I get my Atari XXX fixed" posts. They maintain an
excellent PD library, and publish good articles. A large portion of each
issue consists of product reviews. This magazine does not have a "everything
is rosy" attitude toward reviews. If a product sucks, the review says so.
This kind of honesty is refreshing in a computer magazine. Finally, Dave
Small (Spectre Mac emulator, SST 680x0 upgrade) is a regular columnist.

So, if you want to keep up with ST stuff, get Current Notes. A year
subscription is $27. The address is:

CN Subscriptions
122 N. Johnson Rd.
Sterling, VA 20164
(703)450-4761

If you would like to see a sample issue, I'm sure Toad computers would sell
you one for the regular cover price plus postage. Their number is
1-800-448-TOAD. So, exercise your credit card and check out an issue.

I have no connection with CN, other than as a satisfied customer.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1023. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 01:19:37 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Jan16.011937.17288@news.csuohio.edu>
Source record: 194986

In article <CJnAn9.7pE@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>> Personally I don't see why Atari can't release later binaries for
>>MiNT which will *only* run under MultiTOS.
>
>I quite agree, except I'm sure I've seen a little patch program which can
>take an MTOS kernel and force it to load the AES from ROM.
>
If you have the knowledge to write such a program, then you surely have the knowledge to build mint from the sources. Maybe you simply lack the processing speed and disk space. As I see it, this is the real problem with building mint on an st, and why I would never attempt it.

Jason

1024. Eastern Iowa Computer Fair

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 01:39:40 UTC
From: leland@ins.infonet.net
Message-ID: <2ha5ss$4m1@insosf1.infonet.net>
Source record: 195032

On Saturday March 5, 1994 the Commo-Hawk Computer Users Group of Cedar Rapids, Iowa will hold our eleventh (11) annual Eastern Iowa Computer Fair. We try to include all brands of computers and we invite other computer users groups to participate. Attendance has averaged around 1200 the last few years. We will be giving away a laser printer as a door prize; we are also hoping to receive other computer related items as donations to also be given away as door prizes, as we have in past years. That comes to one of the purposes of this posting.

I'd very much request a reply from you for any of the following reasons:

1) If you know of a vendor of computer related products or a computer users group that would like to receive registration information for the fair, please send me the organization name, address, and a contact person.

2) If you know of a company which develops or sells computer related products that would be interested in either donating merchandise for use as door prizes, and/or in supplying catalogs or product literature for distribution to those attending the fair please send me the company name, address, and a contact person.

3) If you would like me to e-mail to you a PostScript file (139K) containing a poster for the Eastern Iowa Computer Fair (which includes a map of how to get to the fair) send me e-mail and let me know.

4) If you would like to attend the fair and need more information about when and where it is.

You can reply or request more information any of the following ways:

E-mail: leland@ins.infonet.net
FAX: 319-363-7890 (anytime)
Phone: 319-365-9627 (evening) Leland Hosford (please before 10:30 PM central)
Phone: 319-393-5123 (evening) Greg Dengler (please before 10:30 PM central)

Eastern Iowa Computer Fair: 8 AM - 6 PM Saturday March 5, 1994
at the IBEW Hall, 1211 Wiley Blvd. SW, Cedar Rapids, Iowa
sponsored by the Commo-Hawk Computer Users Group of Cedar Rapids

Thanks.

Leland D. Hosford | I have enough trouble just explaining what's on my own
leland@ins.infonet.net | mind. How could I presume to speak for anyone else?
----------------------+---
?daeh ym no gnidnats m'I evorp uoy ot nwod-edispu raeppa I gnitressa seoD (-:

1025. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 01:55:23 UTC
From: boyd@math.fsu.edu
Message-ID: <589_9401240848@dswhq.omahug.org>
Source record: 194271

From: boyd@gauss.math.fsu.edu (Mickey Boyd)
Date: 16 Jan 1994 00:55:23 GMT

1026. Re: Atari Falcon FLYYYSSS

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 01:57:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ha6uf$a3s@golem.wcc.govt.nz>
Source record: 194989

I thought it was against net etiquette to use as an advertising board
for commercial businesses!?
^it

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1027. ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 02:14:19 UTC
From: boyd@math.fsu.edu
Message-ID: <58a_9401240848@dswhq.omahug.org>
Source record: 194284

From: boyd@gauss.math.fsu.edu (Mickey Boyd)
Date: 16 Jan 1994 01:14:19 GMT

1028. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 02:19:37 UTC
From: jason.baker@f998.n3603.z1.fidonet.org
Message-ID: <58b_9401240848@dswhq.omahug.org>
Source record: 194291

From: llunch@knuth.cba.csuohio.edu (Jason Baker)

1029. Eastern Iowa Computer Fair

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 02:39:40 UTC
From: leland@ins.infonet.net
Message-ID: <58c_9401240848@dswhq.omahug.org>
Source record: 194299

From: leland@ins.infonet.net (Leland D. Hosford, Cedar Rapids, Iowa, U.S.A.)
Date: 16 Jan 1994 01:39:40 GMT

1030. Re: Atari Falcon FLYYYSSS

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 02:57:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <58f_9401240848@dswhq.omahug.org>
Source record: 194293

From: wells_s@ix.wcc.govt.nz (Steve Wells)
Date: 16 Jan 1994 01:57:35 GMT

1031. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 04:33:14 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hag2a$akn@golem.wcc.govt.nz>
Source record: 194994

] But is MTOS actually shipping with MiNT 1.08? I have a legal copy of MTOS
] but it is only MiNT 1.04 / AES 4.00. There doesn't seem to be any official
] upgrade to this yet in the UK at least.

We've got a UK version of MTOS, with MiNT v1.08, and AES v4.01.

So, it does exist 8-)

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1032. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 04:54:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJpHMp.78x@cix.compulink.co.uk>
Source record: 194996

In message <2ha39r$p2s@mailer.fsu.edu>, boyd@gauss.math.fsu.edu said:
>
>Damn, does an English translation of the docs to this great program exist?
>Pumping up serial speed interests me a lot! Any volunteers?
>

Yes. The new version hsmoda02.lzh comes with English docs.

Ofir ogal@cix.compulink.co.uk

1033. AdSCSI+ and hard drives followup

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 05:14:17 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <2haif9$n71@sol.ctr.columbia.edu>
Source record: 194995

I'd like to thank everyone who responded to my query about the use of hard drives with an AdSCSI+ adapter. At the advice of one person, I called ICD and spoke to them about it.

There appears to be some confusion here about the type of drives that will work with this adapter. The guy told me that the AdSCSI+ and AdSCSI ST can work with parity on OR off. The Link, AdSCSI Micro, and the older ICD Host Adapters were the only ones that required the parity to be turned off. This should open up the entire range of SCSI drives (except wide SCSI) to be used with the AdSCSI+.

I haven't gotten my drive yet, so I can't confirm this, but this was what I was told.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

1034. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 05:48:48 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCJpK5D.85q@netcom.com>
Source record: 194997

In article <2ha4db$p2s@mailer.fsu.edu> boyd@math.fsu.edu writes:
>
>I have been a longtime subscriber to Current Notes here in the states, and
>find it invaluable. It is a great magazine, and IMHO every US ST'er should
>have a subscription. I cannot count the times I have responded to "where can

I actually hate Current Notes. I know not many people are in the same boat as me, but I have my reasons. I subscribed for a year or two about two to three years ago.

First of all, there was information in the magazine that was just flat-out wrong. I knew that these claims were incorrect because I knew better from reading exchanges and information distributed on GEnie. I could not believe that a magazine would print incorrect information and pass it along as news. Unfortunately, I don't have examples of this, but the info was usually in the columnists' articles in the beginning of the magazine. Dave Troy's articles were usually very good, but alone, they were not worth subscribing to the magazine. Dave Small likes to ramble.

Secondly, many of the reviews were very short because the reviewers were not compensated. The reviews were also not very good because many of the authors had never written before: "I just got this great program and I want to tell you about it. I went to my Atari dealer, said hi, asked him how his dog was doing.... " Yeah, right; I pay money to read this. Sometimes, the reviews were less than a page. Most of the time, the reviews were quite incomplete.

Finally (and I offered to fix this problem but was refused), I could regularly find blatant misspellings and grammatical errors. It really hurts to pay for a magazine only to find that its publisher and "editor" don't take pride in it. They don't even run it through a spellchecker. Quality is a problem with ST Informer also. 'Lets just get some words between a few advertisements and people will love us and send us money.'

I refuse to pay money for this garbage. People are better off with a GEnie or Internet account.

My $1.47...
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1035. Re: Atari jaguar

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 05:55:03 UTC
From: nexus@netcom.com
Message-ID: <nexusCJpKFs.IGq@netcom.com>
Source record: 194999

Lexicor@world.std.com (Yat W Siu) writes:

|Hi Kendall,
|
|I am not sure...so I will be careful with this Post....however I am assuming
|that the fellow from Winnipeg, seeing that the *.ca indicating Canadian
|Residence is quoting..infact Canadian Prices...if that is so, then the prices
|aren't that bad afterall, nothing groundbreaking of course :)

Sheesh...such minor details! d =^)
--
_g_ _ag, _am, ___ _g_ _,g, g _mm_ | sherman wan |
,^ N x _#F _gF _@ jPN#_x" " x"g# A@ q#_ " | _ / | Life
d@- _0P 0Ew*" 0# j# _d# 0N, | (_) | imitates
jNF 0@_ j# , _ a"#pj jN _*jN", 0N | / | excuses.
#" dNM" N#pM #@` "0@ N#^ NW^ *h,W" | nexus@netcom.com |

1036. Re: Atari jaguar

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 06:26:08 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan16.062608.7675@mnemosyne.cs.du.edu>
Source record: 195001

In article <CJo5un.2sn@world.std.com>, Yat W Siu <Lexicor@world.std.com> wrote:
>
>Hi Kendall,
>
>I am not sure...so I will be careful with this Post....however I am assuming
>that the fellow from Winnipeg, seeing that the *.ca indicating Canadian
>Residence is quoting..infact Canadian Prices...if that is so, then the prices
>aren't that bad afterall, nothing groundbreaking of course :)
>
>Take Care...with reading...it's earyl morning isn't it? ;) <grin>
>

Yes, it was rather early... :-)

I'd like to apologize to the original poster - I did not realize those
were figures for Canadian $. My only excuse is that I just got
finished reading rec.games.video.advocacy, and I was in that
advocating kinda mood.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1037. 800XL video cable...

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 06:46:19 UTC
From: Rafael.Figueroa@bilbo.strydr.com
Message-ID: <3013@strydr.strydr.com>
Source record: 194806

Dear Netters:

A friend of mine needs some help finding a video cable (composite RCA-
Atari -> monitor[no details given].)

Any ideas of where he may find these(catalogs?)
Another question, does anybody have any info as to where to find
software (either on disk or cartridges) for the 800XL? new or used?

Please, I do not follow this forum: all responses should be addressed
to me.

Thank you very much,

Rafael Figueroa

--
Rafael Figueroa, user of the UniBoard System @ strydr.com
E-Mail: Rafael.Figueroa@bilbo.strydr.com
DISCLAIMER: STRYDER COMMUNICATIONS, INC. IS NOT RESPONSIBLE OR LIABLE
FOR THE OPINIONS EXPRESSED BY THIS USER.

1038. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 07:29:18 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2haqce$e74@u.cc.utah.edu>
Source record: 195002

In article <CJpHMp.78x@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>Yes. The new version hsmoda02.lzh comes with English docs.

Ofir, since you do have the new version and docs, perhaps you could answer
a question for me. Or anyone who is reading this can certainly respond.
In the docs, more specifically MFP_X.TXT, it first states that MFP.PRG cannot
increase an 8-MHz ST to more than 19.2k without hardware modification. But
later on it says 57.6k is achievable on an 8MHz ST by turning on the
FASTINT switch in MFP.PRG. Did I miss something?

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

1039. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 08:12:33 UTC
From: DOWDLE@delphi.com
Message-ID: <940116.11553.DOWDLE@delphi.com>
Source record: 195003

David Butler,

I also have GENEVA and it is a fantaSTic environment... BUT it doesn't
do background disk I/O... so that's why I asked.

TYL, Scott

1040. Falcon audio Sub systems probs

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 09:16:40 UTC
From: BONDSERVANT@delphi.com
Message-ID: <940116.15400.BONDSERVANT@delphi.com>
Source record: 195004

Is anyone familiar with the batch of falcons with the bad analog audio
in/outputs? we have a couple of buzzards here that have t
this problem and need some information on what if anything can be done about
repairing this. Specifically the left output and right input
is nonexistant. Atari claims something to do with a capacitor but won't say
more than that.
Bias on bad output channel is way off. Have not checked bias on input though.
Richard Ladage
Houston,Tx.

1041. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 10:18:14 UTC
From: Lexicor@world.std.com
Message-ID: <CJpwMF.D74@world.std.com>
Source record: 195005

Is this only about US Atari Related Magazines? Or do we also incorporate UK ones, as most here don't read German...I'd assume the English Magazines would be of great interest?

Cheers

Yat

1042. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 11:38:42 UTC
From: walra@moacs11
Message-ID: <hznzi8kncao@moacs11>
Source record: 195008

In <CJKsFu.Hqs@westminster.ac.uk>, Denesh Bhabuta writes:

> Talking to someone the other day, about CD ROM drives, and I was told that I
> would need a lot of hard disk space in the first place, to accomodate the CD
> rom. He told me that the contents of the CD ROM were first copied onto the hard
> disk, from where they would be read. Is this true, as I don't think this is the
> case. Anyone?

No, it ain't true! This guy has probably never even *seen* a CD ROM drive.

Regards,
Waldi (walra%moacs11@nl.net)

1043. Re: LDW-POWER

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 11:52:23 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <CJq0zC.MBG@freenet.carleton.ca>
Source record: 195006

In a previous article, mvfkb@alf.uib.no (Karl A. Brokstad) says:

>Does anyone know the address to the company which produced
>the spreadsheet LDW-POWER.
>
>Karl.Brokstad@Gades.uib.no
>
In Europe: LDW S.A.
45, quai Wilson
1201 Geneva. Switzerland
Tel: 022/731 97 52

At least that's what's on their manual, as of a few years ago.
Their U.S. address:
Logical Design works
130A Knowles Dr.
Los Gatos, CA 95030
Tel: (408) 378-0340
I don't know if they're still in business

--
Walter A. Cole
ai063@freenet.carleton.ca

1044. Re: Command line shells for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 12:11:30 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan16.121531.16118@inca.comlab.ox.ac.uk>
Source record: 195007

Scott Legrand (legrand@tesla.mbi.ucla.edu) wrote:
: Hi, having just bought a Falcon, I'd liek to ask which command shells work
: with the falcon specifically is there a version of tcsh for it? How about
: ones that work properly under geneva? I tried tcsh 6.02 but it crashes
: with 2 bombs...

Tcsh 6.02 requires MiNT. Tcsh 6.00 should work without, if you have
enough memory. You can get it from 'uni.erlangen.de'. (Sorry if the ftp
address is wrong, I use an alias.)

1045. Re: falcon, dsp, programi

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 13:39:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2d3943b4@p4.troed.ct.se>
Source record: 194876

In a message of <12 Jan 94 22:21:51>, John Hutchinson (2:200/427.3) writes:

>> I think there are at least one SIMM-board that can take 2Mb SIMMs, and
>> 4 of those SIMMS will give you 8Mb.... The one from GE-Soft I think
>> was able to do this.....
>
> Is there such a thing as 2Mb SIMMs? I'm not arguing, I'm just curious
> as I don't
> recall ever seeing any advertisements for them. Not that popular, I
> guess.

There is, but as you said, they are not very popular ;-)

> And another question... of the aftermarket SIMM boards out there, do
> they all use the 72-pin variety?

Don't know...

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*****************************************************************
```

1046. Re: falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 13:45:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2d39458f@p4.troed.ct.se>
Source record: 194877

In a message of <13 Jan 94 08:39:12>, Rickard Troedsson (2:200/612.0) writes:

MT>> It should, and I do believe so! If not GE-Soft's then at least
MT>> AtariSpecialisten here in Stockholm have a card of their own that
MT>> can take 8Mb using 2Mb SIMMs...
>
> 2Mb SIMM:s are expensive .. If I were you I'd wait until we (Synchron
> ASM) have had a look at an idea here ... we might (99.5% sure) be able
> to give you 8Mb in the Falcon quite *CHEAP* .. can't say too much, we
> want to be able to sell it too .. ;)

It is expensive alright!

> Wait 1-2 weeks, then I should know more ..

No problem, my economy is currently not in good shape and I definately can't
afford 4 2Mb SIMMs ;-) But I'll wait eagerly!

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

1047. Wanted: STFM power supply

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 13:47:29 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan16.134729.24820@bradford.ac.uk>
Source record: 195010

I need an working ST power supply soon. If any of you have one please
E-mail an offer to me. At sptaylor@brad.ac.uk
Thanks, Steve

1048. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 14:42:00 UTC
From: rjv_hol@pavo.concordia.ca
Message-ID: <16JAN199409420800@pavo.concordia.ca>
Source record: 195011

In article <940116.11553.DOWDLE@delphi.com>, DOWDLE@delphi.com writes...
>David Butler,
>
> I also have GENEVA and it is a fantaSTic environment... BUT it doesn't
>do background disk I/O... so that's why I asked.

Hi! Since you own GENEVA and seem to know how to use it, maybe
you'll be able to help me out. Do you know how to multitask programs?
For, to sum up my case, I primarily got GENEVA because I do a lot of
disk compressing (w/ Jampack) and file-archiving (w/ StZip). But once
these programs initiate their compression routine, I can't switch
applications anymore! >.... Pretty annoying when you wanna perform
multitasking..
Later! :) Marty

1049. Will PC FAX Software work on an ST with PC Ditto?

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 14:54:19 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <9939Fc1w165w@sys6626.bison.mb.ca>
Source record: 195023

I'm having trouble finding suitable FAX software for my ST. Can anyone tell me if any of those PC FAX programs will work on a Mega STe running PC Ditto?

Thanks.

1050. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 15:46:56 UTC
From: pjn@rz.uni-jena.de
Message-ID: <2hbnhg$u9@hpux.rz.uni-jena.de>
Source record: 195012

would like to have a tt group, too.

jon@gravi.physik.uni-jena.de

1051. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 16:55:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJqEzr.M2w@cix.compulink.co.uk>
Source record: 195026

Just wondering how easy it is to find ST Review (UK mag) in the states.
I write for it so it must be good ;^)

Ofir ogal@cix.compulink.co.uk

1052. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 16:55:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJqEzs.M3I@cix.compulink.co.uk>
Source record: 195027

In message <758701982.AA02927@byte.bbs.no>, William.Kent@f100.n30.z47.byte.bbs.no said:
>
>Does Mag!x contain a replacment desktop, like Gemini or Neodesk.
>Can it multitask both Tos and Gem program, or does one need MTOS or
>GENEVA for that?

Mag!x has a built-in desktop, nothing fancy. You can install a replacement
desktop (Gemini) if you like. It runs TOS programs in a window and
multi-tasking TOS programs is no problem. No need for MiNT.

Ofir ogal@cix.compulink.co.uk

1053. Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 17:33:42 UTC
From: walra@moacs11
Message-ID: <nie1q3_gcy6@moacs11>
Source record: 195017

Hi there,

A few days ago I read (in this group) that the auto folder program DESKPIC is resolution independent, and supports the GIF and (X)IMG formats. Archie found me deskpic.zoo at ftp.germany.eunet.de, but it turns out this is an old version (july 1992) that only supports Degas pics in ST-Mono, which I don't have (neither the pics nor the resolution).

What is the current version of Deskpic? Under what name do I find it?

Regards,
Waldi (walra%moacs11@nl.net)

1054. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 17:38:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJqH0t.Ho@cix.compulink.co.uk>
Source record: 195028

In message <2haqce$e74@u.cc.utah.edu>, ewj8218@u.cc.utah.edu said:
>
>Ofir, since you do have the new version and docs, perhaps you could answer
>a question for me. Or anyone who is reading this can certainly respond.
>In the docs, more specifically MFP_X.TXT, it first states that MFP.PRG cannot
>increase an 8-MHz ST to more than 19.2k without hardware modification. But
>later on it says 57.6k is achievable on an 8MHz ST by turning on the
>FASTINT switch in MFP.PRG. Did I miss something?

I don't think it's possible to change it to more than 19.2 with just
software. However, hsmodem does improvce transfer speed. I guess the
person to ask is Harun himself.

Ofir ogal@cix.compulink.co.uk

1055. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 17:51:28 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.758742688@acp5>
Source record: 195014

William.Kent@f100.n30.z47.byte.bbs.no (William Kent) writes:

>Does Mag!x contain a replacment desktop, like Gemini or Neodesk.
Yes, it does. There is such a desktop (MAGXDESK) delivered with it. Gemini
works, too.

>Can it multitask both Tos and Gem program, or does one need MTOS or
>GENEVA for that?

Yes, TOS and GEM.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *

----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1056. ATARIUSER

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 17:59:18 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2hbv9m$m9t@charm.magnus.acs.ohio-state.edu>
Source record: 195013

Is Atari User dead again?

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1057. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 18:34:39 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJqJLr.Fxp@cen.ex.ac.uk>
Source record: 195016

In article <14JAN199409251305@pavo.concordia.ca> lawre_l@pavo.concordia.ca (LI, LAWRENCE) writes:

> protection is ridiculous. It asks me to check the manual *every* time
> I dock or land. Is this normal? If it is a bug, is there a fix? Other
> than that, the game is fantastic.

Elite II does have its bugs but that isn't one of them. If you are getting them right, it should rapidly become less frequent, I am only asked once in several hours of playing now.
{{{ Dan }}}

1058. Re: looking for Falcon 030 bootselector

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 18:36:43 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJqJp7.Fyo@cen.ex.ac.uk>
Source record: 195015

In article <CJMtnp.9yC@informatik.uni-rostock.de> bundy@informatik.uni-rostock.de (Holger Janz) writes:

> Now I have my own FALCON, but I do not have a bootselector wich
> work on it. Does somebody know where I can get a bootselector
> for PRG's and ACC's that will work on my Falcon? I prefer
> shareware or public domain software because I am out of money

SuperBoot v8.1 works perfectly. With my custom written sound patch, the
boot up sample part works too.
{{{ Dan }}}

1059. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 19:01:12 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Jan16.190112.27582@mnemosyne.cs.du.edu>
Source record: 195019

In article <1994Jan16.011937.17288@news.csuohio.edu>,
Jason Baker <llunch@knuth.cba.csuohio.edu> wrote:
>In article <CJnAn9.7pE@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan")
writes:
>>
>If you have the knowledge to write such a program, then you surely
>have the knowledge to build mint from the sources. Maybe you simply
>lack the processing speed and disk space. As I see it, this is the
>real problem with building mint on an st, and why I would never
>attempt it.
>
> Jason
>

Well 5Mb disk space and an ST is enough. Though 4Mb or RAM is needed.
Steve.
P.S I don't think bison/byacc is needed if you touch the asmtrans (etc) files
before compilation, I can never recall my system using byacc in the MiNT
compilation process.

1060. Re: Atari jaguar

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 19:13:12 UTC
From: cs93294@assn212.cs.ualberta.ca
Message-ID: <cs93294.758747592@wolfcreek.cs.ualberta.ca>
Source record: 195018

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

>In article <VqH3Fc2w165w@sys6626.bison.mb.ca>,
>eva crouse <redhead@sys6626.bison.mb.ca> wrote:
>> The Atari JAGUAR STALKS WINNIPEG!
>>
>> ---------------------------------
>>
>> This FANTASTIC 64bit console system is priced at $357.00.
>>
>> The JAGUAR comes with CYBORMORPH packed in game and a 17
>>
>> button joypad controller.

>Or, you can buy from any other store in the contry for the list price
>of $250 (Like the Good Guys in calif, or order through your local
>Babbages).

uhh I hate to be the one to break this to you but winnipeg is *NOT*
in the united states. $357 will be the canadian dollar price. I don't
think that ordering it will make a difference (maybe a bit but not
much) in the price, because of one little thing- the 50th parallel.

>>
>> -------------------------
>>
>> Game Cartridges available now are:
>>
>> Raiden.....$69.00 Crescent Galaxy....$69.00 Dino Dudes..$69.00
>>

>Ack - each game priced at $20 above list price!!!!!!!

>> Checkered Flag II Racing is slated for January release....$79.00

>Perhaps, I would guess list on this to be about $20 lower as well.

(see above comments)

>>
>> We are now taking orders! Please call COMPU WARE at XXX-XXX-XXXX

>Please don't! Number deleted to protect the innocent.

hold it here he's an honest businessman- those prices are quite legit.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |

```
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/_\___/_\/_>/_>/_>/_>|_/ | \_______________________________|
```

1061. For Sale: Atari 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 20:19:28 UTC
From: cyborg@cwis.unomaha.edu
Message-ID: <1994Jan16.201928.17354@news.unomaha.edu>
Source record: 195020

Asking 1200 OBO, CALL 402-344-3754 OR EMAIL Cyborg@unomaha.edu

Subject: For Sale: Atari 1040stf
Newsgroups: comp.sys.atari.st
1040STF with 4megs, custom chips not the cheap atari originals,
100 meg hard drive, color and mono monitors, and loads of
comercial and pd software.

Asking 1200 OBO, CALL 402-344-3754 OR EMAIL Cyborg@unomaha.edu

1062. Re: Atari 1040 ST or STE Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 20:24:51 UTC
From: cyborg@cwis.unomaha.edu
Message-ID: <1994Jan16.202451.17854@news.unomaha.edu>
Source record: 195021

[No readable article body recovered]

1063. German grammar checker - does one exist?

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 21:29:02 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1499.2D39B19E@dhhalden.no>
Source record: 195024

Does anyone out there know if a German grammar checker for any of the major wordprocessing packages or for generic text exist?

I haven't found mention of one in the recent ads in ST Computer, but there might be such a beast out there.

Any help appreciated!

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1064. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 21:39:10 UTC
From: erlingh@idt.unit.no
Message-ID: <2hcc5u$a2k@ugle.unit.no>
Source record: 195025

```
Vctec@westminster.Ac.Uk,
In a message on 13 January, wrote :

vR> Talking to someone the other day, about CD ROM drives, and I was told tha
vR> would need a lot of hard disk space in the first place, to accomodate the
vR> rom. He told me that the contents of the CD ROM were first copied onto th
vR> disk, from where they would be read. Is this true, as I don't think this
vR> case. Anyone?

Not true at all !

The CD-Rom acts as just another hard-disk (except - of course - you cannot
write to it :-).

I know, I have one.

vR>
vR> Danny.
vR>
vR> --
vR> <=========================================================================
vR> < Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
vR> < MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk
vR> < University of Westminster, London | snail-mail : on application
vR>
```

Erling

• ATP/Unix 1.40 • This is my tagline.

```
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Oh well.
```

1065. Re: falcon, dsp, programi

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 22:05:10 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2hcdmm$de@news.dmpe.CSIRO.AU>
Source record: 195036

>>I think there are at least one SIMM-board that can take 2Mb SIMMs, and 4 of
>>those SIMMS will give you 8Mb.... The one from GE-Soft I think was able to do
>>this.....
>
>Is there such a thing as 2Mb SIMMs? I'm not arguing, I'm just curious as I don't
>recall ever seeing any advertisements for them. Not that popular, I guess.

If I recall correctly from the thread that was here about 3 months ago, 2mb simms were for use in IBM PS/2 systems or something similar. They were pretty much useless to other machines though - most like only 256k, 1mb, 4mb and 16mb simms.

Karl.

I await to be corrected - no doubt I'm hopelessly wrong.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1066. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 23:06:36 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Jan16.230636.2767@news.csuohio.edu>
Source record: 195029

In article <1994Jan16.190112.27582@mnemosyne.cs.du.edu> shenson@nyx10.cs.du.edu (Stephen Henson) writes:
>In article <1994Jan16.011937.17288@news.csuohio.edu>,
>Jason Baker <llunch@knuth.cba.csuohio.edu> wrote:
>>In article <CJnAn9.7pE@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>>
>>If you have the knowledge to write such a program, then you surely
>>have the knowledge to build mint from the sources. Maybe you simply
>>lack the processing speed ^[3^[Dand disk space. As I see it, this is the

>>real problem with building mint on an st, and why I would never
>>attempt it.
>>
>> Jason
>>
>
>Well 5Mb disk space and an ST is enough. Though 4Mb or RAM is needed.
>Steve.
>P.S I don't think bison/byacc is needed if you touch the asmtrans (etc) files
>before compilation, I can never recall my system using byacc in the MiNT
>compilation process.
>
I still think it would take far to much time. Maybe I'm just spoiled,
since I compile mint at school.

1067. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-16 23:35:30 UTC
From: DOWDLE@delphi.com
Message-ID: <940116.66930.DOWDLE@delphi.com>
Source record: 195030

Marty,

I'm not that familiar with Jampack but I have used ST-ZIP alot... I need to send the guy a postcard for sure. Anyways... You _CAN_ multitask with ST-ZIP just fine... it's just that whenever you start extracting or compressing something, it is a CPU hog. Considering the fact that everyone wants the fastest ST-ZIP possible, I can see why it is. Since GENEVA is co-operative multi-tasking, there's not much you can do to change the way ST-ZIP works. About the only thing I can suggest is that you get ahold of MiNT or MultiTOS and run the CLI based version of ST-ZIP (called STZIPJR.TTP?) with a low priority. Geneva is designed to multi-task GEM programs and it does so !_VERY_! well... it's just that there hasn't been much new in the way of changes to the disk I/O... not really much of a way of forcing it into the background.

TYL, Scott

1068. AHDI 6.05c and HDX 5.03c - Safe with Mega STe?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 00:09:14 UTC
From: vij@vnet.ibm.com
Message-ID: <2hckva$13vp@tornews.torolab.ibm.com>
Source record: 195031

Hi All,

I just downloaded HDX 5.03c and AHDI 6.05c from a local BBS.
The readme files doesn't say much, but the only machine
it mentions is the Falcon. I've got a Mega STe, so I'm
wondering if this new HD driver and utilities will be
ok on it. I'm currently using AHDI 5.00

Any Mega Ste owners use AHDI 6.05c? Also, the readme didn't
really say much about what's better in this new version.
Anyone have any info>?

Thanks in advance...

VIJ...

1069. Internet bbs access?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 00:25:16 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan17.002752.26193@inca.comlab.ox.ac.uk>
Source record: 195041

Does anyone know of any atari BBSs accessable via telnet?

1070. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 00:29:56 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJr01x.ELq@cix.compulink.co.uk>
Source record: 195042

> Can anyone direct me to a good version of Unix for an Atari ST, either

> I understand that there are several versions of Unix available for the
>ST, but I have only seen Minix.

The ones I know of are Minix (several main versions and plenty of
varients), OS/9, Miriage.

None of them are well suported and none of them are free. That also goes
for the 'genuine' Atari UNIX which was also available for the TT.

IMHO your best bet is MultiTOS. MTOS is based on the MiNT kernel which is
very BSD Unix like (as far as it goes). Of course there is alot missing,
but then an ST is hardly the best basis for a UNIX workstation. ;-)

Actually you can get away with just MiNT which *is* freeware. You need a
decent shell though. ksh and tcsh varients are both available in the PD
and do a very good impression of UNIX when run over MiNT. This combo (
or full blown MTOS) also have the advantage of running TOS programs which
none of the other UNIX clones do.

Regardless, 4Mb and a hard disk are essential for any sort of serious work
with this sort of software.

:-)

Roland.

@CiX

1071. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 02:53:44 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hcujo$g2v@golem.wcc.govt.nz>
Source record: 195035

] >Hi, all! I'm just wondering if there's a TT-specific newsgroup, or if all
] >[...]
]
] Not that I know, but I'm very much in favour of having one installed.

Maybe 5% of the users in this base have TT's, there's not much point
bothering, as there is next to no TT specific messages in this group.

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1072. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 03:44:32 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <758780102.0@mettav.royle>
Source record: 194758

It was none other than Jens Ey that wrote on the 08 Jan 94 that ,

JE> The ICD Host (and all others) are only offering SCSI1. With an the
DMA
JE> Chip of STs it's not possible to send commands of class 1. Using
of
JE> SCSI2- devices IS possible. I have three SCSI2 devices connected to
my
JE> ICD. But because you are restricted to command class 0 it is not
JE> possible to use command like 'copy' which copies blocks directly
from
JE> one device to another without using the computer as
sender/receiver.

Thank's for answering this ,and I am much clearer on he subject . The
fact
that the best place to get a bare Drive are PC supplier's instilled a
lot
of this confusion since they couldn't answer any of these
question's.

Now at least I can narrow the problem area down to
Parity.

MHYG
Graham

* Origin: Graham's Point at the Tavern
(100:1011/0.8)

1073. Re: Falcon030, one more

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 03:51:38 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <758780102.1@mettav.royle>
Source record: 194760

It was none other than "Daron Brewood" that wrote on the 9 Jan 94 that ,

>> haven't been able to fix is where does Mint come in all this ? I
>> beleive they can co-exist but I haven't been able to get it to
>> happen.
"B> I've now switched from GEMRAM to using ROMSpeed which works a hell
of
"B> a lot better, with less incompatability problems all round. To
get
"B> MiNT working just stuff it right at the end after SH_BUF.

Haven't come across ROMspeed . I'm not running on a Falcon BTW (ST
T2.06)
I tried it that way but I kept getting PID errors (a problem with NEWDESK.INF)
.If I run it first And exec the other's Everything seem's
to
work except WinX (and no error's).

"B> I run in this order in my auto Folder:
"B>
That's even more than me !!

"B> Works just fine fo me with the folling ACC's; FuzzyClock, SAM Setup,
"B> DeskPic, BLow030, and Xcontrol.
Xcontrol , that's another one that I get a lot of problem's with When running
Mint . Doesn't crash ,just doesn't run although sometimes it will load in
manually ?? (That's XC 1.31 and Mint
1.08)

"B> Still leaves me with 11.27 megs free memory.
Envy ! I have to consider my messly 2.5 so have to be a bit more choosy :-(

* Origin: Graham's Point at the Tavern (100:1011/0.8)

1074. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 04:10:54 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <758780102.2@mettav.royle>
Source record: 194759

It was none other than "Ofir Gal" that wrote on the 9 Jan 94 that ,
>> "G> Mag!x will be avilable in English very soon.
>> Good news ! Who's going to distribute it (UK)...I assume System
>> Solution's
"G> or
>> Hi-Soft ?
"G> System Solutions.

Thank's , keep an eye out for that !

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

1075. Re: DC Data Diet and hard drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 04:13:30 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <758780102.3@mettav.royle>
Source record: 194761

It was none other than Steve Taylor that wrote on the 10 Jan 94 that ,
ST> No-one has enough hard-drive space, however much they buy, IMHO.
ST> Datalite is a more 'current' program, doing much the same job as DC
ST> Data Diet. I can't remember where it comes from, but it is sold by
ST> HiSoft in the UK. Very reliable from what I am told, and costing I
ST> think, around 40 UKP, last time I heard.

Yes ,I have it running flawlessly here but to say that it slow's the
i/o on a standard ST is a bit of an understatement , I have confined
it to one partition I use to keep new or seldom used stuff on. It does
however give me a 194% of previous space.Other trade off's are that it
does use a fair bit of memory although you can 'disable' it (You can't
access the compressed Drives) and it doesn't compensate for the 16M limit
of pre 1.4 TOS's.

I beleive it is a bit more useable on faster machines .

author's are Logilex GmbH (Bonn) but distribution is through HiSoft/Oregon.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

1076. help needed with 1.0 - 1.4 upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 04:58:34 UTC
From: rge@helix.nih.gov
Message-ID: <1994Jan17.045834.9258@alw.nih.gov>
Source record: 195033

I broke down and ordered the (expensive, $60!!) TOS 1.4 ROM upgrade chips for my old ST. TOAD sent the chips, but didn't send any instructions for which chip goes where. I finally figured out how to open the case and found what must be the 6 ROM chips. They sit under the power supply, right?

There are two rows, with the sockets labeled on the board as follows:

U4 U7
U3 U6
U2 U5

the actual chip labels are:

c026162-001 c026165-001
c026161-001 c026164-001
c026160-001 c026163-001

The new (1.4) chips are labeled: C3006xx-002A, with 'xx' ranging from 35-40

I assume the placement should be:

C300637-002A C300640-002A
C300636-002A C300639-002A
C300635-002A C300638-002A

Can someone tell me whether this is correct, before I resort to trial and error? Thanks much.

1077. SPICE - corrupt/missing PRL

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 05:19:00 UTC
From: mike@ionews.io.org
Message-ID: <2hd745$kbb@ionews.io.org>
Source record: 195049

I get the error message 'corrupt/missing PRL' when I try to run SPICE on
my 1040 ST FM.

I get the same message if I supply a file name or not, or run the program
from the desktop or from Gulam.

Anybody know what the problem is ?

Mike

--
==
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==

1078. Re: About .signatures...

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 06:16:37 UTC
From: tim@rider.UUCP
Message-ID: <5310@rider.UUCP>
Source record: 195038

In article <758741470.0@mettav.royle> Paul.Civati@mettav.royle.org (Paul Civati) writes:
>
>It would help if people kept their text to <76 columns, although I guess this
>is my problem rather than yours and doesn't exactly cost me anything, just
>looks worse. ;-)
>
If we want to talk about a waste of bandwidth, let'sow then talk (or not) about
this subject! ;^)

--

Tim Wilson
tim@rider.cactus.org

Due to popular demand, the normally scheduled .signature has been replaced by
another .signature which is just as boring as the first one.

1079. price of video shifter chips?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 06:37:49 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <17JAN94.00374952@meena.cc.uregina.ca>
Source record: 195037

Would anyone know what the current price is for a replacement video shifter chip for a 1040 STf?

And for that matter, the going price for new and used STe machines?

Roger M. Selby
selbyr@meena.cc.uregina.ca
ae900@freenet.carleton.ca

1080. Atari ST (cpu,drives,monitors) For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 07:14:00 UTC
From: bmaraldo@r-node.io.org
Message-ID: <2hddro$occ@r-node.io.org>
Source record: 194840
Cross-posted to: comp.sys.atari.st,misc.forsale,tor.forsale,ont.forsale,kw.forsale

I have the following items for sale:

SM1224 Colour Monitor - $135US (comes with about 60 disks full of stuff)
SM124 Mono Monitor - $75US
Atari 520ST w/ 1Meg - $80US
SF314 DS external drive - $60US
TOS 1.04 (6 chips) - $40US

Prices are negotiable and do not include shipping.

brett maraldo
tel: 416 466 9961

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1081. Mega STE/1

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 08:12:46 UTC
From: lonsdale@acri.fr
Message-ID: <1994Jan17.081246.26102@acri.fr>
Source record: 194931

I am thinking of buying a Mega STE/1 which I have seen
for what I think is a very favourable price. I have had
an STFM (2.5MByte) for three years now, so I am fairly
familiar with it.

What I need to know is what advantages are there in the
Mega, and are there any problems with it.

More specifically, is there a space for a hard drive in the
Mega case, and is this supposed to be a SCSI drive. I already
have a home built drive, and most of the reason for wanting
the mega is to get it all in one box.

Thanks in advance.
Andrew

1082. Resource construction set and GEM

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 08:19:46 UTC
From: mpellegrino@ge-serveur.insa-lyon.fr
Message-ID: <mpellegrino.5.2D3A4A22@ge-serveur.insa-lyon.fr>
Source record: 195039

I'm looking for a Public Domain which could modifie a .RSC , is there anyone who know where to find such a PRG.

Second thing if someone can send me text of the way to use the GEM (I mean how to open a window , how to write on it , how to make a scrollbar ...

THANKS A LOT

1083. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 08:27:00 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.eB87HKBJ94I@yonder.equinox.gen.nz>
Source record: 194863

In <1994Jan14.211716.15095@frmug.fr.net>, Jean-Michel Mercier writes:
>I am looking for a UUCP package for the AtariST (that should work on a
>Mega STE).
>
>Do you have any references ?

Hermes would have to be the best available.
It's shareware. Unfortunatly about 70% (??) of the docs are still in
German, but with the help of the net, and a bit of patience, it's
not hard to get going in the right direction.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1084. Re: REPEAT ARTICLES FROM CSR ONLINE

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 08:31:30 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <9I5KBEI@math.fu-berlin.de>
Source record: 195040

In article <60.43289.4514.0N19107A@canrem.com>, richard.munro@canrem.com (Richard Munro) writes:
>A review of this newsgroup shows that we are not sending out any
>duplicates. Further, even if we *were* sending out duplicates,
>standard dupe-checking should be catching them at your end.
>
>Rick Munro
>Chief Sysop
>CRS Online

Duplicate articles appeared in comp.sys.atari.8bit, comp.sys.atari.st, and comp.sys.atari.st.tech with an additional header tacked onto them stating that they were from CRS Online. I'm sure if you check one of the public access usenet sites (LaUNCpad, etc.) you will see one of these articles. They may not have appeared on your system, but the rest of us out here saw them. The extra header is probably what kept them from being killed as duplicates. It also appears that all of the articles reposted were nearly a week old by the time they were reposted.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

1085. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 08:43:42 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <KJ5KBYV@math.fu-berlin.de>
Source record: 195044

In article <2h681b$jjj@mits.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>Yes it can, but you are restricted to the 19200 bps serial port speed
>of the STF (meaning that you won't be able to use all of the modems

Unless I misunderstand the documentation, HSMODEM and its successor HSMODA02 (the latest I have seen) will allow 57600 on a standard unmodified 8MHz ST by changing the interrupts around. There is also a hardware modification mentioned in the docs that will allow 115200. The docs were only partially translated by the author, so that is why I am somewhat unsure. Also, I olny have a 2400 w/v.42, so 9600 is my max speed, so I have no way of checking 57600.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1086. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 08:52:04 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CJrnAy.D44@midge.bath.ac.uk>
Source record: 195043

In the referenced article, charly@senator.ppc.sub.org (Karlheinz Sauther) writes:
>In <CJCqwt.8yq@freenet.carleton.ca> Dan Schubart wrote :
>
>>I believe 6.2 might be the latest ICD boot software. I'm still
>>on 6.0.4 --maybe I ought to get the latest.
>
>6.23 is the actual ICD software.
>
>Time to get the new version ;-)
>--
>

I'm still on v5.32!
Am I missing out on something here? How can I get it upgraded?

1087. Mod player for the STE

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 09:06:50 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CJrnzJ.Dxv@midge.bath.ac.uk>
Source record: 195045

Does anyone know where I can ftp a copy of Player STE. It's a mod player for the STE, which has a CD look-a-like front end?
Alternatively, can anyone mail me a copy?

1088. Re: XControl (was Re: Calculator Accessory???)

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 09:23:56 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <PK5KBT2B@math.fu-berlin.de>
Source record: 195047

In article <H.eg.1cH25wilotQ@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>Hmm... maybe I need a new XControl, I find the thing to be so buggy,
> it bombs a lot when I exit it.
>Are there different versions of it? Does anyone else have problems
> with it?

I'm running 1.31 (according to the ABOUT menu selection) on a 1Meg 520ST and a 1040STf both with TOS 1.00 with no problems. I did see a US version and a european version of 1.31 on the umich archives though. The US version has the latest CPX's (although I prefer the old COLOR.CPX with my old TOS).

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1089. Canon BJ200 driver needed

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 09:43:27 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <9K5KBIRC@math.fu-berlin.de>
Source record: 195048

Reply-to: ronald@spartan.ac.BrockU.CA (Ronald Snelgrove)

I was asked to post the following here:

I was wondering if you could do me a favour. At this site we seem to be able toreceive news but anything that is posted doesn't seem to 'get out'. Could you
post a short message to c.s.a.st for me? If so, this is my message:

Does anybody know if there are drivers available to run the Canon BJ200 under
Word Writer ST and Degas Elite? Respond by email to:
ronald@spartan.ac.brocku.ca

I would really appreciate this Hiram. If it is a problem then don't worry
about it.
Thanks
Ron

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1090. Re: Timeworks 2 for Falcons

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 10:12:44 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJrr18.CJo@barclays.co.uk>
Source record: 194901

In article <1994Jan14.211106.2381@inca.comlab.ox.ac.uk>,
wilknsnk@teaching.physics.ox.ac.uk (Karl S Wilkinson) writes:
|> A recent posting stated that Timeworks 2 doesn't work on a Falcon.
|> Timeworks 2 as distributed on the recent ST Review coverdisk seems to
|> work on a Falcon if installed for and run in ST Medium.
|> It does bomb on exit though, so it may not be reliable.
Interesting. Sounds like the Falcon Beta I have. What is the version of the cover
disk one?

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

1091. Re: MALLOC HELP (GOAL! PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 10:13:50 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan17111350@issan.informatik.uni-dortmund.de>
Source record: 195050

In article <amiga.758678612@hosta>, amiga@hosta.dircon.co.uk (Dino Dini) writes:

|> Oh calamity! GOAL! has problems with certain (new?) versions of TOS.
|> What happens is it crashes on some of the menus, producing error colour
|> bars (Black, Brown, Black). This is due to the failure to allocate memory
|> for an 'icon' (box) in the menus (about 70 bytes). This is even when there
|> is 1/2 MB left!

|> Research revealed that it is not the memory that has run out, but that
|> TOS can only handle a certain number of memory allocations (my guess is about
|> 300). I beleive the limit was higher for other versions of TOS. The menu
|> system probably needs 400.

|> The question is, is there a way round this?

Yes, never use Malloc directly, only through some memory management
functions, like malloc in C. Especially when using memory protection
under MiNT, Malloc is slow, because the protection tables have to be
updated. In general, trapping to the OS should always be avoided as
much as possible.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1092. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 10:20:06 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJrrDI.D2s@barclays.co.uk>
Source record: 194902

In article <1994Jan13.131128.19429@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor)
|> I think that should read 'Atari Emulator for Unix' which I took to mean an
|> emulator which allowed Atari programs to be run under Unix.
|> Incidentally, I would be very surplrised if there were.
There was a German package a few years back that ran ST software under X. I can't remembe rthe name though :-(

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

1093. Re: Calligraphy Gold (v.3) Fonts?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 10:25:35 UTC
From: djs@jet.uk
Message-ID: <1994Jan17.102535.3860@jet.uk>
Source record: 194918

In <758476403.5783@minster.york.ac.uk> andrew@minster.york.ac.uk (Andrew Hague) writes:

>Where can I get hold of PD fonts for Calligraphy version 3? Does anyone
>know how to convert other stores of fonts to Calligraphy font files?

>My postscript printer has a lot of fonts but I can only access a few
>at a time using the postscript driver pak.
Well, I did warn you before you bought Calligrapher! It can only access fonts built into your printer if it has the corresponding vector font for drawing on the screen (and non-PostScript printers). Hence, you are practically limited to the `standard' Level 1 font set (ie 4 x Times, 4 x Helv, 4 x Courier, Symbol, Dingbats). [Actually, I'm not sure that it has all variations of Courier].

As for PD fonts, these are unlikely, as the format was never published. When I asked Working Title for the font format, they told me to f-off.

I don't know if they're still trading, but Gate Seven Computers used to sell Calligrapher fonts and others. They used to advertise in ST Apps, I'll try to find a phone number if you like. Remember, though: As I said before, these fonts will be rendered *very* inefficiently (both in terms of file size and print speed) by the Calligrapher's PostScript driver. It does not download them as PostScript fonts, but draws each instance of each character individually, using straight lines and fills. This makes files extremely large, and bypasses the character cache mechanism in the printer.

For all practical purposes, if using PostScript, you're stuck with with the basic font set.

One final tip: Like many other people, I find PostScript Courier to be too light. Therefore, I set the Calligrapher font map so that the Calligrapher Unitype font was mapped onto PostScript Courier-Bold. This gives a heavier face without compromising spacing (because Courier is fixed spacing).

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1094. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 10:33:37 UTC
From: djs@jet.uk
Message-ID: <1994Jan17.103337.4012@jet.uk>
Source record: 194919

In <16JAN199409420800@pavo.concordia.ca> rjv_hol@pavo.concordia.ca (Marty) writes:

>...
>For, to sum up my case, I primarily got GENEVA because I do a lot of
>disk compressing (w/ Jampack) and file-archiving (w/ StZip). But once
>these programs initiate their compression routine, I can't switch
>applications anymore! >.... Pretty annoying when you wanna perform
>multitasking..
That's because Geneva is a *co-operative* system, not pre-emptive (eg if
StZip spends some time processing a file, and does not call the AES, then
other programs don't get a look-in). MultiTOS will do what you want.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1095. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 10:39:24 UTC
From: djs@jet.uk
Message-ID: <1994Jan17.103924.4111@jet.uk>
Source record: 194920

In <CJMzD6.Jxp@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

>>How do we know what you're going on about if you don't quote something!? :)
>>(At least a decent 'Re: ....' 8-)

>Sorry about that I was trying to keep my postings somewhat brief. I'll
>endeavour to include just a little more to make sure the thread can be
>followed.
Well, you could always make your postings more brief by cutting your
.sig file down to a more reasonable size :-) (Netiquette guides usually
suggest a four line max. The whole world does not really need to know
how many Megs of RAM you've got in your Falcon, especially as you can't use
two of them!).
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1096. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 11:11:31 UTC
From: djs@jet.uk
Message-ID: <1994Jan17.111131.4240@jet.uk>
Source record: 194921

In <CJnAn4.7nx@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>> I'm !_NOT_! advocating that someone post publicly, for mass
>>consumption... the bins... but it would be nice if they were available on
>>a - I tried days worth of effort but couldn't figure it out - request.

>I know what you mean. I had to compile 1.04 myself and it took a lot of
>effort. I'm stuck on 1.08. I can compile a MiNT kernel, but not an MTOS
>kernel.
Eh? If you can compile MiNT, then you can compile a MultiTOS kernel. Just
compile with -DMULTITOS and without -DONLY030 and -DDEBUG_INFO.
(This info is from Eric Smith).

>The problem with your request is that although many people agree with it,
>nobody wants to stick their neck out and publically break one of Atari's
>conditions.
Well, if you break their conditions of free distribution, then you shouldn't
be surprised if they take away that free dist. (Unfortunately, the
arrival of the Jaguar seems to have frozen TOS/MiNT development anyways).
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1097. Re: MALLOC HELP (GOAL! PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 11:25:48 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CJruF1.A6y@brunel.ac.uk>
Source record: 194903

Dino Dini (amiga@hosta.dircon.co.uk) wrote:
[...]
: Research revealed that it is not the memory that has run out, but that
: TOS can only handle a certain number of memory allocations (my guess is about
: 300). I beleive the limit was higher for other versions of TOS. The menu
: system probably needs 400.

I thought that it was significantly less than that (per application anyway)
Are you using a C memory manager (ie calling malloc()) or the TOS memory
manager (ie calling Malloc()!)?

: The question is, is there a way round this? Is it possible to reconfigure
: the memory allocation system? Or do I have to work around the problem
: by rewriting parts of my code?

If you're using C, then replace calls to Malloc/Free with malloc/free
(stdlib.h and/or alloc.h)

.Ian.

1098. cross compiles/link from Sun3 to ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 11:37:00 UTC
From: censjg@caledonia.hw.ac.uk
Message-ID: <1994Jan17.113700.11293@cee.hw.ac.uk>
Source record: 194915

Subject says it all really.

I have both Sun3 & Atari at home, Sun has nicer (more familiar)
development environment, I know gcc (up to gcc 2.4.2 ??) can be used
as a cross compiler, but.....

Do I need to use gas or will as produce sensible m/c (I guess as is ok) &
can anyone comment on cross linking, ie I'd like to have gcc & atari libs
etc all on the Sun & be able to compile & link on that machine then
transfer the resulting executable to the ST(, maybe even run gdb over the
ST's serial port to the Sun...).

Any comments regarding this (especially from anyone who's tried it and
succeeded/failed :) welcome, email preferred.

Thanks,
--
Simon
censjg@caledonia.hw.ac.uk (SMTP) censjg@clust.hw.ac.uk (SMTP & Janet)
Voice: +44 31 451 3265 Fax: +44 31 451 3261

1099. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 12:05:18 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan17.120518.8315@unix.brighton.ac.uk>
Source record: 194914

It lets up after you get a few right, or it shopuld do so you only get asked every so often. I think if you die though that it starts again.

I have had my game going for a while now and I can dock many times before I get asked anymore.

Pads

--

_____
Desk File Options

| Info | ----------------------------------
|_____| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |

1100. Atari Database using ASCII

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 12:22:27 UTC
From: Markus_Schlegel@bn.maus.de
Message-ID: <P35764@BN.maus.de>
Source record: 194912

Hello everyone!

I would like to use the Atari as a Database-server with a simple
BBS-Program,
working from a shell that will only accept keyboard-inputs.

My question: Is there a database system (relational) for the atari that
will
exclusively use ASCII for display and will accept commands exclusively as
ASCII-keyboard-inputs?

If so, please e-mail me.

Many thanks
Markus Schlegel

--
PLEASE DO NOT SEND REPLIES ABOVE 15 KByte TO THE SENDER OF THE ABOVE
MESSAGE,
DO NOT SEND FAQs. THANK YOU.

1101. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 12:24:46 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CJrx5B.LCp@dscomsa.desy.de>
Source record: 194917

In article <KJ5KBYV@math.fu-berlin.de> hwl0978@gemini.tntech.edu writes:
>In article <2h681b$jjj@mits.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>>Yes it can, but you are restricted to the 19200 bps serial port speed
>>of the STF (meaning that you won't be able to use all of the modems
>
>Unless I misunderstand the documentation, HSMODEM and its successor HSMODA02
>(the latest I have seen) will allow 57600 on a standard unmodified 8MHz ST by
>changing the interrupts around.

You misunderstand the documentation. Harun explicitly states that any
rate above 19200 needs a hardware modification which hsmodem then will
support.

Wolfgang

1102. Re: Calligraphy Gold (v.3) Fonts?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 12:30:50 UTC
From: djs@jet.uk
Message-ID: <1994Jan17.123050.4494@jet.uk>
Source record: 194922

In <1994Jan17.102535.3860@jet.uk> I wrote:

>...
>I don't know if they're still trading, but Gate Seven Computers used to
>sell Calligrapher fonts and others. They used to advertise in ST Apps,
>I'll try to find a phone number if you like....
Firstly, Gate Seven are on 071 602 5186 (from UK). Secondly, I can't
find anything about Calligrapher in the bumf they sent me, so I may
be leading you down the wrong path here anyway!
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1103. 68K/3 Pack

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 12:40:12 UTC
From: vacs@hpna49-1.cern.ch
Message-ID: <1994Jan17.124012.2470@dxcern.cern.ch>
Source record: 194913

Does anybody out there, with enough german-language knowledge knows
details about this project of C't magazine, thats to say, putting
a 68030/33 Mhz proseccor on an Atari. The major things Iwould like
to know is, since I have a copy of the magazine, but can't read it,
does this board fits on a STE with a square 68000 chip ? since my
4096STe has a square socket. Also do Ihave to purchase also a German
version of Tos 2.06(with patches included...) form the same source ?
That means dealing with german operating system in the rest of my life ..
Thats for a start,
Thank you
Giorgos

1104. Questions from a new Falcon owner

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 12:57:57 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2he20l$85d@parsley.csv.warwick.ac.uk>
Source record: 194916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone!

I got my falcon last week (yeah!), and in the few days that I have had it
I have come across a number of 'oddities' that I need help on.
I have a falcon 4/127, TOS 4.04 and MTOS 1.04.

1. The manual says you can run .CPX and .ACC files from the desktop. I can't
seem to get it to work, with or without MTOS.

2. When I use the MTOS CPX to turn on memory protection, I get a 'memory
protection error. Adjust debug level...'. Why does this happen, and what does
the error actually mean?

3. When setting Compatability video modes, I sometimes get TT modes greyed
out as well.

4. Where can I find a file telling me what environment variables to
set up for GCC, and what file do I put them in. I tried GEM.CNF, but
I was not sure of the names of the variables.

Help on any of the above would be really appreciated.
Thanks,
Paul

1105. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 13:05:11 UTC
From: sn013he@unidui.uni-duisburg.de
Message-ID: <sn013he.758811824@unidui>
Source record: 194871

hello,
if you get a version of it please post it!
Thanks a lot
Feros

1106. Re: looking for Falcon 030 bootselector

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 13:34:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d3a93dc@troed.ct.se>
Source record: 194864

In a message of 16 Jan 94 19:36:43, D.L.Hastings wrote:

D> > Now I have my own FALCON, but I do not have a bootselector wich
D> > work on it. Does somebody know where I can get a bootselector
D> > for PRG's and ACC's that will work on my Falcon? I prefer
D> > shareware or public domain software because I am out of money
D>
D> SuperBoot v8.1 works perfectly. With my custom written sound patch, the
D> boot up sample part works too.

What??? I'm a registered SuperBoot v8.1 user, and there's NO WAY it works on my Falcon, TOS v4.04 .... boots in ST-Medium then crashes ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employer! --------+

1107. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 14:00:22 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJs1KM.2AI@uc2372c.DaytonOH.NCR.COM>
Source record: 194927

In article <CJKsFu.Hqs@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) says:
>
>Talking to someone the other day, about CD ROM drives, and I was told that I
>would need a lot of hard disk space in the first place, to accomodate the CD
>rom. He told me that the contents of the CD ROM were first copied onto the hard
>disk, from where they would be read. Is this true, as I don't think this is the
>case. Anyone?

I'm not a hardware expert, but that sounds like an awfully ridiculous
way for something to be done (of course, I've seen many ridiculous
things in my life :-) However, I doubt that is the case. A CDROM should
be handled awful similar to a disk drive, hard disk, cassette deck, or any
other such media...

Rob

1108. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 14:04:04 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJs1qt.2ts@uc2372c.DaytonOH.NCR.COM>
Source record: 194928

In article <2d36a67e1a39a0@mailmak.ruhr.de>, theo@mailmak.ruhr.de (Theo Janssen) says:
>
>Bob Stewart (stewart@titan.ucs.umass.edu) wrote:
>
>>In article <CJJ3rs.2EM@cix.compulink.co.uk>,
>>Terry Franks <tfranks@cix.compulink.co.uk> wrote:
>>>Hi There
>>>Has anyone tried the new multi tasking system Geneva I'm told it
>>>works on a 512k STs and is more stable then MultiTOS and simple
>>>to use.Could someone recomend a good hard drive i.e reliable.
[STuff deleted]
>>Geneva is faster than MultiTOS, and a lot more compatible with older programs.
>>
>
>I heard a lot of "Geneva" now during the last months. I don't know if it
>can be bought in Germany. Anyway, i'd like to know if it is possible to
>run Geneva together with MiNT, especially because i like the fast MinixFS
>very much. I do a lot of work using *IX Tools and Software. So i probably
>"couldn't live anymore" without the long filenames, MinixFS supports.
>Any informations about that ?

It's not quite compatible with MiNT yet (should be in one of the next
releases I'd imagine). Technically, you can load them together, but
there's enough problems that it's virtually incompatible for the
moment... (I tried :-)

Rob

1109. SM124 Adjustment Query.

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 14:41:47 UTC
From: cf580@city.ac.uk
Message-ID: <1994Jan17.144147.21688@city.ac.uk>
Source record: 194929

Hi all. I just carried out the modification to my SM124 to increase the visible screen area. It was all pretty straightforward, but I couldn't locate the magnets to center the picture properly; could someone give me a description of what they look like and how to find them? I don't really feel like guessing with high voltages. ;)

As an aside; since the Overscan mod works by filling out to the edges of the screen, why can't you shrink (physically) the size of the screen using the above methods, and then overscan it to something silly like 1280 by 960? Sounds kind of fun (if a little difficult to read) to me... is there any reason it couldn't be done? TIA...

--
Tim Wright - T.J.Wright@city.ac.uk

1110. Re: SPICE - corrupt/missing PRL

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 14:48:07 UTC
From: davef@inmos.co.uk
Message-ID: <1994Jan17.144807.17008@inmos.co.uk>
Source record: 194926

In article <2hd745$kbb@ionews.io.org>, mike@ionews.io.org (Mike Stramba) writes:
|> I get the error message 'corrupt/missing PRL' when I try to run SPICE on
|> my 1040 ST FM.
|>
|> I get the same message if I supply a file name or not, or run the program
|> from the desktop or from Gulam.
|>
|> Anybody know what the problem is ?
|>
|> Mike
|>
|>
|>
|> --
|> ==
|> Mike Stramba Email: mike@io.org
|> Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
|> ==

You need to set up some libraries before you run SPICE. When I downloaded
SPICE from atari.archive, it came with PRL.TOS which has to be run first
to setup the afore mentioned libraries.

If you have any difficulty getting this file then Email me. It was from
a bulletin board so it must be in the public domain (!!).

FYI, I tried a simple simulation which took approx 1 minute on the ST, when
I ran the same sim. at work on the VAX it took 2 seconds.

Good Luck

--
+--------------------------(Dave Foy)-----------------------------+
|Disclaimer: The opinions above are my own personal views etc. |
|Inmos Ltd, 1000 Aztec West, Bristol, UK Email : davef@inmos.com |
| Internet : davef%inmos.co.uk@inmos.com |
+----------------------(+44 454 616616 X520)-------------------------+

1111. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 14:53:52 UTC
From: stvj@pan.com
Message-ID: <9401170955231.stvj@pan.com>
Source record: 194924

Ofir,

It's not _too_ hard to find ST Review out here in Illinois and Indiana, the WaldenBooks/WaldenSoftware stores carry it in some of the (*gag*) malls.

SteveV (Indiana)

1112. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 14:53:57 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan17.145357.2788@t.hfb.se>
Source record: 194923

In article A63242@M4.maus.de, Peter_Missel@m4.maus.de (Peter Missel) writes:
>>>1.1 meg/second is about the limit old STs have through GEMDOS. Falcon
>>and
>>>TT can do about twice the speed.
>>
>>I use a 120Mb Maxtor on my ST (TOS 1.4 w/ 16MHz kit) via ICD's hardware,
>>and I get approximately 1200KB/s throughput according to ICD's RATEHD
>>program. I plugged the same drive into a Falcon using a SCSI<-
>>>Centronics
>>cable, and got barely more than 800KB/s throughput using the same
>>benchmark software.
>
>....which is because RateHD measures incorrectly on TTs and Falcons.

So where can we found a benchmark program that works on TTs and Falcons...

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

1113. Stacy for Sale!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 14:54:15 UTC
From: stvj@pan.com
Message-ID: <9401170955232.stvj@pan.com>
Source record: 194925

```
Pristine Stacy Laptop
4 meg ram, 20 meg int HD, TOS 1.4
internal floppy dr.

No smoke, travel, problems, one owner.
Recording studio use only, midi.

$1000 or

Mega4 STe 4/50+, 1.44FDHD, TOS 2.06,
(kybd & cpu only) + $400.

SteveV (812) 333-1249
AOL:: SteveVJ
GEnie:: M.GATES4
PAN:: STVJ
AtariNet:: 51:203/5
FidoNet:: 1:2230/105
```

1114. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 15:02:26 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CJrny7.Hzo@ryn.mro4.dec.com>
Source record: 195046

In article <2h65fn$3dh@news.rhrz.uni-bonn.de>, roessler@indi5.iam.uni-bonn.de (Thomas Roessler) writes...
>This is exactly the problem: If you send messages and the message buffer
>is full, AES waits until some messages are read - but this is not possible
>if you are sending messages to your own process. => AES will be jammed.

Can't the AES just forget some low-priority message, just like the Mac equivalent of the AES does? Forgetting a message is of course not as bad as just getting jammed. If you experience lost messages you would always have already experienced serious performance problems I think.

Erlend.

1115. Re: PGP for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 15:16:30 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Jan17.151630.20072@solaris.rz.tu-clausthal.de>
Source record: 194938

Steve Glover (S.S.B.Glover@bradford.ac.uk) wrote:

> Apologies if this is an inappropriate posting for this group, but a friend
> is currently looking for an executable PGP for use on an Atari 1040.

> I'd be very grateful if someone could mail or post an ftp site...

```
**************************************************************************
* FTP-FILESERVER-INDEX (generated by ftpindex)
* SUBDIR: /pub/atari/misc/pgp
* SITE: ftp.tu-clausthal.de MODERATOR: Ley@rz.tu-clausthal.de
* LAST UPDATE: 30 Dec 93
**************************************************************************
* FILENAME: SIZE: CONTENTS:
pgp23ab.lzh 280454 PGP 2.3A, ST-Binaries incl. docs,
compiled with gcc 2.4.5 and GNUlib 93
pgp23abm.lzh 291345 PGP 2.3A, ST(Mint)-Binaries incl. docs,
compiled with gcc 2.4.4 and MINTlib 34
pgp23ast.lzh 1891 diff for STs (use with pgp23srcA.zip)
pgp23docA.zip sym-link documentation for PGP 2.3A
pgp23srcA.zip sym-link Pretty Good Privacy 2.3A
```


```
--
------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
```

1116. Re: AHDI 6.05c and HDX 5.03c - Safe with Mega STe?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 15:26:14 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16F4184D2.SPERNA1@ua1vm.ua.edu>
Source record: 194930

In article <2hckva$13vp@tornews.torolab.ibm.com>
vij@vnet.ibm.com (Vij Singh) writes:

>Hi All,
>
>I just downloaded HDX 5.03c and AHDI 6.05c from a local BBS.
>The readme files doesn't say much, but the only machine
>it mentions is the Falcon. I've got a Mega STe, so I'm
>wondering if this new HD driver and utilities will be
>ok on it. I'm currently using AHDI 5.00
> VIJ...

Works well with my STacy 4/40 and gave me improved access to external
drives/devices.

Sam Perna, III
sperna1@ua1vm.ua.edu

1117. Re: Command line shells for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 16:03:45 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan17.160345.25297@bradford.ac.uk>
Source record: 194932

Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
: Tcsh 6.02 requires MiNT. Tcsh 6.00 should work without, if you have
: enough memory. You can get it from 'uni.erlangen.de'. (Sorry if the ftp
: address is wrong, I use an alias.)

The address is ftp.uni-erlangen.de. Or at least this works.

Steve Taylor.

1118. Re: 68K/3 Pack

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 16:04:49 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <wilko.758822689@spoetnix.idca.tds.philips.nl>
Source record: 194935

vacs@hpna49-1.cern.ch (Georgios Vasileiadis) writes:

>Does anybody out there, with enough german-language knowledge knows
>details about this project of C't magazine, thats to say, putting
>a 68030/33 Mhz proseccor on an Atari. The major things Iwould like
>to know is, since I have a copy of the magazine, but can't read it,
>does this board fits on a STE with a square 68000 chip ? since my
>4096STe has a square socket. Also do Ihave to purchase also a German

From the top of my head:

The square 68k needs an adapter socket to connect to the PAK. The
PAK pcb assumes a DIL 68K cpu.

Don't know about the STe question.

Wilko
--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

1119. MiNT Remote Login

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 16:08:31 UTC
From: cleaves@ctron.com
Message-ID: <2hed5vINNat@dur-news.ctron.com>
Source record: 194683

Hello,

I've just instaleld MiNT 0.95 from the Distribu Kit and I am trying
to get the modem to answer for remote logins. I have the ttytab entry for
/dev/ttya and the getty process is running. However, with my Supra 2400
plugged into the serial port and MiNT running in multiuser mode, all I get
is the SD and RD lights on my modem blinking. It is clear that the getty
process is responsible for this, as it stops if I kill the process and slows
down when I run other programs. I have tried setting Auto Answer and this
does not make a difference, the phone rings and the modem just sits there.
I have noticed that the Terminal Ready light is not lit, which I am guessing
is the real problem. Anyone have this working that could tell me what their
setup is?
Also, anyone use MGR? If not, is it possible to run in MultiUser
mode so people can login in under GEM and TOSWIN? From what I've seen so far,
I prefer TOSWIN, but I haven't been able to get any of the MGR programs to run,
they are backgrounded immediately.

Thanks,

Stephan

p.s. Please reply via mail, I don't often read news.

/\
cleaves@ctron.com Stephan R. Cleaves (603) 337-7021
Beauty is a Savage Garden
\/\

1120. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 16:33:26 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CJs8nq.1u4@info.bris.ac.uk>
Source record: 194934

In article <CJqEzr.M2w@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:

|>
|>Just wondering how easy it is to find ST Review (UK mag) in the states.
|>I write for it so it must be good ;^)
|>
|>Ofir ogal@cix.compulink.co.uk
|>
|>
Hey I havn't even seen it in the UK for months :-)

|>
--
```
-------------------------------------------------------+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
-------------------------------------------------------+---------------+
```

1121. Re: Mod player for the STE

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 16:37:35 UTC
From: DAUENSTEINER@rlirnw1.ngate.uni-regensburg.de
Message-ID: <DAUENSTEINER.11.758824655@rlirnw1.ngate.uni-regensburg.de>
Source record: 194933

In article <CJrnzJ.Dxv@midge.bath.ac.uk> ma2jswc@midge.bath.ac.uk (J S W Chan) writes:
>From: ma2jswc@midge.bath.ac.uk (J S W Chan)
>Subject: Mod player for the STE
>Date: Mon, 17 Jan 1994 09:06:50 GMT
>Does anyone know where I can ftp a copy of Player STE. It's a mod player for
>the STE, which has a CD look-a-like front end?
>Alternatively, can anyone mail me a copy?
>
hi
i'm not sure but i think i've seen one eithre at:
ftp.uni-paderborn.de

or

ftp.uni-muenster.de

no guarantee

bye

Best regards,
Alex

1122. Re: Quantum 240S Problems URGENT!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 16:53:24 UTC
From: DAUENSTEINER@rlirnw1.ngate.uni-regensburg.de
Message-ID: <DAUENSTEINER.13.758825604@rlirnw1.ngate.uni-regensburg.de>
Source record: 194937

>HI
>
>I've got a MSTE 2Mb with internal Seagate157N (48MB). I wanted to take it
>out because of strange read/write errors. In the end only about 34 MB were
>accessible but getting worse. Before I took it out I wanted to format it
>with HDX 504 but failed ('no device found'; or the like). nevertheless I
>took the Seagate out and put in the Quantum240S. But all my attempts to
>format or to get in contact failed. I tried older versions of HDX where the
>WINCAP was still in use (or is it still necessary for the new versions?????).
>I've got AHDI 6.061.
>
>So how can I use my f**in' harddisk????????
>
>Please help, it's urgent. I need to work with my machine!!!!!!!!! URGENT!!!!
>
>PLEASE MAIL.
>

Best regards,
Alex

1123. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 16:57:47 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CJs9tB.Fq5@midge.bath.ac.uk>
Source record: 194936

In the referenced article, tjl@bristol.ac.uk writes:
>
>|>
>|>Just wondering how easy it is to find ST Review (UK mag) in the states.
>|>I write for it so it must be good ;^)
>|>
>|>Ofir ogal@cix.compulink.co.uk
>|>
>|>
>Hey I havn't even seen it in the UK for months :-)
>
Its very odd , the places that do stock it seem to sell out within days,
the WH Smith in Bath sold all the copies of the Christmas issue in 2 days.
So why don't more newsagents stock it? It's a superb magazine I hope it
survives.Does anyone know what the current circulation is , I guess it must
be arround the 30,000 mark.ST Doormat seems to be losing readers by the
bucket load .Mind you it does have a very negitive attitude and its crap.

Long live ST Review!

Les

1124. Re: 68K/3 Pack

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 17:42:06 UTC
From: jschief@finbol.toppoint.de
Message-ID: <1994Jan17.174206.6192@finbol.toppoint.de>
Source record: 194869

vacs@hpna49-1.cern.ch (Georgios Vasileiadis) writes:

>Does anybody out there, with enough german-language knowledge knows
>details about this project of C't magazine, thats to say, putting
>a 68030/33 Mhz proseccor on an Atari. The major things Iwould like
>to know is, since I have a copy of the magazine, but can't read it,
>does this board fits on a STE with a square 68000 chip ? since my

the project was planed for the 68pin-dip Version, but there are adapters
for smd/plcc to dip on the market. (sorry, I don't have any adress)

there was a second article to patch a tos 2.06, so you may patch
you os-version.

Joerg

--
Joerg Schlaeger joergs@toppoint.de
24113 Kiel Tel.: ++49 431 682210 (voice)

To be or what ?

1125. Re: looking for Falcon 030 bootselector

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 17:53:36 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJsCDD.51H@cix.compulink.co.uk>
Source record: 194857

Dan any chance of you bunging me a copy of your sound patch?

```
=============================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
=============================================================================
```

1126. Re: Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 17:53:39 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJsCDF.522@cix.compulink.co.uk>
Source record: 194858

The current version is 1.05, version 2.00 will be released commercially
soon.

```
================================================================================
= .---. Atari .----------- = Post.....: Daron M. Brewood =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax......: +44 (061) 429-9803 =
= // / / /` '-- ========================================
= // //..\\ = InterNet.: dbrewood@cix.compulink.co.uk=
= ====UU====UU==== = NeST.....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet.: 51:500/0.0@atarinet.ftn =
= ''`` = Fido.....: 2:255/401.0@fidonet.org =
= Falcon 030, FPU, 16Mb RAM = TurboNet.: 100:101/12.99@turbonet.ftn =
================================================================================
```

1127. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 17:54:52 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CJsCFG.33L@info.bris.ac.uk>
Source record: 194939

In article <CJs9tB.Fq5@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk (L J Greenhalgh) writes:

|>
|>In the referenced article, tjl@bristol.ac.uk writes:
|>>
|>>|>
|>>|>Just wondering how easy it is to find ST Review (UK mag) in the states.
|>>|>I write for it so it must be good ;^)
|>>|>
|>>|>Ofir ogal@cix.compulink.co.uk
|>>|>
|>>|>
|>>Hey I havn't even seen it in the UK for months :-)
|>>
|>Its very odd , the places that do stock it seem to sell out within days,
|>the WH Smith in Bath sold all the copies of the Christmas issue in 2 days.
|>So why don't more newsagents stock it? It's a superb magazine I hope it
|>survives.Does anyone know what the current circulation is , I guess it must
|>be arround the 30,000 mark.ST Doormat seems to be losing readers by the
|>bucket load .Mind you it does have a very negitive attitude and its crap.
|>
|> Long live ST Review!
|>
|> Les
|>

Its a shame few newsagents stock ST Review. I'd but it but I never see it (only ST Format for months). And I have a quasi-religious objection to subscribing to these mags...

The few issues of ST Review I have seen have been full of the sort of things I like (ie hard technical info) and short on all the games crap etc.

Actually I hardly ever buy ATari mags nowadays...

--

---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
---+---------------+

1128. Looking for Lars-Erik Osterud

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 18:17:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan17.181735.23769@newshost.lanl.gov>
Source record: 194942

This is being posted for Joseph Hogan who does not have Newsgroup access.
Please respond directly to him at Joseph_Hogan@UQAC.UQuebec.CA (Joseph Hogan).

-Hutch- @ Fair Dinkum Tech

==========

I saw a message about a MiniBBS program, and he also talked about ReadMail ST,
and I wanted to write to the guy, but I saved the message, and removed his
address from it. His name is Lars-Erik Osterud, I think from Norway, but not
positive.

Joseph Hogan
Joseph_Hogan@UQAC.UQuebec.CA

1129. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 18:29:42 UTC
From: paetau@mits.mdata.fi
Message-ID: <2helem$rvf@mits.mdata.fi>
Source record: 194868

There's been very little talk about Mag!X, compared to eg. Geneva, or maybe I have just missed it all. So tell me, has there been any GEnie conferences etc. where Mag!X would have been discussed more specificly? From the messages on this newsgroup I have got the impression that one would have to use either the desktop that comes with Mag!X or Gemini, is that true or could I use any other desktop as well?

Thanks in advance!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

1130. Re: About .signatures...

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 18:45:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan17.184500.654@newshost.lanl.gov>
Source record: 194949

In article 2d32fab0@troed.ct.se, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
> But then, excessive quoting is a MUCH bigger problem than long .sig's !!!

I agree. Also, how about those who post a reply to a previous post without any reference at all to what the original query was about? That's almost as bad.

>(Some people quote 100 lines to add one ..)

Or even worse, quote 100 lines _including_ someone else's huge .sig.

>Mine is 5 lines .. ;)

And perfectly appropriate, Rickard. :)

-Hutch- @ Fair Dinkum Tech

1131. ATTN: Tracy Lord

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 18:48:36 UTC
From: bergma@ee.ualberta.ca
Message-ID: <bergma.758832516@bode>
Source record: 194944

Tracy,

This is Gary Bergmann, and I still have my Atari system
for sale.

My mail was forwarded...and your address was stripped out...

If you could please mail a reply to me at

gbergman@datap.ca

Gary.

1132. Atari ST for sale (again)

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 18:51:28 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2hemng$lol@csugrad.cs.vt.edu>
Source record: 194940

I am, yet again, trying to sell my Atari so I can upgrade to an
STe. Since I haven't had much response selling it locally in the
Washington DC metropolitan area I am now willing to sell it to anyone
willing to pay for shipping. Please respond by e-mail or leave a message
at (703) 951-2238 (number of my new apartment) if you're interested.

For Sale:

Atari 520STfm computer
8MHz 68000 Processor
DD (720K) floppy drive (internal)
512K Ram
Tos 1.0 (possibly 1.4. I'm not sure)

Some Current Notes disks that I'm willing to throw in:

Stwriter V1.07 (July 1986)
MicroEmacs V3.10
Pile Up V3.0 (Tetris clone)

These two are on the same disk:
Time Bandits
Joust (my brother would play this one endlessly!)

History:

This computer was origonally purchased used from L&Y Electronics in
Woodbridge, Va in May 1989. The keyboard was replaced in Fall 1991 after
it was accidently smashed and the power supply was replaced in Summer 1992
after the origonal one burnt out. Thus far, we have had no problems with
this computer (aside from lack of memory to run software and lack of
software period :-)

Best Offer gets the computer.

Some software that I'm also selling:

PC Ditto 8086 (or is it 8088?) emulator $20
Ultima V "Warriors of Destiny" $10
Times of Lore (requires joystick) $10
Checkmate (Chess program) $10

Note:

Because I ran out of room in the truck, I couldn't take the Atari down
to Blacksburg with me. I *am* planning to take a trip back up to Woodbridge
to pick up the Atari (along with some other items I couldn't pack) next
weekend (Jan 22-3).

--
Christopher Fuhrman |"Somewhere there's danger, somewhere there's
cfuhrman@csugrad.cs.vt.edu | injustice, Somewhere else the tea's getting
Computer Science Major | cold. Come on, Ace. We've got work to do..."
Virginia Tech Hokie! | -The Doctor

1133. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 19:06:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d3ae1a2@troed.ct.se>
Source record: 194873

In a message of 17 Jan 94 13:24:46, Wolfgang Wander wrote:

WW> >Unless I misunderstand the documentation, HSMODEM and its successor
WW> HSMODA02
WW> >(the latest I have seen) will allow 57600 on a standard unmodified 8MHz
WW> ST by
WW> >changing the interrupts around.
WW>
WW> You misunderstand the documentation. Harun explicitly states that any
WW> rate above 19200 needs a hardware modification which hsmodem then will
WW> support.

I think he meant that HSmodem's routines are fast enough to feed a modified
port at 57600 bps on an 8Mhz machine ..

When I modified my STE to do 38400, I had to get a 16Mhz/Cache accelerator too
for it to work .. sounds like the various "HS-Fixes" has been improved .. ;)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1134. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 19:52:42 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2heqaa$sqh@nz12.rz.uni-karlsruhe.de>
Source record: 194945

Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:
: >> i.e. not, I repeat, NOT including Germany. And let me never hear that again :)

: >Sorry for being a little North American-centric... :-)

: Oh, well, I suppose we'll get used to that one day :-).

: >What _is_ the predominant language in that area then? I was more
: >concerned with the language than the country...

: 'That area'?? Western Europe you mean? How about 'each country has its own
: language' ...? But as far as computers, Atari ROMS, etc are concerned:
: English. Except for Germany of course, since they do everything (and I mean

In Spain the ROMs have been translated to spanish, although
I doubt they still manage to sell any ST in Spain anymore...

: *everything* :-) in German, including their ROMs.

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+-----------------------------------------`----------+
```

1135. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 20:00:09 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2heqo9$sqh@nz12.rz.uni-karlsruhe.de>
Source record: 194941

Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:
:And re:Germans doing everything in German: seriously, I don't understand how a
:whole nation can stand to look at John Wayne speaking *German*. It sounds
:absolutely ridiculous in my ears.

Well as ridiculous as when I saw a copy of El Quijote in english?
I mean... not every person in the world understands english...
and not every english speaking guy understands spanish or german...
wonder how Goethe has been translated to english...

: And lastly: please note the :-)'s in my original message.

:-)

: And for all of you who still read these ramblings: a very happy, healthy,
: inspiring, fantastic 1994, no matter what language you speak :-).

Feliz a%o nuevo!

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+-----------------------------------------`----------+
```

1136. Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 20:06:54 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2her4u$sqh@nz12.rz.uni-karlsruhe.de>
Source record: 194947

I have been lurking the 680x0 Linux mailing list for quite a while hoping
there would some linux developement for the atari computers going on...
as I haven't seen any, I am asking here if there is any group of people
interested in porting Linux for the TT and Falcon... Wouldn't it be nice
to have a real Unix in your Falcon?

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+-----------------------------------`----------+
```

1137. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 20:20:52 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2herv4INN238e@rs1.rrz.Uni-Koeln.DE>
Source record: 194943

In <CJrny7.Hzo@ryn.mro4.dec.com> nagel_e@cecehv.enet.dec.com (Besiktas...) writes:

>In article <2h65fn$3dh@news.rhrz.uni-bonn.de>, roessler@indi5.iam.uni-bonn.de (Thomas Roessler) writes...
>>This is exactly the problem: If you send messages and the message buffer
>>is full, AES waits until some messages are read - but this is not possible
>>if you are sending messages to your own process. => AES will be jammed.

>Can't the AES just forget some low-priority message, just like the Mac
>equivalent of the AES does?

No, it can't because Apple sues the hell out of anyone and
anything that does anything "just like the Mac"...

>Forgetting a message is of course not as bad as
>just getting jammed.

This certainly doesn't hold for all kinds of messages. Of course,
throwing away redraw messages, or others indicating user actions
on windows may not cause any serious dangers. But forgetting
AC_CLOSE messages may well cause the system to become unstable.
Hmmm... I just read that appl_read() takes an ap_id argument,
indicating the ID of the application from whose message buffer
one wants to read. Perhaps this could be exploited to write an
accessory that empties another application's message buffer. The
question would be, however, how such an accessory could be
activated when the AES are already frozen...
I think that neither forgetting messages nor getting jammed (by
waiting for an app to read its messages when the app is put to
sleep by the AES) is a sensible way of dealing with a full
internal buffer for messages. The AES should try to allocate
more memory for the internal message buffer, and display an alert
box to the user in case this fails.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1138. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 20:26:05 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2hes8t$sqh@nz12.rz.uni-karlsruhe.de>
Source record: 194950

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In message <758701982.AA02927@byte.bbs.no>, William.Kent@f100.n30.z47.byte.bbs.no said:
: >
: >Does Mag!x contain a replacment desktop, like Gemini or Neodesk.
: >Can it multitask both Tos and Gem program, or does one need MTOS or
: >GENEVA for that?

: Mag!x has a built-in desktop, nothing fancy. You can install a replacement
: desktop (Gemini) if you like. It runs TOS programs in a window and
: multi-tasking TOS programs is no problem. No need for MiNT.

Is this Mag!x thing worth for ST computers? Or should I only
get it if having a TT? Does it work with the Falcon?

+--+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+---`----------+

1139. Atari email

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 20:30:04 UTC
From: jeff@jupiter.Arizona.EDU
Message-ID: <2hesgc$55@auggie.CCIT.Arizona.EDU>
Source record: 194853

Does anybody out there know ANY general email addresses for Atari Corp in Sunnyvale, CA? (I think that's where they are.) I really could use an efficient way to get in touch with those guys. I wonder if Atari execs read this newsgroup.

Thanks in advance!
Jeff

1140. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 20:35:19 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hesq7$lsk@golem.wcc.govt.nz>
Source record: 194854

] Do you mean HSMODA02 ? If so, where did you find it?
] The only thing archie could come up with was HSMODA01.LZH (version 1).

I sent it to the new c.b.a.st moderator, with any luck it might turn
up....

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1141. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 20:35:51 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2hesr7INNt1l@rs1.rrz.Uni-Koeln.DE>
Source record: 194946

In <CJMrBz.CE@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:

>We've had this discussion before. No, the traffic wouldn't justify
>a 030 group either. I seriously suggest (as I did the last time we had
>this discussion---sorry) that we change the groups we have to

> comp.sys.atari.tos
> comp.sys.atari.tos.tech

>which is really what they're about.

Replacing 'st' with 'tos' in the newsgroup names may be
appropriate, as this would indicate more clearly that the groups
are for all Atari computers running under TOS, not only STs. But
it would not help with focussing on different issues. I'd like to
see the Atari groups organized a bit like those on other systems,
e.g.:

comp.sys.atari.announce
comp.sys.atari.tos
comp.sys.atari.tos.applications
comp.sys.atari.tos.programmer
comp.sys.atari.tos.tech

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1142. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 20:58:08 UTC
From: thopman@uoguelph.ca
Message-ID: <2heu50$j9q@nermal.cs.uoguelph.ca>
Source record: 194855

Marty (rjv_hol@pavo.concordia.ca) wrote:
: Hi! Since you own GENEVA and seem to know how to use it, maybe
: you'll be able to help me out. Do you know how to multitask programs?
: For, to sum up my case, I primarily got GENEVA because I do a lot of
: disk compressing (w/ Jampack) and file-archiving (w/ StZip). But once
: these programs initiate their compression routine, I can't switch
: applications anymore! >.... Pretty annoying when you wanna perform
: multitasking..
: Later! :) Marty
Geneva is a cooperative multitasking system, which means that if a program decides to be nasty and hog the system, it can do so and get away with it. You can't do anything about it except get MultiTOS or try to run MiNT with Geneva.

BTW, you can switch between applications while ST-Zip is extracting...just go up to the menu bar, and eventually ST-Zip will let you switch. I think it's between files. I'm not sure if you can extract in the background, though.

THeo

1143. Compiling Mint 1.08 !!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 21:28:03 UTC
From: abi@sn2.ee.umist.ac.uk
Message-ID: <1994Jan17.212803.6201@nessie.mcc.ac.uk>
Source record: 194851

Hi All,

I've read through most of the posts about compiling Mint 1.08 and I just thought I'd comment on the way I did it:-

* My setup is an Atari STE with 4Mb RAM and an 85Mb hard drive

* I've got GCC,G++, 2.45 (could have been version 2.3 something when I actually compiled Mint - can't remember exactly), mintlibs/includes patchlevel34

* Also got Bison (v1.19), GNU utils patchlevel36, an old make (well not the latest one anyway), tcsh (6.0.... something), and MultiTos (v1.04).

When I first tried to compile Mint everything was okay until I tried to use the final executable - It just kept crashing for no apparent reason. I looked in the makefile and noticed the 'prgflags' bit which I initially though was the problem (I don't have prgflags !)

I e-mailed Eric Smith to ask where to get 'prgflags' and he told me that I didn't need it and to check that I had the latest libraries and include files - which I did, and I had !!

What I didn't have was the latest version of the GNU assembler (gas). I happened to stumble across one of the 'update' files for the GNU stuff which mentioned a bug in the old version of gas that was causing problems with Mint !!!

After I downloaded gas from src.doc.ic.ac.uk I set make off, and 2hours (yes a whole TWO HOURS !) later I had a lovely working version of Mint 1.08 which has been installed in my auto folder ever since !!

(and they all lived happily ever after .... ahhhhh !)

I don't think that there *should* be any real problems with compiling Mint - it should (!?!?!?) be just a matter of typing 'make'; there shouldn't (?) really be any need for debugging.

If anyone wants a more detailed description of the setup I used for compiling Mint, then e-mail me - I don't read news that regularly and I could miss any posts.

Bye for now,

Andrew

P.S. I got all of my GNU/MiNT stuff from atari.archive.umich.edu or the mirror at src.doc.ic.ac.uk (this has been upgraded recently and is v.fast - in the UK - and can have loads of anonymous users - 300 !!!!)

```
=================================================================
= /// = A baby is gods =
= .signature space @ @ = opinion that the =
= to let, apply within > = World should =
= \_/ = go on. =
=================================================================
```

1144. Re: cross compiles/link from Sun3 to ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 21:39:14 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Jan17.213914.7002@eeyore.earth.ox.ac.uk>
Source record: 194862

In article <1994Jan17.113700.11293@cee.hw.ac.uk>,
Simon Greaves <censjg@caledonia.hw.ac.uk> wrote:
>Subject says it all really.
>
>I have both Sun3 & Atari at home, Sun has nicer (more familiar)
>development environment, I know gcc (up to gcc 2.4.2 ??) can be used
>as a cross compiler, but.....
>
>Do I need to use gas or will as produce sensible m/c (I guess as is ok) &
>can anyone comment on cross linking, ie I'd like to have gcc & atari libs
>etc all on the Sun & be able to compile & link on that machine then
>transfer the resulting executable to the ST(, maybe even run gdb over the
>ST's serial port to the Sun...).
>
>Any comments regarding this (especially from anyone who's tried it and
>succeeded/failed :) welcome, email preferred.

I think this is important enough to make the info general.

>Thanks,
>--
>Simon
>censjg@caledonia.hw.ac.uk (SMTP) censjg@clust.hw.ac.uk (SMTP & Janet)
>Voice: +44 31 451 3265 Fax: +44 31 451 3261

The object file produced by Sun's cc and gcc on the Sun 3 architecture are
identical in format to those produced on the ST/falcon/TT by gcc. What is
different is the linker and library format, so the ST versions have to be
compiled and used. Also, you must remember that the Sun 3 is a 68020/68030
based machine, so the default is -m68020 and -m68881.

I have compiled programs on my Sun 3/80 (20MHz 68030 based), linked them and
transfered them to my TT and run them.. but it is not a recommended way of
doing things as your code can pick up the Sun include files by mistake,
which can cause bugs.

Note: I've not built a specific cross-gcc, merely created a new specs file
and set the GCC-EXEC etc env vars.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1145. New GEMini CDROM for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 21:59:50 UTC
From: rab@sprite.berkeley.edu
Message-ID: <2hf1om$gd2@agate.berkeley.edu>
Source record: 194948

Walnut Creek CDROM announces the release of the GEMini CDROM for Atari Computers. The CDROM contains 616 MB, and 2872 public domain programs, shareware programs and commercial demos for the Atari ST, TT, and Falcon Computers plus a section for the Portfolio palmtop computer. It also contains text and graphics for the Lynx and Jaguar video game systems.

The GEMini CDROM is set up in a logical tree structure which simpifies seaching for and running the programs. You can find files in areas such as accessories, archives, astronomy, database, fonts, games, GNU, programming, screeen savers, virus , text editors, utilities, etc.

It includes 50 megabytes of games and entertainment software. For the desktop publisher, it contains 15 megabytes of fonts. Many programs include source code. All programs may be run directly from the CDROM so there is no need to decompress onto the hard drive in order to use the files. Each directory contains an index and a list of files to make it easier for a user to locate a file.

The disc is set up for both Atari and MSDOS BBS's. All the noncompressed files have a corresponding compressed version in the zip folder, so BBS operators can easily make thousands of Atari files available to their users. BBS formats include PCBoard, Opus, Wildcat, RBBS, Spitfire, and Maximus.

For a specific list of the software on the CDROM, you can ftp the index.txt and readme.txt files from ftp.cdrom.com: /pub/cdrom/cdroms/atari.

The GEMini CDROM for Atari was edited by Eric Tremblay and Rene Guimont.

The price is $39.95. S&H is $5 for US/Canada/Mexico, and $10 for overseas. If you live in California, please add sales tax. You can pay by cash, check, money order or Visa/MC/Amex.

Walnut Creek CDROM
1547 Palos Verdes Mall, Suite 260
Walnut Creek, CA 94596

1 800 786-9907
1 510 674-0821 FAX

orders@cdrom.com

The disc is available for FREE to anyone that has contributed any of their own work. Just email me your name, address, and the name of the program(s) that you wrote. Overseas addresses are ok.

Many of the programs on this disc are shareware, and require seperate payment to the author for continued use. This CDROM is fully guaranteed, if you are dissatisfied with this disc for any reason whatsoever, you can return it for

an exchange or refund.

Here is a list of other CDROM titles from Walnut Creek CDROM:

CICA Microsoft Windows CD-ROM - Windows PD/shareware from ftp.cica $29
Simtel MSDOS CDROM - MSDOS Shareware/PD from Simtel internet archive $29
Hobbes OS/2 CDROM - PD/Shareware from ftp-os2.cdrom.com $29
Giga-Games CDROM - Thousands of Games for MSDOS and MS Windows $39
GIFs Galore - Thousands of GIF images $39
Aminet Amiga CDROM - shareware & PD swr collection for Amiga $29
Garbo MSDOS/MAC CDROM - shareware & PD for DOS and Mac $29
Space and Astronomy CDROM - Nasa photos, doscs $39
Project Gutenberg CDROM - Hundreds of etexts, literature, documents $39
QRZ Ham Radio CDROM - Callsign database, shareware & PD, docs, etc. $29
Sprite CDROM - Sprite Research Operating System from UC Berkeley $29
Nova for NeXT CDROM - Software for NeXT (Motorola) Workstations $59
Nebula for NeXTSTEP (Intel) CDROM - Software for NeXTSTEP (Intel) $59
Source Code CD-ROM - Usenet source archives on CD-ROM $39
X11R5 and GNU CD-ROM - X11R5 Window System, Gnu Src, SPARC binaries $39
Ada CDROM -- Thousands of Ada documents and programs $39
Info-Mac CDROM -- 10000+ Mac programs from sumex-aim.stanford.edu $49
C User's Group Library CDROM - C source code $49
Libris Britannia - British shareware $69
Tookit for Linux CDROM - Linux Applications, Slackware distribution $39
FreeBSD Operating System CDROM - Complete 32 bit OS, X11R5, GNU $39
GEMini Atari CDROM - PD/Freeware for Atari $39
La Coleccion CDROM - Spanish PD/Freeware $39

CD-ROM Caddies $4.95

If you would like a more detailed list of other CDROM titles published by
Walnut Creek CDROM, you can ftp the latest list from ftp.cdrom.com
in the file /pub/cdrom/catalog, or send email to info@cdrom.com.

1146. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-17 22:39:23 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994Jan17.223923.25896@alw.nih.gov>
Source record: 194852

In article <1994Jan13.131128.19429@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>DOWDLE@delphi.com wrote:
>: I was just curious _WHY_ you were looking for a Unix for the Atari.
>
>I think that should read 'Atari Emulator for Unix' which I took to mean an
>emulator which allowed Atari programs to be run under Unix.

Well, maybe someone was looking for an OS with pre-emptive multitasking; or maybe just a good command line shell. I've found Gulam isn't bad when I just want a Unix-like command line, but it depends on uEmacs a little too much for my tastes. Is there a better command line shell for TOS, of the 'csh' flavor?

--
___ O== ==O "It's deja vous all over again."
|__) ICK O== ==O [sic]
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra

1147. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 00:06:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJstnA.Knx@cix.compulink.co.uk>
Source record: 194859

>>I quite agree, except I'm sure I've seen a little patch program which can
>>take an MTOS kernel and force it to load the AES from ROM.
>>
>If you have the knowledge to write such a program, then you surely
>have the knowledge to build mint from the sources. Maybe you simply
>lack the processing speed and disk space. As I see it, this is the
>real problem with building mint on an st, and why I would never
>attempt it.

The point is that it is quite possible to hack an MTOS kernel into a MiNT kernel with freely available software - no expertise needed.

Bearing this in mind Atari *can't* release an MTOS kernel without also, by implication, releasing a new MiNT kernel.

Their 'solution' seems to be to sit back and do nothing.

BTW if the little 'hack' doesn't actually modify the MTOS kernel so Atari can't even complain about integrety of binary files.

As for compiling MiNT on an ST. I'd rather not have to do it, but I can and I do. If I could compile a working *MTOS* 1.08 kernel (as opposed to a MiNT 1.08 kernel) I'd be even happier. I know it *should* be easy, but it doesn't seem to want to work for me.

:-(

Roland.

1148. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 00:06:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJstnC.KoL@cix.compulink.co.uk>
Source record: 194860

>Talking to someone the other day, about CD ROM drives, and I was told that I
>would need a lot of hard disk space in the first place, to accomodate the CD

Is this statement in reference to any particular CD-ROM disk? In general
CD-ROMs on the Atari are accessed just like a huge hard disk, or more
usefully as around an hours worth of music ;-)

:-)

Roland.

@CiX

MSTE, NEC CDR-37

1149. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 00:06:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJstnD.Kp6@cix.compulink.co.uk>
Source record: 194861

>We've got a UK version of MTOS, with MiNT v1.08, and AES v4.01.

What the one with iconised windows etc?

Where from, and is it release or beta software?

:-)

Roland.

1150. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 00:43:09 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <132372@hydra.gatech.EDU>
Source record: 194856

In article <A63241@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:
>Re: Mega STE screen wrap problem

>>I get this shift with several graphics programs,
(stuff deleted so I am allowed to post)

>A 100% fix would be a replacement Shifter chip.

Not necessarily. I had this problem bad and it was fixed not by
replacing the shifter chip, but by replacing the SIMMs.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1151. Re: Tape drives

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 03:01:44 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan18.030144.19523@mnemosyne.cs.du.edu>
Source record: 194870

In article <A63246@m4.maus.de>, Peter Missel <Peter_Missel@m4.maus.de> wrote:
>
>The GEMAR package includes a MultiTOS file system driver for SCSI
>streamers. It works on ACSI, TT and Falcon SCSI, and provides either
>direct access to the tape's contents and an interface for GNU-Tar.

Does anyone know of an FTP site where thsi version may be found?

Thanks,
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1152. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 04:27:29 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hfofh$o81@golem.wcc.govt.nz>
Source record: 194865

A group with as few messages as this group doesn't require being split into 5 other groups.... As the poet said, "What's in a name" does not a comp.sys.atari.st message area by any other name still converse on matters atari!?

:)

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1153. PSU

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 04:31:43 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hfonf$o81@golem.wcc.govt.nz>
Source record: 194866

1. For arguments sake, if I was in the UK, and got a Falcon from the US, destined *for* the US, could I still use it 100% in the UK!? (With the possible exception of the (If I'm lucky) packaged Atari-works having US thesaurus/dictionary). e.g. Does the PSU autoswitch between 110V and 240V? (60/50Hz), and can they handle both PAL and NTSC video output!?

2. Same for the Jaguar. Can a US Jag' be used 100% on a UK system.

This info' is for a local dealer who wants to get the machines in cheaply, but is unsure of doing so if they won't work without replacing the PSU's!

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1154. ATARI STE

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 06:27:22 UTC
From: alberto@terapin.com
Message-ID: <alberto.29ge@terapin.com>
Source record: 194894

Hi everyone. I still have an ATARI 1040 STE system. I am thinking of selling it, but it seems that the price for this type of system has gone down quite a bit... too much for me to justify selling it.

I am thinking about keeping it and maybe upgrading the Ram to 4 megs, Tos to 2.06, and getting Geneva and Neodesk in hopes of having a workable system. I will soon have a 100 Meg SCSI HD, so I should be set.

I would like to know if this kind of setup could still be kept alive.. In other words, is there still software being released to be compatible with my STE? I haven't heard any news since the Falcon came out, so it seems as though ATARI died and went Jaguar from my end. If someone could please e-mail me whats going on, and if I can in fact still be productive with my system. Mainly I want to do word processing and computer programming, in C and C++. Of course I also do telecom, which I use Stalker for.

So please e-mail me some ideas, news, suggestions.

Thanks,

alberto@terapin.com

1155. Re: Quantum 240S Problems URGENT!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 08:02:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2hg52u$osc@golem.wcc.govt.nz>
Source record: 194872

Hi you must disable the parity strap on the Quantum..

And try and format with the latest HDX XXX or what ever, I use
ICD with my system and a 240LPS Quantum...

Windcap is not used with SCSI drives....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1156. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 09:13:47 UTC
From: DOWDLE@delphi.com
Message-ID: <940118.15227.DOWDLE@delphi.com>
Source record: 194874

David Stevenson,

> Eh? If you can compile MiNT, then you can compile a MultiTOS
> kernel. Just compile with -DMULTITOS and without -DONLY030 and
> -DDEBUG_INFO. (This info is from Eric Smith).

Not really. MultiTOS is more than just MiNT. It comes with a new
AES and desktop... which (correct me if I'm wrong) isn't included with the
sources to MiNT. Agree or disagree?

TYL, Scott

1157. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 09:18:04 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2hg9gc$4k5@percy.cs.bham.ac.uk>
Source record: 194875

Another wierd AES (or it might be WINX 2.2, I'm unsure) bug, is that it temporarily forgets a window has its BEVENT bit set...

I open windows A and B, and set their BEVENT bits.

I open window C, and don't set the BEVENT bit.

In the window C event loop, I ignore all WM_TOP messages, thus keeping the user 'locked' into this window, whilst allowing program switching via the menus etc.

So the window stack is:
A (furthest back)
B
C

I open Xcontrol, and then close it. Now window C is back on top (WM_TOPPED ?). I close window C.

Now when I click on window A, the click is ignored. But if I top window A, then window B, background clicks start working properly again.

Wierd, huh? I'm pretty sure it isn't a code error, as it only happens when I open another application's window.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1158. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 09:34:25 UTC
From: djs@jet.uk
Message-ID: <1994Jan18.093425.11063@jet.uk>
Source record: 194888

In <CJs8nq.1u4@info.bris.ac.uk> tjl@siva.bris.ac.uk (Tim Llewellyn) writes:

>In article <CJqEzr.M2w@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir
>Gal") writes:

>|>
>|>Just wondering how easy it is to find ST Review (UK mag) in the states.
>|>I write for it so it must be good ;^)
>|>Ofir ogal@cix.compulink.co.uk
>|>
>Hey I havn't even seen it in the UK for months :-)
Many newsagents seemed to stop carrying it when it was no longer SOR.
Although it's still the best UK glossy (IMO), it has many faults. eg the
review of Cubase Audio in the last issue just didn't go deep enough
for such a big, important, product. It didn't even mention things like
sound quality, accuracy of sync to external devices (and internally
between audio and MIDI tracks). And what about the from-RAM sampling
Maybe the editor chopped the important
bits out of your review, Ofir? :-)

(Actually, for the sort of info you need on something like Cubase Audio,
I guess you should go to a mag written by pro musicians, eg Sound on Sound).

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1159. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 09:40:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJtK88.J1F@barclays.co.uk>
Source record: 194879

ST Review is worth getting a sub to if you can't find it at the newstands.
Lots of technical stuff, reviews of hardware & apps and only minimal games
coverage. Lot's of MIDI too.
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1160. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 09:44:22 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJtKDy.J3o@barclays.co.uk>
Source record: 194880

In article <sn013he.758811824@unidui>, sn013he@unidui.uni-duisburg.de (Feros) writes:
|> hello,
|> if you get a version of it please post it!
|> Thanks a lot
|> Feros
Even if it's nolonger made, it's still (c) and can't be distributed for
free. In most countries anyway.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1161. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 09:47:06 UTC
From: gio@wcl.bham.ac.uk
Message-ID: <gio.131.758886426@wcl.bham.ac.uk>
Source record: 194878

In article <sn013he.758811824@unidui> sn013he@unidui.uni-duisburg.de (Feros) writes:
>From: sn013he@unidui.uni-duisburg.de (Feros)
>Subject: Re: Wanted: AutoRoute
>Date: 17 Jan 1994 14:05:11 +0100
>hello,
>if you get a version of it please post it!
>Thanks a lot
>Feros
>
>
No flame intended, but it comments like that (and the implied piracy that follows) that meant that NextBase sold next to no copies of Autoroute (I'm sure I read somewhere that they only sold 30 (thirty) copies of the ST version in the UK, yet copies were to be found everywhere), and hence that they decided not to bother developing the ST version further as it wasn't viable.

To (mis)quote an ad...

"Probably the most pirated piece of software in the world"

1162. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 09:48:09 UTC
From: marcel@eba.eb.ele.tue.nl
Message-ID: <2hgb8p$ilh@tuegate.tue.nl>
Source record: 194881

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:

[quotes]

[crunch]

: The AES should try to allocate
: more memory for the internal message buffer, and display an alert
: box to the user in case this fails.

Wouldn't it be possible to write a patch that does exactly this? Even though I don't know how to do this, maybe somebody else has enough experience to to tackle the problem. Or, when somebody gives me enough clues, I could do it myself.

Anyone?

--- Marcel

1163. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 10:36:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJtMt3.MqB@barclays.co.uk>
Source record: 194883

In article <gio.131.758886426@wcl.bham.ac.uk>, gio@wcl.bham.ac.uk (Giovanni Ciampa)
|> No flame intended, but it comments like that (and the implied piracy that
|> follows) that meant that NextBase sold next to no copies of Autoroute (I'm
|> sure I read somewhere that they only sold 30 (thirty) copies of the ST
|> version in the UK, yet copies were to be found everywhere), and hence that
|> they decided not to bother developing the ST version further as it wasn't
|> viable.
The possible apocrophyl(sp?) story goes that the director of Nextbase was
invited back to his old school to give a lecture. While there he asked if
anyone had seen Autoroute. A huge bunch of hands appeared. He then said
'and what computer is this?' A big cry of 'Atari ST' by more people than
he had sold copies in the entire country.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1164. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 10:38:21 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Jan18.103821.4531@vax.sbu.ac.uk>
Source record: 194884

In article <CJtK88.J1F@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> ST Review is worth getting a sub to if you can't find it at the newstands.
> Lots of technical stuff, reviews of hardware & apps and only minimal games
> coverage. Lot's of MIDI too.

I agree, if I had any trouble finding ST Review I would definitely subscribe.
Since it is published by the same people as ST User, and it's unlikely that
they will continue to support two magazines past the end of this year, they
are likely to drop the one with the lowest circulation. I'm fairly sure that
User sells better than Review at the moment, but I would prefer to see User
dropped.

--
Ross McN.

1165. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 10:56:56 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2hgf9o$j25@fenugreek.csv.warwick.ac.uk>
Source record: 194882

In article <60.42950.4514.0N190908@brunel.ac.uk>,
EE90JDE@BRUNEL.AC.UK writes:
>Newsgroups: comp.sys.atari.st
>Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
>uknet!brunel!ee90jde
>From: ee90jde@brunel.ac.uk (Jonathan D Evans)
>Subject: DIY FALCONS
>Message-ID: <CJ8AEM.1E8@brunel.ac.uk>
>Organization: Brunel University, Uxbridge, UK
>X-Newsreader: TIN [version 1.2 PL2]
>Date: Thu, 6 Jan 1994 21:59:09 GMT
>Lines: 13
>
>I've just put together a slightly customised falcon system.
>I bought a 4 Meg Falcon from Silica for 699 pounds, then a
>tower system from System solutions for 179.95, the Eagle 32
>accelerator (Expandable with 32 Meg of fast ram, and no I
>couldn't afford the ram yet), 213 Meg Maxtor 3 1/2 inch IDE
>hard drive for 194 pounds, and an adaptor cable for power
>and connection to the IDE for about 15 pounds. The Eagle 32
>cost about 279.95 pounds. The system is now running Okay
>but what I want to know is if anybody out there can give me
>a list of the software I would have got if I'd bought a
>Falcon with a hard disk already installed?
>---
> * RoseMail 2.10b:

I bought mine from Silica last week, with 4mb RAM and 127mb hard disk.
I got MULTITOS(but no install program), Xcontrol, AHDI, procalc, callappt,
two games, and that's it. No Speedo, AFM or SAM. I wasn't pleased.

Paul

P.S The machine's great though!

1166. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 11:27:00 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1994Jan18.112700.17365@cs.joensuu.fi>
Source record: 194886

rvenable@helix.nih.gov (Rick Venable) writes:

>In article <1994Jan13.131128.19429@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>>DOWDLE@delphi.com wrote:
>>: I was just curious _WHY_ you were looking for a Unix for the Atari.
>>
>>I think that should read 'Atari Emulator for Unix' which I took to mean an
>>emulator which allowed Atari programs to be run under Unix.

>Well, maybe someone was looking for an OS with pre-emptive multitasking; or
>maybe just a good command line shell. I've found Gulam isn't bad when I just
>want a Unix-like command line, but it depends on uEmacs a little too much for
>my tastes. Is there a better command line shell for TOS, of the 'csh' flavor?

Actually it could be the UNIX emulator on ST, what my friend is now working on.
The system is now stable and he had compiled straightly the tcsh and many of
the subsidiary programs (like ls,cp etc...). He is now working on porting
x-windows to his system.

If you want more in write directly to him :
sarnila@jyu.fi

Ville
------
villeh@cs.joensuu.fi

1167. Re: looking for Falcon 030 bootselector

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 11:47:00 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJtq2C.A16@cen.ex.ac.uk>
Source record: 194885

In article <2d3a93dc@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

> D> > Now I have my own FALCON, but I do not have a bootselector wich
> D> > work on it. Does somebody know where I can get a bootselector
> D> SuperBoot v8.1 works perfectly. With my custom written sound patch, the
> D> boot up sample part works too.

> What??? I'm a registered SuperBoot v8.1 user, and there's NO WAY it works on my
> Falcon, TOS v4.04 .... boots in ST-Medium then crashes ..

I have TOS 4.01 and I never had any problems. My Falcon boots in SVGA 640x480 16 colours, superboot seems to assume this is ST High res and gives a black and white display using 640x400 of the screen. It works fine, apart from the password protection option which will cause it to fail if on. But I never saw the point in that anyway when you can prevent any auto programs from running by holding control...
{{{ Dan }}}

1168. Re: MALLOC HELP (GOAL! PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 12:26:24 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CJtrw0.5nB@hpbbrd.bbn.hp.com>
Source record: 194813

Dino Dini (amiga@hosta.dircon.co.uk) wrote:
> Research revealed that it is not the memory that has run out, but that
> TOS can only handle a certain number of memory allocations (my guess is about
> 300). I beleive the limit was higher for other versions of TOS. The menu
> system probably needs 400.

You can extend the internal memory pool by running FOLDRxxx. But
the better way to get around this (documented!) limitation is to
use malloc() instead of Malloc().

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

1169. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 12:39:51 UTC
From: marx@reich.uni-koblenz
Message-ID: <2hglanINNc5n@mailhost.uni-koblenz.de>
Source record: 194889

With the risk of losing my eternal life: I think you have got a spleen!

Thomas

1170. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 12:40:13 UTC
From: prose@chopin.uni-koblenz.de
Message-ID: <2hglbr$2nj@infko.uni-koblenz.de>
Source record: 194890

In article <1994Jan14.211716.15095@frmug.fr.net>,
Jean-Michel Mercier <jmm73@frmug.fr.net> wrote:

>I am looking for a UUCP package for the AtariST (that should work on a
>Mega STE).

Look out for the HERMES-Package, which includes a User-Shell and all
other programs you need for working with UUCP.

Author: martini@heaven7.in-berlin.de (Martin P. Ibert)

Greetings, Andi

--
Andreas Edler, 56112 Lahnstein * Universitaet Koblenz-Landau, Abt. Koblenz
MAGNUS-Mailbox, +49-2621-40787 * Proseminar E - Benutzerschnittstellen
eMail privat: aedler@light.de * prose@uni-koblenz.de (only Uni-intern!) :-(

1171. WINX and TOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 12:58:40 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CJttDs.Ctt@bbc.co.uk>
Source record: 194887

I've managed to get Winx to produce a ROM image file of TOS, with the winx upgrades (not difficult really!). Has any body got any advice on getting this into an EPROM programmer and which EPROM is needed? I have a 1024 STFM with TOS 1.02 in two chips.

Ta,

-D.White

1172. Re: Resource construction set and GEM

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 13:21:24 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan18.132124.9372@unix.brighton.ac.uk>
Source record: 194891

You want ORCS (Otto's Resource Construction Set) and the GEM Tutorial series ProGEM (available at a.a.u.e or mirrors).

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ---------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
-----------------------------------------
```

1173. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 13:24:27 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJtuKr.A8K@barclays.co.uk>
Source record: 194892

In article <1994Jan18.093425.11063@jet.uk>, djs@jet.uk (David Stevenson) writes
|> review of Cubase Audio in the last issue just didn't go deep enough
|> for such a big, important, product. It didn't even mention things like
|> sound quality, accuracy of sync to external devices (and internally
|> between audio and MIDI tracks). And what about the from-RAM sampling
|> Maybe the editor chopped the important
|> bits out of your review, Ofir? :-)
Agreed. I was amazed that the sample quality wasn't covered. The whole review was
very sparse.

|> (Actually, for the sort of info you need on something like Cubase Audio,
|> I guess you should go to a mag written by pro musicians, eg Sound on Sound
Possibly, but what's the point of reviewing a 700GBP package if your not going to
do it justice?
(Sorry Ofir... I hope it *was* the editor and if it was, sorry Vic etc. etc.)
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1174. Re: looking for Falcon 030 bootselector

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 13:57:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2d3beb18@p4.troed.ct.se>
Source record: 194839

In a message of <17 Jan 94 14:34:20>, Rickard Troedsson (2:200/612.0) writes:

D>> Now I have my own FALCON, but I do not have a bootselector wich
D>> work on it. Does somebody know where I can get a bootselector
D>> for PRG's and ACC's that will work on my Falcon? I prefer
D>> shareware or public domain software because I am out of money
D>>
D>> SuperBoot v8.1 works perfectly. With my custom written sound patch,
D>> the boot up sample part works too.
>
> What??? I'm a registered SuperBoot v8.1 user, and there's NO WAY it
> works on my Falcon, TOS v4.04 .... boots in ST-Medium then crashes ..

Works on mine though... TOS v4.02...

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*********************************************************************
```

1175. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 14:18:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2hgr3k$1eb@percy.cs.bham.ac.uk>
Source record: 194893

DOWDLE@delphi.com writes:
>David Stevenson,
>
> > Eh? If you can compile MiNT, then you can compile a MultiTOS
> > kernel. Just compile with -DMULTITOS and without -DONLY030 and
> > -DDEBUG_INFO. (This info is from Eric Smith).
>
> Not really. MultiTOS is more than just MiNT. It comes with a new
>AES and desktop... which (correct me if I'm wrong) isn't included with the
>sources to MiNT. Agree or disagree?
>

Agreed, but then David said he can build a MTOS *kernel* from the MiNT
kernel sources.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1176. Colour monitors for STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 14:24:25 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CJtxCq.AFM@lincoln.gpsemi.com>
Source record: 194895

Hi,

Given that the Phillips CM8833 Mk 2 has been discontinued and I don't seem to be able to find a new one, anyone got any suggestions for a colour monitor for use with a Mega STe. I need one that copes with 60 Hz and that sort of thing.

Thanks,

Martin
--

```
======================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ---------------------------------------------------------------- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
======================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

1177. Geneva and MiNT and TOSWIN ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 14:33:41 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CJtxs6.AIF@lincoln.gpsemi.com>
Source record: 194896
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Ok, so there's been lots of talk about Geneva recently, two ST mags (UK) reviewed it and thought it was great for ST's - well that's how I read it anyway :-) . My question is can it multitask TOS programs as well as GEM thingies ? How about compatibility with MiNT and then using TOSWIN to run things ? I'm a little lacking in knowledge about this sort of thing really - any info. greatly appreciated.

Thanks,

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== --- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

1178. Re: Atari jaguar

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 14:37:45 UTC
From: stevew@teleride.on.ca
Message-ID: <CJtxyx.Gpt@teleride.on.ca>
Source record: 194800

In article <1994Jan15.085155.23481@mnemosyne.cs.du.edu> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>In article <VqH3Fc2w165w@sys6626.bison.mb.ca>,
>eva crouse <redhead@sys6626.bison.mb.ca> wrote:
>> The Atari JAGUAR STALKS WINNIPEG!
>>
>> --------------------------------
>>
>> This FANTASTIC 64bit console system is priced at $357.00.
>>
>> The JAGUAR comes with CYBORMORPH packed in game and a 17
>>
>> button joypad controller.
>
>Or, you can buy from any other store in the contry for the list price
>of $250 (Like the Good Guys in calif, or order through your local
>Babbages).

The Jaguar has not yet been release in this country at any price, you American Imperialist internet running-dog type. Converting local rubles into US currency, you will find $357 is about US$ 275. Considering the merchandise is grey-market goods, not a bad mark-up.

>> Game Cartridges available now are:
>>
>> Raiden.....$69.00 Crescent Galaxy....$69.00 Dino Dudes..$69.00
>
>Ack - each game priced at $20 above list price!!!!!!!

List price is US $49? That's about $60 in Manitoba dollars. Again, not bad for unavailable goods.

>> We are now taking orders! Please call COMPU WARE at XXX-XXX-XXXX
>
>Please don't! Number deleted to protect the innocent.

Don't call 'cos you'd be supporting crass commercial imperialist exploitation of the collectivnet. Prices are ok, though.

--
Stephen M. Webb ------- Consider Whirled Peas ------- stevew@teleride.on.ca

Canada: a part of the United States where people are so smart they've never paid any taxes to Washington.

1179. Re: ATARI STE

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 14:51:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJtyLB.Hw8@barclays.co.uk>
Source record: 194897

What do you want to do with your STe? New stuff is still being released although much of it tends to be for 'power-users'. There is still huge amounts of tried and tested applications for pretty much all needs.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1180. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 15:10:09 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJtzGx.Eyv@uc2372c.DaytonOH.NCR.COM>
Source record: 194803

In article <2herv4INN238e@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) says:
>In <CJrny7.Hzo@ryn.mro4.dec.com> nagel_e@cecehv.enet.dec.com (Besiktas...) writes:
>
>>Can't the AES just forget some low-priority message, just like the Mac
>>equivalent of the AES does?
>
>No, it can't because Apple sues the hell out of anyone and
>anything that does anything "just like the Mac"...

Not that they've been necessarily winning these lawsuits. Keep an
eye out for the latest version of Windows (4.0, I believe). I've seen a beta
version - it looks more like the Mac (or ST) than it's own predecessor,
Windows 3.1...

Rob

1181. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 15:16:00 UTC
From: rjv_hol@pavo.concordia.ca
Message-ID: <18JAN199410160229@pavo.concordia.ca>
Source record: 194898

In article <CJqEzs.M3I@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes...
>Mag!x has a built-in desktop, nothing fancy. You can install a replacement
>desktop (Gemini) if you like. It runs TOS programs in a window and
>multi-tasking TOS programs is no problem. No need for MiNT.

Hi! Can you tell me more about Mag!x ? Is it available in a
shareware or PD version? Someone told me there was only a German version
of this program, so do you know if an English version is to be released
soon?

1182. Re: How many Falcons sold?

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 15:20:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.rdC75j3ex32@semprini.waterloo-rdp.on.ca>
Source record: 194817

In <2h6t3u$rkh@nermal.cs.uoguelph.ca>, Mark Rathwell writes:
>
> How many Falcon machines has Atari actually sold since introducing
> their wonder machine?

I've heard that an optimistic estimate would be 20,000 machines; not
surprising given Atari's "marketing" and "support" of the machine. And
it's relatively high price and low power.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1183. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 15:33:05 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJu0J5.GH0@uc2372c.DaytonOH.NCR.COM>
Source record: 194823

In article <2helem$rvf@mits.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) says:
>
>There's been very little talk about Mag!X, compared to eg. Geneva, or
>maybe I have just missed it all. So tell me, has there been any GEnie
>conferences etc. where Mag!X would have been discussed more
>specificly? From the messages on this newsgroup I have got the
>impression that one would have to use either the desktop that comes
>with Mag!X or Gemini, is that true or could I use any other desktop as
>well?

You don't *need* a desktop to use Geneva - you can simply go up to
"File" (in the Geneva manager screen) choose "Open" and run programs
from there. Neodesk is supposedly the only desktop so far where you
can *multitask FROM* the desktop (though Gemini 1.99 might be able to
as well?). You could though very easily open a desktop as one
of the tasks from Geneva...

Don't know much about Mag!x other than positive remarks from
people on the net...

Rob

1184. Re: REPEAT ARTICLES FROM CSR ONLINE

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 15:34:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3jaaNJ9urvE@semprini.waterloo-rdp.on.ca>
Source record: 194818

In <60.43289.4514.0N19107A@canrem.com>, Richard Munro writes:
> -> Can some one Stop all these Repeat Articles that are comming from
> -> Organization: CRS Online (Toronto, Ontario)
>
> A review of this newsgroup shows that we are not sending out any
> duplicates. Further, even if we *were* sending out duplicates,
> standard dupe-checking should be catching them at your end.

This is, of course, wrong. The way CRS is munging the headers in the duplicates, dupe-checking software isn't going to notice them... as far as it's concerned, these are "new" articles.

I've already sent Richard two examples of the duplicate articles, one from "@canrem.com" and one with the From: field completely captitalized. It looks like some bozo is using a seriously buggy offline reader (probably DOS or Windows-based, no doubt).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1185. want to buy ICD Link

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 15:40:08 UTC
From: rge@helix.nih.gov
Message-ID: <1994Jan18.154008.11581@alw.nih.gov>
Source record: 194899

I've got two hard drives set up in shoebox cases, but there's no room for the host adaptor. So ONLY the Link will do. I need two.

1186. Re: Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:00:11 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan18.160011.12988@newshost.lanl.gov>
Source record: 194820

In article JD84Fc2w165w@sys6626.bison.mb.ca, messy@sys6626.bison.mb.ca (Messiah) writes:
>hey, i dont know if a Portfolio would be considered ST, it doesnt run
>TOS, but rather a semi-DOS ibm pc compatible OS... if anyone has any card
>or peripherals that they want to unload, let me know.

Try checking in comp.sys.computers.handheld as they sometime talk about the
Portfolio over there.

-Hutch- @ Fair Dinkum Tech

1187. Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:02:07 UTC
From: ILAWSON@ESOC.BITNET
Message-ID: <94018.160207ILAWSON@ESOC.BITNET>
Source record: 194771

Am I the only person in the world to own Frontier on the ST?

If not can someone tell me if I am the only person who has problems with military drives. I buy one, and then the program wont let my ship leave the station/base it is at. Or I can leave and the guns dont work. Or the speed timer locks at normal speed (regardless of icon position). Sorry to moan but I've got a Panther with 2 million credits+ and I want to start FIGHTING rather

1188. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:03:44 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <CJu1y9.BL4@muster.hrz.uni-giessen.de>
Source record: 194900

Konstantinos Xonis (gc85@hrz.uni-giessen.de) wrote:

: Thou I don`t know any, I would not recommend to do so,
It has some disadvantages,
: that are too serious to dare. By the way Harddisks are
getting cheaper and bigger.
: Why not buy a second (or better an additional) one ???

: -
: Konstantinos XONIS
: (XAKChaos of XAK-Design Wetzlar)

The answer is alwas the money :-)

Why should I buy a second HD, whenn I can get 50% more capability
of my old one using a simple (and cheap) program.

Digital Data Deicke (ddd) in Hannover/Germany supplies all their
HD for Atari with a compress PRG calles "ddd-compress".

If you buy only the program, it costs about 80 DM, I think.

Believing their ads, it renders about 50% more capability.

bye,
Martin

1189. TTTIME: bombs

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:08:08 UTC
From: fpf@wmpi02.uni-wuppertal.de
Message-ID: <2hh1h8$d66@wmwap1.math.Uni-Wuppertal.DE>
Source record: 194809

Hi !

I have problems with the CPX-module TTTIME, which should correct
the internal clock. When XCONTROL starts with active TTTIME-module,
it produces four bombs and the internal clock is totally unset.
Any idea how to solve this problem ?

Greetings, Peter

+---+
| Frank Peter Feuerstein fpf@math.uni-wuppertal.de |
| Fachbereich Mathematik & Institut fuer Angewandte Informatik |
| Bergische Universitaet - Gesamthochschule Wuppertal |
+---+

1190. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:08:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan18.160858.13924@newshost.lanl.gov>
Source record: 194822

In article a4h@fbi-news.informatik.uni-dortmund.de,
grsys168@gulliver.informatik.uni-dortmund.de (Patrick Koehne) writes:
>If this company doesn't exist any longer, is it possible that someone could give
>me that programm, even when the datas are older?

Whoa, be careful there, Patrick. First of all, I'm fairly certain that the company that markets AutoRoute (or is that AutoMap?) _does_ still exist and they might not take kindly to folks giving away copies of their program. Secondly, even if a company no longer supports a product that does NOT remove their copyright protection. Many people make the same, yet still incorrect, assumption about older software.

Cheers,

-Hutch- @ Fair Dinkum Tech

1191. IconDesk

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:14:05 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jan18.161405.10375@dct.ac.uk>
Source record: 194801

Does anyone know why IconDesk (German PD package) icons become corrupted when using Warp 9 screen accelerator? Is NVDI compatible with IconDesk?

Any help given would be most appreciated.
Simon Wilkinson

1192. Re: Geneva and MiNT and TOSWIN ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:15:20 UTC
From: thopman@uoguelph.ca
Message-ID: <2hh1uo$f2m@nermal.cs.uoguelph.ca>
Source record: 194802
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Kite (mkite@lincoln.gpsemi.com) wrote:
: Ok, so there's been lots of talk about Geneva recently, two ST mags (UK)
: reviewed it and thought it was great for ST's - well that's how I read it
: anyway :-) . My question is can it multitask TOS programs as well as GEM
: thingies ? How about compatibility with MiNT and then using TOSWIN to run
: things ? I'm a little lacking in knowledge about this sort of thing really -
: any info. greatly appreciated.

Geneva is every bit as good you say the mags say it is (I haven't read any print reviews...I just went out and bought it ;-)). Geneva will run TOS programs using a program called GNVA_TOS, which works a lot like TOSWIN in that it puts the TOS program in a window, and you can chage the font, etc, etc. However, you can only multitask programs which read the keyboard regularly, so you can't stick, say, a ray-tracer in the background like you can with TOSWIN and MiNT. Text editors and term programs and suchlike should work fine, though.

THeo

1193. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:24:18 UTC
From: sforseil@vub.ac.be
Message-ID: <2hh2fi$ehk@rc1.vub.ac.be>
Source record: 194805

Hermann Samso (ukra@rzstud1.rz.uni-karlsruhe.de) wrote:
: as I haven't seen any, I am asking here if there is any group of people
: interested in porting Linux for the TT and Falcon... Wouldn't it be nice
: to have a real Unix in your Falcon?

Hu hu, that would be cool! If you are willing to make a group
for porting, I don't know if I'd be able to help you (I'm not an atari
programmer), but I would be please to help in any other way (beta testing for
example, I'm using Linux and Unixes for some years now).

++===++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		battman@infonaut.com	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 660-16-85	
++===++

1194. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:35:10 UTC
From: richards@mdd.comm.mot.com
Message-ID: <2hh33u$qll@yendi.mdd.comm.mot.com>
Source record: 194804

Does this mean no more support for the ST? ;->

1195. papyrus gold

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:36:45 UTC
From: petep@info.isbiel.ch
Message-ID: <2hh36t$ggn@vega.info.isbiel.ch>
Source record: 194808

has anybody got it already?

has it...
... spelling checker german/english/french ?
... postscript?
... some other format (ex. to winword, wordperfect,framemaker,...) ?
... works it under mint and on the falcon030 ?
... a port to a database systeme (phoenix,adimens) ?

1196. GDOS Fontz

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 16:49:49 UTC
From: pagan@meiko.co.uk
Message-ID: <2hh3vd$6g5@bart.meiko.com>
Source record: 194816

What's the latest news on this topic. Are there any in existence apart
from the ones you get with the pack? Are there any conversion programs
(from Calamus/Mac/PS -> SPD)? Is there anything..?

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God

1197. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 17:04:21 UTC
From: dehall@iastate.edu
Message-ID: <dehall.758912661@vincent1.iastate.edu>
Source record: 194828

In <2h9aap$6ar@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>John Cummins (cummins@osuunx.ucc.okstate.edu) wrote:
>> In article <2gnqep$mrr@mailer.fsu.edu> boyd@math.fsu.edu writes:
>> >Evan K. Langlois (ekl@sdf.lonestar.org) wrote:
>> >>
>> >> Memory serves wrong. Its about half that. I wouldn't have paid $80 for
>> >> NVDI and I have it sitting here. Its a great program. Closer to $40.
>> >
>> >Memory serves right. TOAD ad in Nov 93 Current Notes: NVDI - $79. If you
>> >know of a place that sells it for $40, please post the address/phone number.
>> >The high price (and the fact that I have already invested money in Warp9)
>> >is what has prevented me from buying it up until now.
>>
>> Seriously, If you have an ST or a TT, it's under $40.00 from Toad.
>> Only the latest "Falcon compatable" version is $80.00

>Ok, I just called Toad, with $40 in my hot little hands, and they said
>"No, you can't have it for that, it's $89". So ends this rumor (sadly,
>as I would like to have bought it for $40). Perhaps the price has jumped
>since y'all bought yours, but it is _now_ selling for $89 from Toad.

No, like he said, the older version is available for $40. I just ordered
it (Tues. AM) and they still have 3 copies available. Be sure to ask
for the older ST/TT version.

Cheers,

Aaron
dehall@iastate.edu
--
Aaron Burghardt
dehall@iastate.edu

1198. Re: GDOS Fontz

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 17:11:03 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJu52G.7x8@barclays.co.uk>
Source record: 194807

In article <2hh3vd$6g5@bart.meiko.com>, pagan@meiko.co.uk (Stephen Payne) writes:
|> What's the latest news on this topic. Are there any in existence apart
|> from the ones you get with the pack?
Well, apart from 1000 commercial fonts... and several PD ones I've seen on BBSs
and CDROMs, no :-)

Why not get the Word Perfect pack? 50 Speedo fonts that work with Ataris for
29.95GBP and probably less in the States.
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1199. Falcon Gembench Result at 32MHz

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 18:06:33 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <CJu7My.uA@brunel.ac.uk>
Source record: 194811

For all those people out there who want the GEMBENCH Tests done on a Falcon 030 with the Eagle 32 accelerator fitted here are the results for various machine formats :-

```
GEM Bench v3.10 = Ofir Gal 5.8.93
=========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = ST, No Blitter
=========================================
GEM Dialog Box: 3.795 222%
VDI Text: 3.665 365%
VDI Text Effects: 6.325 371%
VDI Small Text: 4.095 243%
VDI Graphics: 5.065 511%
GEM Window: 1.440 271%
Integer Division: 0.770 1168%
Float Math: 2.255 251%
RAM Access: 0.850 371%
ROM Access: 0.915 344%
Blitting: 0.830 1411%
VDI Scroll: 2.700 488%
Justified Text: 3.460 396%
VDI Enquire: 1.610 164%
=========================================
Average: 469%
Graphics: 444%
CPU: 533%
GEM Bench v3.10 = Ofir Gal 5.8.93
=========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = ST + Blitter
=========================================
GEM Dialog Box: 3.795 144%
VDI Text: 3.665 151%
VDI Text Effects: 6.325 233%
VDI Small Text: 4.095 148%
VDI Graphics: 5.065 464%
```

```
GEM Window: 1.440 112%
Integer Division: 0.770 1168%
Float Math: 2.255 251%
RAM Access: 0.850 371%
ROM Access: 0.915 344%
Blitting: 0.830 220%
VDI Scroll: 2.700 158%
Justified Text: 3.460 157%
VDI Enquire: 1.610 164%
==========================================
Average: 291%
Graphics: 195%
CPU: 533%
GEM Bench v3.10 = Ofir Gal 5.8.93
==========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = ST, No Blitter + FPU
==========================================
GEM Dialog Box: 3.795 222%
VDI Text: 3.665 365%
VDI Text Effects: 6.325 371%
VDI Small Text: 4.095 243%
VDI Graphics: 5.065 511%
GEM Window: 1.440 271%
Integer Division: 0.770 1168%
Float Math: 2.255 17%
RAM Access: 0.850 371%
ROM Access: 0.915 344%
Blitting: 0.830 1411%
VDI Scroll: 2.700 488%
Justified Text: 3.460 396%
VDI Enquire: 1.610 164%
==========================================
Average: 453%
Graphics: 444%
CPU: 475%
GEM Bench v3.10 = Ofir Gal 5.8.93
==========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = STE, No Blitter
==========================================
GEM Dialog Box: 3.795 213%
```

```
VDI Text: 3.665 365%
VDI Text Effects: 6.325 371%
VDI Small Text: 4.095 243%
VDI Graphics: 5.065 511%
GEM Window: 1.440 253%
Integer Division: 0.770 1168%
Float Math: 2.255 251%
RAM Access: 0.850 371%
ROM Access: 0.915 345%
Blitting: 0.830 1412%
VDI Scroll: 2.700 488%
Justified Text: 3.460 396%
VDI Enquire: 1.610 165%
==========================================
Average: 468%
Graphics: 441%
CPU: 533%
GEM Bench v3.10 = Ofir Gal 5.8.93
==========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = STE + Blitter
==========================================
GEM Dialog Box: 3.795 144%
VDI Text: 3.665 150%
VDI Text Effects: 6.325 234%
VDI Small Text: 4.095 148%
VDI Graphics: 5.065 464%
GEM Window: 1.440 109%
Integer Division: 0.770 1168%
Float Math: 2.255 251%
RAM Access: 0.850 371%
ROM Access: 0.915 345%
Blitting: 0.830 221%
VDI Scroll: 2.700 158%
Justified Text: 3.460 157%
VDI Enquire: 1.610 164%
==========================================
Average: 291%
Graphics: 194%
CPU: 533%
GEM Bench v3.10 = Ofir Gal 5.8.93
==========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
```

```
Run and Malloc from STRAM
Reference = STE + Blitter + FPU
=========================================
GEM Dialog Box: 3.795 144%
VDI Text: 3.665 150%
VDI Text Effects: 6.325 234%
VDI Small Text: 4.095 148%
VDI Graphics: 5.065 464%
GEM Window: 1.440 109%
Integer Division: 0.770 1168%
Float Math: 2.255 17%
RAM Access: 0.850 371%
ROM Access: 0.915 345%
Blitting: 0.830 221%
VDI Scroll: 2.700 158%
Justified Text: 3.460 157%
VDI Enquire: 1.610 164%
=========================================
Average: 275%
Graphics: 194%
CPU: 475%
GEM Bench v3.10 = Ofir Gal 5.8.93
=========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = MSTE, No Blitter
=========================================
GEM Dialog Box: 3.795 132%
VDI Text: 3.665 200%
VDI Text Effects: 6.325 201%
VDI Small Text: 4.095 135%
VDI Graphics: 5.065 271%
GEM Window: 1.440 157%
Integer Division: 0.770 575%
Float Math: 2.255 133%
RAM Access: 0.850 185%
ROM Access: 0.915 172%
Blitting: 0.830 753%
VDI Scroll: 2.700 281%
Justified Text: 3.460 224%
VDI Enquire: 1.610 106%
=========================================
Average: 251%
Graphics: 246%
CPU: 266%
GEM Bench v3.10 = Ofir Gal 5.8.93
=========================================
```

```
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = MSTE + Blitter
==========================================
GEM Dialog Box: 3.795 120%
VDI Text: 3.665 136%
VDI Text Effects: 6.325 193%
VDI Small Text: 4.095 133%
VDI Graphics: 5.065 281%
GEM Window: 1.440 91%
Integer Division: 0.770 575%
Float Math: 2.255 133%
RAM Access: 0.850 185%
ROM Access: 0.915 172%
Blitting: 0.830 209%
VDI Scroll: 2.700 148%
Justified Text: 3.460 140%
VDI Enquire: 1.610 103%
==========================================
Average: 187%
Graphics: 155%
CPU: 266%
GEM Bench v3.10 = Ofir Gal 5.8.93
==========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = MSTE + Blitter + FPU
==========================================
GEM Dialog Box: 3.795 120%
VDI Text: 3.665 136%
VDI Text Effects: 6.325 193%
VDI Small Text: 4.095 133%
VDI Graphics: 5.065 281%
GEM Window: 1.440 91%
Integer Division: 0.770 575%
Float Math: 2.255 10%
RAM Access: 0.850 185%
ROM Access: 0.915 172%
Blitting: 0.830 209%
VDI Scroll: 2.700 148%
Justified Text: 3.460 140%
VDI Enquire: 1.610 103%
==========================================
Average: 178%
```

```
Graphics: 155%
CPU: 235%
GEM Bench v3.10 = Ofir Gal 5.8.93
==========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = TT + FPU
==========================================
GEM Dialog Box: 3.795 83%
VDI Text: 3.665 119%
VDI Text Effects: 6.325 114%
VDI Small Text: 4.095 100%
VDI Graphics: 5.065 116%
GEM Window: 1.440 71%
Integer Division: 0.770 99%
Float Math: 2.255 6%
RAM Access: 0.850 111%
ROM Access: 0.915 83%
Blitting: 0.830 259%
VDI Scroll: 2.700 106%
Justified Text: 3.460 116%
VDI Enquire: 1.610 79%
==========================================
Average: 104%
Graphics: 116%
CPU: 74%
GEM Bench v3.10 = Ofir Gal 5.8.93
==========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = TT + Fast RAM + FPU
==========================================
GEM Dialog Box: 3.795 83%
VDI Text: 3.665 118%
VDI Text Effects: 6.325 114%
VDI Small Text: 4.095 99%
VDI Graphics: 5.065 115%
GEM Window: 1.440 70%
Integer Division: 0.770 100%
Float Math: 2.255 5%
RAM Access: 0.850 77%
ROM Access: 0.915 76%
Blitting: 0.830 206%
VDI Scroll: 2.700 105%
```

```
Justified Text: 3.460 115%
VDI Enquire: 1.610 67%
==========================================
Average: 96%
Graphics: 109%
CPU: 64%
GEM Bench v3.10 = Ofir Gal 5.8.93
==========================================
Falcon 030 TOS 4.04, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = F030
==========================================
GEM Dialog Box: 3.795 102%
VDI Text: 3.665 104%
VDI Text Effects: 6.325 131%
VDI Small Text: 4.095 104%
VDI Graphics: 5.065 183%
GEM Window: 1.440 105%
Integer Division: 0.770 200%
Float Math: 2.255 118%
RAM Access: 0.850 129%
ROM Access: 0.915 126%
Blitting: 0.830 139%
VDI Scroll: 2.700 105%
Justified Text: 3.460 104%
VDI Enquire: 1.610 106%
==========================================
Average: 125%
Graphics: 118%
CPU: 143%
```

The Eagle 32 accepts TT FastRam. This means it can take 1MB x 8, 1MB x 9, 4MB x 8, or 4MB x 9 SIMMS is 2 banks of 4. It can also take 2MB x 8 or 2MB x 9 SIMMS for upgrades of 8 or 16 MEG.

The tower case I have on my Falcon is from System Solutions, part of Atari Workshop in Windsor at the Windsor Business Park. The Accelerator was bought from Gasteiner who are situated in Tottenham, just down the road from the football stadium.

I hope this text has been some help to other users out there.

Jon.

1200. LASERDEMO

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 18:10:08 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <CJu7sx.vG@brunel.ac.uk>
Source record: 194812

Does anybody know how to uncompress the laserdemo.tos.z file for the Falcon in src.doc.ac.ic.uk? It isn't in standard unix compress format, I've already tried to do it this way. I would be grateful if anyone could help.

Jon.

1201. TT/Falcon SCSI throughput

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 18:12:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63826@M4.maus.de>
Source record: 194733

Morning!

An important point I forgot to mention in the previous discussion of SCSI throughput of TT and Falcon machines:

Atari does NOT use the original NCR 5380 chip, but the compatible and faster LOGIC 5380. The latter's spec sheet quotes a 2.5x speed increase, giving an asynchronous transfer rate of up to 4 MB/s total.

So, miff@apanix.apana.org.au - who claimed the NCR chip could do no more than 1,1 MB/s - might be and probably is right.

But that's not the chip we are discussing about, although we (including me) kept talking about the "NCR chip".

My transfer rate testing had a top result of 2200 KB/s so far, which would perfectly match the "2.5x speed increase" Logic claims to have over NCR's original chip.

I apologize for being unprecise in my previous postings.

bye, Peter

1202. Help Needed (Spectre, SCSI/2, etc.)

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 18:17:22 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CJu84y.30E@watserv2.uwaterloo.ca>
Source record: 194810

I have a few questions on different topics:

SPECTRE:

Has anyone tried Mac System 7.1 with Spectre 3.0? Does it work?
Is it too slow for words? I have 6.0.5 but I understand 6.0.6 and
6.0.7 are for color Macs but 6.0.8 is compatible with Spectre, is this
true? (i just bought a used Spectre recently).

As well I have an HP Laserjet 4L printer and the Deskjet 3.1 driver
on info-mac does not work properly. It does not print fonts properly
(the driver is supposed to substitute printer fonts for Mac fonts) I
assume this is because the 4L font selection is not 100% downward
compatible. I have an old Deskjet Plus that I will try this evening
(through the serial port so I can have both hooked up). Anyway, the
4L LOOKS almost identical to the Personal Laserwriter 300 that Apple
sells - it is obviously an HP printer and uses the same toner cartridge.
Has anyone tried the driver for the Personal Laserwriter 300 with a
Laserjet? I'm curious as to whether it would work.

SCSI/2

I Have an AdSCSI+ and am looking for another hard drive. It is hard
to find staight SCSI anymore, everyone sells SCSI/2. WIll this
work with my adapter?, ie. is SCSI/2 downward compatible or
do I need a LINK to even think about it?

Thanks for any help,
Sam

+---+
| Samy Mesbah "I am evil hoMER, I am evil HOmer" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+---+
| I don't know what's wrong or right, I'm just a regular guy with bottled-up |
| insides. I ain't ever been to church or believed in Jesus Christ but I'm |
| praying that God's with you when you die... |
| - the The, 'Sweet Bird of Truth' |
+---+

1203. m1_banks

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 19:33:04 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2hhdhg$h7h@bambam.cs.city.ac.uk>
Source record: 194814

Has anyone managed to unpack:

Music:
m1_banks.arc 321 Librarian and matching dump acc for Korg M1

on atari archive? I've tried several versions of arc and arclzh with
no success.

Steven

1204. Populous II WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 19:36:46 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan18.193646.12977@newshost.lanl.gov>
Source record: 194832

OK, it's time for my periodic search for this software again...

Looking to buy a used copy of Populous II for Atari. If you have one for sale, please let me know.

Thanx,

-Hutch- @ Fair Dinkum Tech

1205. modems for Atari 520st

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 20:06:54 UTC
From: minzhujj@pine.circa.ufl.edu
Message-ID: <2hhfguINNq1d@no-names.nerdc.ufl.edu>
Source record: 194815

Hello, there:
I have just got an Atari 520st. I want to use it to access mainframes on campus. Can any kind experts tell me what kind of modem and software I need to
make it work? Any help would be appreciated.

Best wishes,

Min

Minzhu@ufcc.ufl.edu

1206. Will PC FAX Software work on an ST with

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 20:16:28 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <758934195.AA03129@byte.bbs.no>
Source record: 194838

>I'm having trouble finding suitable FAX software for my ST. Can anyone
>tell me if any of those PC FAX programs will work on a Mega STe runnin
>PC Ditto?

I have a hardware 386sx card, and Trio Data-Fax would not work with it

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

1207. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 20:35:11 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2hhh5v$fvn@nz12.rz.uni-karlsruhe.de>
Source record: 194819

FORSEILLES STEPHAN (sforseil@vub.ac.be) wrote:
: Hermann Samso (ukra@rzstud1.rz.uni-karlsruhe.de) wrote:
: : as I haven't seen any, I am asking here if there is any group of people
: : interested in porting Linux for the TT and Falcon... Wouldn't it be nice
: : to have a real Unix in your Falcon?

: Hu hu, that would be cool! If you are willing to make a group
: for porting, I don't know if I'd be able to help you (I'm not an atari
: programmer), but I would be please to help in any other way (beta testing for
: example, I'm using Linux and Unixes for some years now).

IF I had a Falcon or TT I would be very pleased to start
the project... sadly I don't see myself buying one of those
machines unless their price drop a lot or Linux gets ported
to one of these machines... THAT would be a big motivation
for me and lots of other people to buy 'em.

greets,
Hermann

+---+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+---`----------+

1208. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 21:24:21 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Jan18.212421.19697@mnemosyne.cs.du.edu>
Source record: 194834

Another couple of alternatives to allow 'safe' binary distribution for Atari would be to either make the binary more dependent on the ROM (and hence unusable without it) or to use the ROM to unscramble a binary (e.g. distribute a scrambled archive which uses the whole ROM to unscramble it).
Steve.

1209. Re: falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 21:48:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d3c5a21@p2.stacken.ct.se>
Source record: 194651

```
MT>> It should, and I do believe so! If not GE-Soft's then at least
MT>> AtariSpecialisten here in Stockholm have a card of their own that
MT>> can take 8Mb using 2Mb SIMMs...
>
> 2Mb SIMM:s are expensive .. If I were you I'd wait until we (Synchron
> ASM) have had a look at an idea here ... we might (99.5% sure) be able
> to give you 8Mb in the Falcon quite *CHEAP* .. can't say too much, we
> want to be able to sell it too .. ;)

Are you planning to use 1MB SIMM's? I doubt there's enough room in the case for
all 8 of them... but you're thinking of 2x4MB perhaps?

--- 
E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet

--- 
E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet
```

1210. SIMMS and the STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 21:52:13 UTC
From: stevew@stoner.eps.mcgill.ca
Message-ID: <1994Jan18.215213.8552@sifon.cc.mcgill.ca>
Source record: 194830

I need some information about the SIMMS that work with STe's.
Can I use the same one's manufactured for DOS machines or MAC's?
I remember reading something a while ago about 9?-pin SIMMS being
compatable with Atari.
Any help with this is appreciated.

Steve

1211. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 21:53:12 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.gCFKmUTrPKA@albemuth.equinox.gen.nz>
Source record: 194688

In <2ha39r$p2s@mailer.fsu.edu>, Mickey Boyd writes:
>Waldi Ravens (walra@moacs11) wrote:
>> The serial port is easily upgraded, and according to the HSMOD1 and HSMODA
>> (by Harun Scheutzow (?sp)) documentation even an *8MHz* ST is capable of
>> flawlessly receiving data at 57600 bps. Or you might at some point decide
>> to upgrade to a Falcon or TT, which are capable of handling 76800 bps (and
>> probly more) without any hardware modification or special drivers.
>
>Damn, does an English translation of the docs to this great program exist?
>Pumping up serial speed interests me a lot! Any volunteers?

The archive HSMODA02.* seems to have at least the important parts of the
docs translated. It seems fairly simple to get going, but there are a
number of doc files to read to be able to make sense out of it.

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

1212. How can I to install a PC HD in ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 22:09:51 UTC
From: ebeard@cipres.cec.uchile.cl
Message-ID: <1994Jan18.220951.4153@dcc.uchile.cl>
Source record: 194835

Hello,

Anybody knows how can I to install any PC compatible HD
drive in my 520 ST (tos 1.0), I was hear about an interface
called SCSI, but I don't know how to do it.

(I'm from Chile (south america) and since 1987-8 there are
no places were to buy (or find) any hardware or software
for the STs.)

I'll be cvery gratefully if anybody can explain this to me.

Edwin Beard

E-mail : ebeard@cec.uchile.cl

1213. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 22:13:11 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJuJ20.3C3@sdf.lonestar.org>
Source record: 194772

```
===============
Well as ridiculous as when I saw a copy of El Quijote in english?
==============

That's "Don Quijote" not "El".
```

1214. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 22:15:46 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJuJ6B.3EL@sdf.lonestar.org>
Source record: 194773

==========
interested in porting Linux for the TT and Falcon... Wouldn't it be nice
to have a real Unix in your Falcon?
==========

Why not run MiNT? You can run your Unix stuff, your TOS stuff, and still have GEM! Need memory protection? MiNT has it. If you want VM then you can buy the driver. MiNT is much further along than 68K Linux and Linux is so DOS oriented they will never get the 68K version as efficient as the DOS version without a total rewrite.

1215. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 22:31:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.x8I&svtYFbs@semprini.waterloo-rdp.on.ca>
Source record: 194673

In <1994Jan14.211716.15095@frmug.fr.net>, Jean-Michel Mercier writes:
> I am looking for a UUCP package for the AtariST (that should work on a
> Mega STE).
>
> Do you have any references ?

Hermes UUCP is a pretty complete package that works fairly well (unless
you want to use it under MiNT). It's up to version 1.10; I think 1.03
is on atari.archive.umich.edu if you want to check it out.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1216. How to fix a PC 3.5" for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 22:46:18 UTC
From: ebeard@cipres.cec.uchile.cl
Message-ID: <1994Jan18.224618.6031@dcc.uchile.cl>
Source record: 194824

Anybody knows how can I to fix any PC Floppy Drive to use in my
520 ST, cause my DDrive it's malfunction and I want to use an PC DD
cause I can't find any Atari 3.5'' Disk Drive.

Help me please.

Edwin Beard

ebeard@cec.uchile.cl

1217. FTL, DM/CSB

Newsgroup: comp.sys.atari.st
Date: 1994-01-18 23:27:49 UTC
From: jeffy@syrinx.umd.edu
Message-ID: <2hhr9l$28i@umd5.umd.edu>
Source record: 194827

Anybody out there know if FTL Games / Software Heaven, Inc., producer of Dungeon Master and Chaos Strikes Back, is still around? I've owned both games since their release and have this urge to run through DM again and then tackle CSB (which I never got around to finishing way back when). Unfortuantely, none of the three disks in the two distributions will boot anymore and I'd like to replace the disks if it's still possible.

Alternately, if anyone out there is willing to sell these games, please get in touch with me. I don't need the documentation, boxes, etc.--just bootable disks!

Many thanks...

Jeff

--
Jeffrey C. Burka	"Everything is still with a fear of never coming out
Suffering Bad Grammar	Never following through / Never ever finishing
jeffy@syrinx.umd.edu	What we wanted to do." -- Melissa Ferrick

1218. SALE: Unopened copy of MultiTOS for $60

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 00:25:24 UTC
From: stevenl@minerva.rolm.com
Message-ID: <2hhulk$5aa@mack.eng.sc.rolm.com>
Source record: 194829

Subject says it all.

1219. Falcon+MIDI=trouble

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 00:33:46 UTC
From: cse0507@nova.wright.edu
Message-ID: <1994Jan18.193346.17590@nova.wright.edu>
Source record: 194831

Does anybody know about MIDI problems with the Falcon? I talked to a friend
of mine who sees a dealer's service bulletins, and every Falcon ever made
has CPU timing problems (acc. to Atari). The problems affect the MIDI rather
adversely, and they have no fix extant. Can anybody confirm/deny this?
--
--
||| Bob "SubGenius" Schulze (%!#) &%$-!)!!
)|(
/ | \ Es brilig war. Die schlichte Toven, Wirrten und wimmelten in Waben;
Und aller-mumsige Burggoven, Dir mohmen Rath ausgraben.

1220. Re: MALLOC HELP (GOAL! PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 00:53:09 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CJuqGM.C2E@freenet.carleton.ca>
Source record: 194836

In a previous article, amiga@hosta.dircon.co.uk (Dino Dini) says:
+Oh calamity! GOAL! has problems with certain (new?) versions of TOS.
+What happens is it crashes on some of the menus, producing error colour
+bars (Black, Brown, Black). This is due to the failure to allocate memory
+for an 'icon' (box) in the menus (about 70 bytes).
[..]
+Anyway, an update of the ST version should become available when this and
+some other problems have been sorted out.

I've only had the 010 error on TOS 1.6 - I couldn't get it to appear on my friend's TOS 1.2. But here are "some other problems" which were common to GOAL! running on both machines. (If it doesn't work properly on 1.2 or 1.6, precisely which versions of TOS does it work on?!)

* On 4Mb machines, the game will crash if you move the "mouse" pointer off the bottom of the screen when choosing options. It will also crash occasionally (i.e. once per game) when in auto-zoom mode, and the display zooms out. The solution is to load the game with a reset-proof ramdisk installed - 2Mb is fine. But I would quite like to see this one fixed.

* The mouse does not work, despite what it says in the manual.

* You can switch the crowd noises on or off but you will still hear crowd noises during a match.

* Right after loading the game, load another set of teams and play a cup tournament. The game will crash at the start of a match in which a human player is involved. (Dino's solution was to play a single match before the cup and this seems to work okay.)

* Play a match against one of the teams in the rightmost column on the team selection screen. Then load a team-set with only a few teams - Scotland is a good one. When you try to play a single match, the second team will have no name. If you continue at this point, the game will crash with colour-bar error 049 (black-yellow-white). The solution is not to do this. (:

* After making a substitution, the players will be wearing the wrong kit colours - one team will be in red and the other in light blue. This is fixed by pressing space twice to zoom out and back in.

* The game can bomb completely and return to the desktop. This happens most often as a result of a foul and is by far the worst of all these problems. (I was 4-0 up against my friend when he cynically brought down my centre-forward in the box, and it crashed. His comment: "Looks like we'll have to call this one abandoned." During two hours of continuous play, it happened three times - and we had disabled all the

frills, like auto-zoom, in an attempt to avoid it.)

* After kick-off (but it only seems to happen at the start of the second half of normal time or extra time) the halfway line may decide to follow the ball around. It eventually gets clipped against the side of the screen and the penalty box.

* Substitutes sometimes bring an extra ball onto the pitch with them. It stays in the middle of the screen for the rest of the match.

* Sometimes, when playing in zoomed-out mode, the tiny players are replaced by the top halves of the full-size players. This also continues for the rest of the match.

* Also in zoomed-out mode, the away team always have the same colour of shorts as the home team. It often looks ridiculous.

By the bizarre nature of some of these bugs, most of them will probably disappear when the memory allocation problems are solved. Hopefully.

But tell me, does it sound to you like this game has been "extensively tested on 1040STFMs"?

Stephen

1221. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 01:15:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJurHy.LHJ@cix.compulink.co.uk>
Source record: 194661

>That's because Geneva is a *co-operative* system, not pre-emptive (eg if
>StZip spends some time processing a file, and does not call the AES, then
>other programs don't get a look-in).

Anybody see Februarys STFormat?

Page 36 'Er, What's this multi-tasking thingy, then?'

'The most common form .. is .. high speed task switching., the procesor
shares it time between two or more programs .. so each has an equal share
of the processor time .. .

This is the method Geneva uses and its called co-operative multi-tasking
.. . The other .. method is to have one program running while the other
program "sleeps" .. this is called task switching'

ST Format is just wrong in the case isn't it?

I though the whole point about co-operative mutitasking was that the each
program has to relinquish the CPU back to the O/S so that another program
could get it. Surely this is why Geneva much preferes GEM programs
to TOS ones, whereas MTOS handles both in the same way.

Also STFormat (at least in this article) don't seem to have heard of
pre-emptive multitasking, which if I'm not much mistaken is what MTOS uses.

>MultiTOS will do what you want.

I'm glad somebody has something good to say about MTOS. Geneva is *good*,
but MTOS has a lot going for it as well. They are just designed to
do slightly different things.

BTW I'm *not* trying to start an O/S flame war ;-)

:-)

Roland.

@CiX

1222. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 01:15:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJurI0.LI4@cix.compulink.co.uk>
Source record: 194662

>>I know what you mean. I had to compile 1.04 myself and it took a lot of
>>effort. I'm stuck on 1.08. I can compile a MiNT kernel, but not an MTOS
>>kernel.
>Eh? If you can compile MiNT, then you can compile a MultiTOS kernel. Just
>compile with -DMULTITOS and without -DONLY030 and -DDEBUG_INFO.
>(This info is from Eric Smith).

I *know* this, but I *can't* get it to *work*. I have no problems with
MiNT/MTOS 1.04. However when I use the -DMULTITOS with 1.08 I get MTOS
kernel that doesn't load the MTOS AES.

However I fully understand that it must be something I'm doing wrong, so
I'm not blaming anybody. Its just that that I can understand why people are
annoyed that versions after MiNT 0.95 and MTOS 1.04 are unavalible.

>Well, if you break their conditions of free distribution, then you shouldn't
>be surprised if they take away that free dist.

I quite agree. Its just that Atari have taken a very strange line on this.
If they don't want people to distribute home brewed versions of the MTOS
kernel then why don't they compile a definitive version and release it.
It seems unfair that among the legal owners of MTOS, only those with the
most experience and best equipment can have the latest versions.

:-|

Roland.

1223. RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 01:38:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2hi2to$ijp@uqcspe.cs.uq.oz.au>
Source record: 194833

Which programs (eg. word processors, converters, readers, etc) can read
Microsoft RTF files (Rich Text Format)?

Anyone else seen the Hugo & Nebula CD-ROM? Cool stuff. The Mac RTF reader
is disgustingly slow (it's written with Hypercard).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1224. Re: Resource construction set and GEM

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 01:42:43 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2hi36j$ino@uqcspe.cs.uq.oz.au>
Source record: 194837

mm68@unix.brighton.ac.uk (Allanon) writes:

>You want ORCS (Otto's Resource Construction Set)

Is this still being developed?

It would be nice to see some of the minor bugs fixed (I wish I had an
address for the author), plus colour icons support added.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1225. Centipede Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 02:14:15 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJuu7r.56D@sdf.lonestar.org>
Source record: 194770

I'm looking for a Centipede clone for the ST/STe. I would like to preserve the original game-play as much as possible. Anyone have any suggestions?

Come on .. there as got to be an STe Centipede that plays like the original, but with better sound and graphics and maybe mouse instead of joystick.

Thanks,
Evan Langlois

oh .. please Email me at ekl@sdf.lonestar.org

1226. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 02:50:30 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EATCDGUQ@zaphot.abg.sub.org>
Source record: 194843

In <2hglbr$2nj@infko.uni-koblenz.de> Andreas Edler wrote :

>In article <1994Jan14.211716.15095@frmug.fr.net>,
>Jean-Michel Mercier <jmm73@frmug.fr.net> wrote:
>
>>I am looking for a UUCP package for the AtariST (that should work on a
>>Mega STE).
>
>Look out for the HERMES-Package, which includes a User-Shell and all
>other programs you need for working with UUCP.
>
>Author: martini@heaven7.in-berlin.de (Martin P. Ibert)
>
>Greetings, Andi

Another nice program is "UPoint" - you may get the "light"-version for
free. But look out for the latest version (29.Dec'93 or later).

Send a mail to brusch@eslapion.sh.sub.org (Stefan Brusch) to get more
information about it.

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

1227. need address for Sierra software

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 04:51:58 UTC
From: rge@helix.nih.gov
Message-ID: <1994Jan19.045158.24095@alw.nih.gov>
Source record: 194679

I need a tel and fax #, and email if it exists. Thanks

1228. Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 05:17:25 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan19.051725.7725@beaver.cs.washington.edu>
Source record: 194841

Some Piece of trash has leaked a BETA-TEST version of Speed of Light version
3.0 onto Genie and some BBSs.

IF ANYONE SEES THIS PROGRAM ON-LINE OR ON THE INTERNET, OR ANYWHERE,
IMMEDIATELY (!) DELETE IT OR INFORM THE SYTEM OPERATOR OF ITS ILLEGAL PRESENCE.
^^^^^^^

THIS PROGRAM IS FOR AUTHORIZED USE ONLY!!!!
UNAUTHORIZED PERSONs WILL BE PROSECUTED!!!!

Speed of Light version 3.0 is NOT in the PUBLIC DOMAIN AT THIS TIME!!!
^^^

Thank you for your compliance....

1229. Need Used Falcon030 or TT

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 05:21:56 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan19.052156.7872@beaver.cs.washington.edu>
Source record: 194842

If you want to sell your used Falcon030 or TT, Email me the price, and how long you've used it for. A friend of mine is looking for one, Thanks.

1230. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 06:11:28 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.LQXbYm9MCTM@sanity.tdkcs.waterloo.on.ca>
Source record: 194687

```
In <CJLuLr.F0p@cid.aes.doe.ca>, Yves Pelletier writes:
}In article <XR1KBK4B@isys-hh.hanse.de>, dk3uz@isys-hh.hanse.de (Edmund
}Ramm) writes:
}|> buzz@maple.circa.ufl.edu writes:
}|>
}|> >Hi, all! I'm just wondering if there's a TT-specific newsgroup, or if all
}|> >[...]
}|>
}|> Not that I know, but I'm very much in favour of having one installed.
}|>
}|> rgds, Eddi
}
}I would like that, too, but I'm not sure that the traffic would
}justify it. Wasn't there a TT mailing list a couple of years ago,
}and it just slowly died off?
}
}Maybe comp.sys.atari.030 (TT, Falcon)? Just a thought.
}
```

I like that idea, I find myself scanning for the words TT quite often.
--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Alpine |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
----------Bleh V1.0---

1231. Re: Atari email

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 07:36:07 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <940119.09367.BIBLINSKI@delphi.com>
Source record: 194844

Atari people can be reached via email on GEnie, CIS and Delphi. For example, Bob Brodie can be reached at bob-brodie@genie.geis.com rather quickly. The other services haven't seen him quite as often lately. Mike Fulton can be reached at mike-fulton@genie.geis.com. Those are the only business cards I have from Atari staff, but it should give you a place to start.

--Gordie Meyer
biblinski@delphi.com

1232. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 07:41:19 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <940119.09679.BIBLINSKI@delphi.com>
Source record: 194847

Warwick Allison <warwick@cs.uq.oz.au> writes:

>Which programs (eg. word processors, converters, readers, etc) can read
>Microsoft RTF files (Rich Text Format)?

Atari Works and Calligrapher both read RTF files.

--Gordie Meyer My other SIG is 7 lines
biblinski@delphi.com so I only use it for
co-founder of ATARI UNITED! e-mail... <g>

1233. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 08:08:12 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1514.2D3CEA6C@dhhalden.no>
Source record: 194848

In article <940119.09679.BIBLINSKI@delphi.com> Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com> writes:

>Warwick Allison <warwick@cs.uq.oz.au> writes:
>
>>Which programs (eg. word processors, converters, readers, etc) can read
>>Microsoft RTF files (Rich Text Format)?
>
>Atari Works and Calligrapher both read RTF files.

Papyrus Office also does the trick. The version of AW I tried this with f**cked up the file - it doesn't substitute fonts. Perhaps a later version do.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1234. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 08:14:22 UTC
From: david@bdt.com
Message-ID: <CJvAvz.HL7@bdt.com>
Source record: 194849

In article <CJrrDI.D2s@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>There was a German package a few years back that ran ST software under X. I can't
>remembe rthe name though :-(

Does anyone know more about this? What platform did it run on?

I'm definitately interested in an ST "emulator" for Sparc . :-)
--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | UUCP: uunet!ossi!bdt!david

1235. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 08:20:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJvB5L.8pw@cix.compulink.co.uk>
Source record: 194663

```
>Its a shame few newsagents stock ST Review. I'd but it but I never see it
>(only ST Format for months). And I have a quasi-religious objection to
>subscribing to these mags...
>

ST Review will be available soon on a 3 months sub.

Ofir ogal@cix.compulink.co.uk
```

1236. Idealist 3.42

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 08:42:31 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2hirpn$5g5@golem.wcc.govt.nz>
Source record: 194652

Hi can some one tell me why Idealist 3.42 is no longer
on cs.tu-berlin..

I dnloaded all the parts late last year, but have now found that part 2
has a Zip error, so I was going to get it again..

But allas its not there..???

Is this on any other mail access site..??

Thanks.................

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1237. FAX-Software for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 09:03:41 UTC
From: zdv145@zam067.zam.kfa-juelich.de
Message-ID: <1994Jan19.100341@zam067.zam.kfa-juelich.de>
Source record: 194654

Hello

I bought the modem for DATEX J from german TELECOMM for my ST.
Even if I want to use it mainly for DATEX J, I've tried to use the fax-option.

The modem accepts Haeyes and V.25bis (I actually don't have its name right here)

I've tried HACKFAX 1.1, but it only responded: "Modem problems?".
I know the modem is not a Zyxel. Maybe the problem is, that 19200 Baud are
not available (max. 14400)

COMA150 dialed and connected, but the modem hung up, when getting parameters.
The last command in the modem-log was : "AT+FET=2"

Another point on COMA is, that I actually don't know, if I'm really willing to
spend 100,-- DM for FAX.

Does anyone have a solution?

Regards

Helmut

()===()
// / / ___/ ____/ / / / / /_ / __ / ____/ / / ___/ __/ //|
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()===() //
|| Dr.-Ing. Helmut Schumacher (Hel.Schumacher@KFA-Juelich.De) || //
|| Forschungszentrum (KFA) Juelich || //
|| Zentralinstitut fuer Angewandte Mathematik (ZAM) ||//
|| 52428 Juelich Tel.: (+49)2461/61-2482; Fax: (+49)2461/61-6656 ||/
()===()

1238. Mega ST Disk Drive out of order

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 09:11:34 UTC
From: lafreund@y.cip.e-technik.uni-erlangen.de
Message-ID: <2hitg6Es70@uni-erlangen.de>
Source record: 194653

My Mega ST 1 has a 720 KB Disk Drive, that does not work any more.
So I opened my Atari to take it out, because I have an extern drive,
original Atari.

Problem: When the intern Atari drive is taken out, teh computer doesn't
find the extern drive.

Lars

lafreund@cip.e-technik.uni-erlangen.de

1239. Re: Native sound format for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 09:13:06 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2hitj2$hil@percy.cs.bham.ac.uk>
Source record: 194657

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>arcana@netcom.com (Jeremy Wells) writes:
>
>>about Ataris: what's the native sound format that Ataris use? In other
>>words, what's the one, most used sound format for the Atari (for system
>>beeps, sound snippets, etc.). If you're wondering *why* I might be
>
>The standard sound format is the AVR format.
>

Is the AVR format related to the AVR company (now part of Hisoft) who
did the Replay digitiser?

Does anyone have any specs on the AVR file format?

Thanks!
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1240. Re: Command line shells for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 09:18:00 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2hits8$167h@info2.rus.uni-stuttgart.de>
Source record: 194846

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:

I recommend the new Mupfel-Shell you can get with Gemini V1.99.
You can find gemini for example at ftp.uni-muenster.de in the directory
pub/Micros/atari/Gemini.

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

1241. Re: papyrus gold

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 09:22:52 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2hiu5c$hn1@percy.cs.bham.ac.uk>
Source record: 194658

petep@info.isbiel.ch writes:
>
>has anybody got it already?
>
>has it...
>... spelling checker german/english/french ?
>... postscript?
>... some other format (ex. to winword, wordperfect,framemaker,...) ?

Some netters have mentioned that Papyrus supports RTF.

>... works it under mint and on the falcon030 ?

Hisoft are advertising Papyrus, so I assume it does work under MTOS
and on the Falcon. No prices are advertised :-(

>... a port to a database systeme (phoenix,adimens) ?
>

Has anyone out there got or seen this program and be willing to post
a mini-review? It looks great, but who knows...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1242. Re: Mega STE/1

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 09:50:55 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CJvFCw.J45@lincoln.gpsemi.com>
Source record: 194845

In article <1994Jan17.081246.26102@acri.fr>, lonsdale@acri.fr (Andrew Lonsdale) writes:

|> What I need to know is what advantages are there in the
|> Mega, and are there any problems with it.
|>

Well I bought one a while ago, and apart from the fact that it wont drive a UK television set so I need to buy a monitor and the Phillips CM8833 has just been discontinued I'm really happy with it. One thing to look for is if the floopy disk is HD or DD - mine is DD but I'll probably upgrade it soon - it's all a matter of preference.

|> More specifically, is there a space for a hard drive in the
|> Mega case, and is this supposed to be a SCSI drive. I already
|> have a home built drive, and most of the reason for wanting
|> the mega is to get it all in one box.
|>

Yes, you can add an internal hard drive - I did that just after I got mine. You need an Atari kit which includes a new right section of the case to mount the drive in and the internal SCSI adaptor. You also get the AHDI software but I would recomend using the ICD PRO package 'cos it's generally regarded as being much better.

Hope this helps,

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

1243. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 10:03:52 UTC
From: brusch@eslapion.sh.sub.org
Message-ID: <Up-EATJCEXN@eslapion.sh.sub.org>
Source record: 194638

In <2hglbr$2nj@infko.uni-koblenz.de> Andreas Edler wrote :

>In article <1994Jan14.211716.15095@frmug.fr.net>,
>Jean-Michel Mercier <jmm73@frmug.fr.net> wrote:
>
>>I am looking for a UUCP package for the AtariST (that should work on a
>>Mega STE).
>
>Look out for the HERMES-Package, which includes a User-Shell and all
>other programs you need for working with UUCP.
>
>Author: martini@heaven7.in-berlin.de (Martin P. Ibert)

Or look out for UPoint. It's a full GEM-based UUCP-Point. You can get it
on ftp.tu-clausthal.de

Stefan

--

-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** email (UseNet / Subnet) : brusch@eslapion.sh.sub.org **
-- --

You can SEE it and it's there: It's REAL.
You cannot SEE it but it's there: It's TRANSPARENT.
You can SEE it but it's not there: It's VIRTUAL.
You cannot SEE it and it's not there: It's GONE.

1244. Re: papyrus gold

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 11:00:33 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1515.2D3D12D1@dhhalden.no>
Source record: 194850

In article <2hiu5c$hn1@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Hisoft are advertising Papyrus, so I assume it does work under MTOS
>and on the Falcon. No prices are advertised :-(

It works fine under MTOS, with color boards etc. and with Speedo. The price in Germany is around DM 300 - 350 so I would estimate a UK price of around
100 - 120. Cheap and powerful. The best GEM WP package I've seen. Does calculation too!

>>... a port to a database systeme (phoenix,adimens) ?

I think it also has an interface against DB's. Not sure of which, though.

>Has anyone out there got or seen this program and be willing to post
>a mini-review? It looks great, but who knows...

I'm looking to buy the Gold version through my dealer anytime soon and will post my experiences on the net.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1245. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 11:15:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d3d1648@troed.ct.se>
Source record: 194664

In a message of 18 Jan 94 16:10:09, Robert.Anisko wrote:

R> >No, it can't because Apple sues the hell out of anyone and
R> >anything that does anything "just like the Mac"...
R>
R> Not that they've been necessarily winning these lawsuits. Keep an
R> eye out for the latest version of Windows (4.0, I believe). I've seen a
R> beta
R> version - it looks more like the Mac (or ST) than it's own predecessor,
R> Windows 3.1...

Why can't Apple (Beatles producer) sue Apple (Computers)? The made an agreement
that Apple (Computer) never were allowed to enter the music business ... and
the both Apples use look-a-like Apples as symbols .. :-/

It would make my day anyway .. :-D

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1246. C ++

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 11:27:05 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Jan19.112705.21027@dmu.ac.uk>
Source record: 194655

I have been using Eiffel on a workstation recently and was wondering what the similarities are between one object orientated language to another such as C ++.

If they are simialr could anyone point me in the direction of a nice PD package (GNU ???)

Thanks for your help - and emails are more appreciative !

--
Simon
c2sgy@dmu.ac.uk

The above text and actions have no reflection
on my employer as stacking shelves has nothing
to do with computers whatsoever.

1247. 1 MEG upgrades

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 11:27:23 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Jan19.112723.21104@dmu.ac.uk>
Source record: 194656

Hey! I have 4 256k SIMMS for sale.

This means that I have two 1 MEG upgrades for 1/2 MEG STEs.
AND ONLY FIVE POUNDS EACH (2 256k SIMMS)
Contact me on the above E-mail adddress if you're interseted
or Alan Parker
109 Highgate Road,
Sileby,
Loughborough,
Leics.
LE12 7PW.
England.

1248. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 11:57:22 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2hj772$o1r@sus.edu.eur.nl>
Source record: 194659

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Whoa, be careful there, Patrick. First of all, I'm fairly certain that the
>company that markets AutoRoute (or is that AutoMap?) _does_ still exist and they
>might not take kindly to folks giving away copies of their program. Secondly,
>even if a company no longer supports a product that does NOT remove their
>copyright protection. Many people make the same, yet still incorrect, assumption
>about older software.

Allthough it is technically piracy, i would like to make a comment: If
software isn't supported and supplied by the original company, then you
can't obtain it legally anymore.. right? so if you want it, I think you
are allowed to copy it, because the original creators don't give us -
the honest people - a way to get it legally.

Remember: This copying thing is just when the program isn't supported and
supplied anymore.

>Cheers,
>-Hutch- @ Fair Dinkum Tech

M.A.Onstwedder (Don't flame me - I'm NOT a pirate)

1249. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 12:26:03 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJvMJG.4z4@barclays.co.uk>
Source record: 194660

In article <2hj772$o1r@sus.edu.eur.nl>, cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
|> hutch@bellman.lanl.gov (John Hutchinson) writes:
|>
|> >Whoa, be careful there, Patrick. First of all, I'm fairly certain that the
|> >company that markets AutoRoute (or is that AutoMap?) _does_ still exist and
|> Allthough it is technically piracy, i would like to make a comment: If
|> software isn't supported and supplied by the original company, then you
|> can't obtain it legally anymore.. right? so if you want it, I think you
|> are allowed to copy it, because the original creators don't give us -
|> the honest people - a way to get it legally.
|>
|> Remember: This copying thing is just when the program isn't supported and
|> supplied anymore.
In the Uk at least, the law doesn't see it that way. Even if a
program/book/video/whatever isn't available for purchase new, it doesn't give
anyone the right to copy it. It is still copywright and enjoys all the rights it
had when commercially available.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1250. POV timings

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 13:21:30 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2hjc4q$rv5@sus.edu.eur.nl>
Source record: 194665

I want to know about the timings of POV with a 68882.
I heard that i will take less than 2 minutes to raytrace a 160x100
tgaoutput file. I didn't believe that, because this info was supplied
by a 68882 seller, and I have pov 68030.ttp which does an extreme simple
picture: three balls no textures (like stformat example) and needed 8
minutes.

Please contact me as soon as possible - because i must decide to buy one
68882 before the weekend. (special computer fair in the weekend).

Please ... Help.

M.A.Onstwedder
cspas050@sus.edu.eur.nl

1251. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 13:42:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJvq2B.9L3@barclays.co.uk>
Source record: 194668

In article <2d3d1648@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
|> In a message of 18 Jan 94 16:10:09, Robert.Anisko wrote:
|>
|> R> >No, it can't because Apple sues the hell out of anyone and
|> R> >anything that does anything "just like the Mac"...
|> R>
|> R> Not that they've been necessarily winning these lawsuits. Keep an
|> R> eye out for the latest version of Windows (4.0, I believe). I've seen a
|> R> beta
|> R> version - it looks more like the Mac (or ST) than it's own predecessor,
|> R> Windows 3.1...
|>
|> Why can't Apple (Beatles producer) sue Apple (Computers)? The made an agreement
|> that Apple (Computer) never were allowed to enter the music business ... and
|> the both Apples use look-a-like Apples as symbols ..
Apple (computer) were authorised by Apple (beatles) to use the name & logo as long as they didn't go near any music related lines of business. If Apple(computer) start selling music boards/MIDI cards or somesuch, they might well run into trouble if Apple (beatles) notice.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1252. Re: SM124 Adjustment Query.

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 13:50:34 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2hjdra$r3n@cismsun.univ-lyon1.fr>
Source record: 194666

In article <1994Jan17.144147.21688@city.ac.uk> cf580@city.ac.uk (WRIGHT T J) writes:
>Hi all. I just carried out the modification to my SM124 to increase
>the visible screen area. It was all pretty straightforward, but
....
>As an aside; since the Overscan mod works by filling out to the edges
>of the screen, why can't you shrink (physically) the size of the
>screen using the above methods, and then overscan it to something
>silly like 1280 by 960? Sounds kind of fun (if a little difficult
>to read) to me... is there any reason it couldn't be done? TIA...

It's NOT a bad, idea, BUT:
If you double the information quantity (640->1280) on a single line:
- either displaying this single line will take twice the time
- either the frequency of the signal will be doubled
- either a combination of both.
The second solution is difficult to implement: you wont persuade your ST
to display more bits (i.e read twice more bytes in memory) in the same
amount of time (for this, use a VGA graphics card!) !!!

The second one is not feasible neither: the monitor won't synchronize with
such a long (in time) line, and even it it did, this would make a 1/35 (and
NOT 1/70) frame rate (if you don't increase the number of lines in the
image, worse if you do it)...

As you can see, there is no other solution than a separate graphics card with
it's own video memory (with faster access, i.e more pixels in the same 1/70s
frame) like a SVGA card AND a better screen that can deal with:
- higher line frequency : more lines per frame
- higher pixel frequency : more pixels per second.
(you get it: a SVGA screen or alike !).

Conclusion:

It is physically impossible with the rebgular ST hardware.
You can still get some extra pixels that are normally in the border, but
simply not displayed, and that's what Overscan cards for STFs do.

I'm as sorry as you are :-)

Regards,
Patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science

69621 Villeurbanne Cedex - France

ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	

1253. Re: LASERDEMO

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:01:03 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2hjeev$8g3@lily.csv.warwick.ac.uk>
Source record: 194667

In article <CJu7sx.vG@brunel.ac.uk>,
ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
>Does anybody know how to uncompress the laserdemo.tos.z file for the Falcon in
>src.doc.ac.ic.uk? It isn't in standard unix compress format, I've already tried
>to do it this way. I would be grateful if anyone could help.
>
> Jon.
>
I've had exactly the same problem. It doesn't uncompress on PC compress
either. Screenshots look good, so I'm a bit annoyed!

Paul

1254. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:01:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1596@usdtsg.DaytonOH.NCR.COM>
Source record: 194751

In article <2hj772$o1r@sus.edu.eur.nl> cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
>hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>Allthough it is technically piracy, i would like to make a comment: If
>software isn't supported and supplied by the original company, then you
>can't obtain it legally anymore.. right? so if you want it, I think you
>are allowed to copy it, because the original creators don't give us -
>the honest people - a way to get it legally.
>
>Remember: This copying thing is just when the program isn't supported and
>supplied anymore.

Don't take this in the wrong way, but who's to decide whether copying
is allowed or not? It was the company's (or author's) decision
to spend time and money to create the software (and possibly
distribute it). The company/author created it, and owns *all*
rights (know what a *copy*right is?) to treat it how *they*
feel it should be treated...

Now, obviously if a company has discontinued an item, there's less
of a likelihood that they will try and prosecute you - but that
doesn't mean they said "go ahead and take our copyright away."
It's your conscience and sense of ethics that will decide this...

Rob

1255. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:16:12 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CJvrn1.2yy@brunel.ac.uk>
Source record: 194670

Vij Singh (vij@vnet.ibm.com) wrote:
: In <2h6hri$eu1@charm.magnus.acs.ohio-state.edu>, dhbutler@magnus.acs.ohio-state.edu
(Panjandrum) writes:
: >
: >I'm fairly sure that many of those functions are only available if you run it
: >with GENEVA. I purchased GENEVA recently (about 6 weeks ago) and am using it
: >with Neodesk 3.04 currently. I am EXTREMELY impressed. It is fairly easy to set
: >up, it's very very fast, and takes *far* less memory than any MultiTOS
: >configuration I've yet seen. The features are almost too numerous to mention,
: >but the 3D look, the detachable menus, and the ability to set about 12 flags
: >for every single program you have (and save those setings of course) are all
: >wonderful. So far I've gotten it to work with *very nearly* every program I
: >have, and I run a lot of old software. The only weak spot is the task manager,
: >which tells you what processes are running, and whether or not they are asleep
: >or not, but does not tell you how much RAM eash is taking up, or how much
: >processor time. It is one of the best products I've ever seen for the ST...
: >_____
: >|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

: Sounds great! What machine are you using it on?
: How to things look and feel on a MegaSTE with 4 MB
: in ST-MED resolution?

: VIJ...

3.04?

I have got version 3.03. Is there a FTP site holding the UK 3.03 to 3.04 patch
software. Can anyone tell me what the improvements are?

Please reply to ee90grb@brunel.ac.uk

Thanks

Gareth

1256. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:24:12 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CJvs0D.306@brunel.ac.uk>
Source record: 194671

J S W Chan (ma2jswc@midge.bath.ac.uk) wrote:
: In the referenced article, charly@senator.ppc.sub.org (Karlheinz Sauther) writes:
: >In <CJCqwt.8yq@freenet.carleton.ca> Dan Schubart wrote :
: >
: >>I believe 6.2 might be the latest ICD boot software. I'm still
: >>on 6.0.4 --maybe I ought to get the latest.
: >
: >6.23 is the actual ICD software.
: >
: >Time to get the new version ;-)
: >--
: >

: I'm still on v5.32!
: Am I missing out on something here? How can I get it upgraded?

Floppyshop usually have the latest version however they only have version
6.06 which is what I have.

Are there any FTP sites which hold the software?

1257. Sol. to CIVILIZATION Powergraph-Problem

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:25:28 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Jan19.142528.43475@urz.unibas.ch>
Source record: 194669

Possible solution to the Powergraph-Problem in 'Civilization':

if you run a machine with more than 1 mb then use a prog to simulate
a 1-mb machine.
i am now able to retire on my own or quit the game via spaceflight
and enter the hall of fame without problems.
only ending the game via planet-conquering still gives me four bombs - i
think i am missing a few files - anyone out there who could mail
a complete list?

so long,

--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>

1258. Re: How many Falcons sold?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:29:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d3d4570@p2.stacken.ct.se>
Source record: 194786

> From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
>
> In <2h6t3u$rkh@nermal.cs.uoguelph.ca>, Mark Rathwell writes:
>>
>> How many Falcon machines has Atari actually sold since introducing
>> their wonder machine?
>
> I've heard that an optimistic estimate would be 20,000 machines; not
> surprising given Atari's "marketing" and "support" of the machine.
> And it's relatively high price and low power.

Sounds overly pessimistic to me... The figures quoted elsewhere varies between
50,000 to 75,000 Falcon's sold worldwide. At least 1,000 of these in Sweden
alone. And yet I think this is a low estimate.

BTW, that should be low price and high power! :-)
(8,000 SEK incl tax = $800 USD excl tax for a F030/4/0, not that bad!)

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet

1259. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:34:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJvsHr.Mot@cix.compulink.co.uk>
Source record: 194686

In message <2hes8t$sqh@nz12.rz.uni-karlsruhe.de>, ukra@rzstud1.rz.uni-karlsruhe.de said:
>
>Is this Mag!x thing worth for ST computers? Or should I only
>get it if having a TT? Does it work with the Falcon?
>

Works on STs and TTs, a Falcon version will be available soon.

Ofir ogal@cix.compulink.co.uk

1260. Re: #2 Falcon Gembench Result at 32MHz

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:39:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d3d4755@p2.stacken.ct.se>
Source record: 194785

```
> From: ee90jde@brunel.ac.uk (Jonathan D Evans)
>
> Falcon 030 TOS 4.04, MiNT not present
> Blitter Enabled, NVDI not present
> Video Mode = 640 * 200 * 4 Colours
> FPU not present
> Run and Malloc from STRAM
> Reference = F030
> ========================================
> GEM Dialog Box: 3.795 102%
> VDI Text: 3.665 104%
> VDI Text Effects: 6.325 131%
> VDI Small Text: 4.095 104%
> VDI Graphics: 5.065 183%
> GEM Window: 1.440 105%
> Integer Division: 0.770 200%
> Float Math: 2.255 118%
> RAM Access: 0.850 129%
> ROM Access: 0.915 126%
> Blitting: 0.830 139%
> VDI Scroll: 2.700 105%
> Justified Text: 3.460 104%
> VDI Enquire: 1.610 106%
> ========================================
> Average: 125%
> Graphics: 118%
> CPU: 143%

Could you please run tests in 640x400x2 instead since this will
normally give you 100% on all tests, thus making it easier to compare with the
new results.

Anyway, I'm surprised by the low speed impact of this upgrade. FastRAM is
obviously needed to make the Falcon fly...

---------------------------------------------------------------------
E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet
```

1261. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:43:24 UTC
From: walra@moacs11
Message-ID: <vephjj9jeqs@moacs11>
Source record: 194680

In <CJurHy.LHJ@cix.compulink.co.uk>, Roland Givan wrote:

> I though the whole point about co-operative mutitasking was that the each
> program has to relinquish the CPU back to the O/S so that another program
> could get it.

That's right. Co-operative mt is based on the co-operation (what else :)
of the programs competing for resources. When an apllication is granted
CPU control it can keep running as long as it wants to.

Pre-emptive mt means that an application may be suspended at any time, the
operating system decides when switching between tasks occurs.

Note that MTOS will not pre-empt a task while it is running in supervisor
mode. Applications should never use that 'feature' ;-) to prevent
taskswitching.

Regards,
Waldi (walra%moacs11@nl.net)

1262. Stylus 800 printer driver

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:43:25 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jan19.144325.10402@dct.ac.uk>
Source record: 194672

Does anyone know where I can find a suitable printer driver for Firstword Plus to power an Epson Stylus 800 inkjet printer. I phoned both GST and Epson. GST says that it is Epson's responsibility to produce suitable drivers for its printers. Epson says that its GST's responsibility. Why does it not surprise me? Is anyone using Firstword Plus with the Stylus? Is an actual Stylus 800 driver required, or will any LQ-xxx driver do instead?

Simon Wilkinson

1263. Re: MALLOC HELP (GOAL! PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 14:55:10 UTC
From: saj@chinet.chinet.com
Message-ID: <CJvtFz.93p@chinet.chinet.com>
Source record: 194690

In article <SCHWAB.94Jan17111350@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
>In article <amiga.758678612@hosta>, amiga@hosta.dircon.co.uk (Dino Dini) writes:
>
>|> Research revealed that it is not the memory that has run out, but that
>|> TOS can only handle a certain number of memory allocations (my guess is about
>|> 300). I beleive the limit was higher for other versions of TOS. The menu
>|> system probably needs 400.
>
>|> The question is, is there a way round this?
>
>Yes, never use Malloc directly, only through some memory management
>functions, like malloc in C. Especially when using memory protection
>under MiNT, Malloc is slow, because the protection tables have to be
>updated. In general, trapping to the OS should always be avoided as
>much as possible.
>
I thought that the combination of FOLDRxxx and POOLFIX was supposed to address
this problem. Am I wrong? Are there still limitations?

Steve

1264. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 15:30:14 UTC
From: marcel@eba.eb.ele.tue.nl
Message-ID: <2hjjm6$rdc@tuegate.tue.nl>
Source record: 194681

This discussion is getting out of hand. I started this thread to get some answers on a problem with AES (as the subject still says) and now it's "Who's sueing who, why, how and what for?". Maybe it's time to start a new thread? (try comp.sys.atary.advocacy or something). No offence intended, of course, but every time I see 'Problem with AES' coming up again I do hope to get some relevant information concerning the AES.
^^^^^^^^^^^^^^^^^^

So again: anybody who know of a way to write a patch or an application which watches the AES buffer and issues some warning when it's getting stuffed up?

Eager to hear from you,

--- Marcel

1265. Re: Native sound format for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 15:58:49 UTC
From: em09@liverpool.ac.uk
Message-ID: <CJvwE2.Gvl@liverpool.ac.uk>
Source record: 194674

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:

: Is the AVR format related to the AVR company (now part of Hisoft) who
: did the Replay digitiser?

I think so. I just bought a Replay-16 cartridge from Sound Technology
(ex Gajits) which is currently on offer at 99.95 UKP

: Does anyone have any specs on the AVR file format?

Yes it comes free as Appendix III of the Replay-16 manual. If only I
had the time, I would trype it in for you.

: Thanks!
: --
: --Chris

: X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
: Cix: chrisridd@cix
--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

1266. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 16:00:01 UTC
From: avg@cwi.nl
Message-ID: <CJvwG1.137@cwi.nl>
Source record: 194682

gt1448b@prism.gatech.EDU (David Forrai) writes:

>Not necessarily. I had this problem bad and it was fixed not by
>replacing the shifter chip, but by replacing the SIMMs.

I don't believe this. It has something to do with the new registers
in the video chip, and programs which write data into those registers
which is normally ignored. I know, because I have been writing software
that makes use of the registers (have a look at stretch.prg, and notice
that it scrolls two pixels at once---I would get the shift problem when
I scrolled by 1 pixel).
--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

1267. Dungeon Master Help...please :)

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 16:01:00 UTC
From: snoret@egon.unx.sas.com
Message-ID: <CJvwHq.HLx@unx.sas.com>
Source record: 194676

Sorry for the bandwidth, but I'm terribly stuck in Dungeon Master (v 1.2). I could probably figure it out on my own if my wife didn't constantly get on my case for 'always playing that damned computer game!' It's kind of difficult to keep track of which buttons I've pushed with her whining all the time ;)

Anyway... I've got the maps from the umich archives, but am still having trouble. I can't seem to find the ways to open the secret doors on the 'Arena' level (the level after the Firestaff Tomb.) Since I need to get to the lower levels to get enough Ra keys, I'm screwed. I've gotten down to the 'Rat' level (where you have to walk through the 'not a rock' wall), but that's as far as I've gotten. Well, there and the one room I can get to below the chest with the green gem.

All I want to know is how to open a secret door (or three :) so I can continue my quest. Any and all help appreciated. E-mail instead of posting would be fine, not to mention a save in bandwidth.

Thanks in advance!

Rick Tatem

Richard E. Tatem Asst. Systems Programmer The following statment
snoret@unx.sas.com UNIX Systems Support is true: The preceding
(919) 677-8000 x4719 SAS Institute Inc. statement was false.

1268. Re: WINX and TOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 16:10:31 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJvwxK.FMG@sdf.lonestar.org>
Source record: 194593

```
====================
into an EPROM programmer and which EPROM is needed? I have a 1024 STFM with TOS

1.02 in two chips.
====================

Uhh .. Look at the label on your computer .. it says 1040 I bet, not 1024.
How long have you had your STFM?
```

1269. Atari ST Software for Sale-Revised

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 16:16:29 UTC
From: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Message-ID: <CROWDER#M#_ELAINE-190194081629@17.1.7.122>
Source record: 194678

My friend has sold alot of his Atari ST software but has the remaining left
for sale. The following prices include shipping and he's willing to
consider any offers. Please email me at CROWDER@NETCOM.COM if interested.

Silent Service $13.00
Balance of Power $13.00
Zork Trilogy $13.00
Test Drive $13.00
Prof. Craps $13.00
SkyFox ....$ 8.00
A Mind Forever Voyaging $13.00
Borrowed Time $13.00
Mindshadow $13.00
Bartender's Guide $13.00
Thunder $13.00
DB Master $13.00
Black Cauldron $13.00
Math Talk $13.00
Shareware Disk ....$ 8.00

--
Email Addresses: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM (Work)
CROWDER@NETCOM.COM (Home)

1270. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 16:20:24 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2hjmk8$1ja@unicorn.ccc.nottingham.ac.uk>
Source record: 194675

In article <2hi2to$ijp@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> Which programs (eg. word processors, converters, readers, etc) can read
> Microsoft RTF files (Rich Text Format)?

1WP2RTF - converts from/to(?) RTF.
IdeaList - prints out RTF without graphics.

They're the cheap options :-)

Sam

1271. Re: m1_banks

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 16:30:24 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.758997024@groucho>
Source record: 194685

steve@snark.cs.city.ac.uk (Steven Eker) writes:

>Has anyone managed to unpack:

>Music:
>m1_banks.arc 321 Librarian and matching dump acc for Korg M1

>on atari archive? I've tried several versions of arc and arclzh with
>no success.

Huh??? I happen to be the author of m1_banks, and I've never heard about this problem before. Anyone to confirm that the a.a.u.e archive is damaged? If so, I'll upload a new copy.
To Steven: send me email, and I'll be able to send you a working archive. Note however that m1_banks runs only in ST high-rez (the acc runs in both high and med rez, if all's well).

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

1272. Re: LASERDEMO

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 16:32:40 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2hjnb8$1ja@unicorn.ccc.nottingham.ac.uk>
Source record: 194677

In article <CJu7sx.vG@brunel.ac.uk>, ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
> Does anybody know how to uncompress the laserdemo.tos.z file for the Falcon in
> src.doc.ac.ic.uk? It isn't in standard unix compress format, I've already tried
> to do it this way. I would be grateful if anyone could help.
>

It's the old extension for GnuZip by the sound of it. The default
extension has now been changed to .gz as the distinction between UNIX
.Z and Gnu .z was easily confused.

Try gunzip or gzip -d if you're on a Unix system, otherwise Atari and
MS DOS versions are ftpable from src.doc....

Sam

P.S. Somebody recently asked if .tgz was tar+Gnu Zip, it is, and Gzip
will recogize this and untar it automatically.

1273. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 16:41:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJvyDB.577@cix.compulink.co.uk>
Source record: 194695

In message <2hgf9o$j25@fenugreek.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk said:
>
>I bought mine from Silica last week, with 4mb RAM and 127mb hard disk.
>I got MULTITOS(but no install program), Xcontrol, AHDI, procalc, callappt,
>two games, and that's it. No Speedo, AFM or SAM. I wasn't pleased.

You should contact Atari UK for a free copy of Speedo and the rest. Speedo
is very good in my opinion (even without ps support).

Ofir ogal@cix.compulink.co.uk

1274. Falcon Midi Advice Needed

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 17:06:44 UTC
From: oyakea@rebecca.its.rpi.edu
Message-ID: <2hjpb4$eme@usenet.rpi.edu>
Source record: 194684

Hello friends, I have a question. I have the following equipment.
Falcon030 4/80
Yamaha sy77
Casio CT 630 midi keyboard
Dj coffin with two technics 1200 & gemini mixer
external reverb box, amps, stereo, and cd player.

Or what soft ware can I use to make a mini studio out of this system.
The software must be ftpable because I cannot afford Cubase AUdio.
Please give serious reccomendations thanks.

Amalaye Oyake.
please email:

aoyake@inst-sun1.jpl.nasa.gov

1275. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 17:59:12 UTC
From: ken@isgtec.com
Message-ID: <CJw1yp.Eyv@isgtec.com>
Source record: 194792

>>Talking to someone the other day, about CD ROM drives, and I was told that I
>>would need a lot of hard disk space in the first place, to accomodate the CD
>>rom. He told me that the contents of the CD ROM were first copied onto the hard
>>disk, from where they would be read. Is this true, as I don't think this is the
>>case. Anyone?
>
> I'm not a hardware expert, but that sounds like an awfully ridiculous
>way for something to be done

Obviously, the contents of a CD-ROM are NOT copied to a hard drive, mainly
because that can be over 500 megs of data, which wouldn't fit on most
peoples' drives. However, one thing that IS becoming popular on Mac software
drivers for CD-ROMs is copying the directory structure (not the files)
onto your hard disk for cacheing purposes. This is a great idea since
it is MUCH faster to find a file on the CD. CD drives are very slow.
However even this scheme can take up a few meg on your hard disk.

--
Heavy, adj.:
Seduced by the chocolate side of the force.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1276. ADA compiler on an ST ????

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 18:18:58 UTC
From: abi@sn2.ee.umist.ac.uk
Message-ID: <1994Jan19.181858.29154@nessie.mcc.ac.uk>
Source record: 194689

Hi,

Does anyone know of a public domain Ada compiler for the ST ???
Is there a GNU Ada compiler ??

I'm going to have lectures this term which include some Ada and it would
be nice if I could play around with a few programs - I don't want to do
anything serious.

If there's nothing for the ST what about for Sun's ???
Replies by e-mail would be greatly apprectiated.....

Thanks in advance,

Andrew.

```
=====================================================================
= /// = A baby is gods =
= .signature space @ @ = opinion that the =
= to let, apply within > = World should =
= \_/ = go on. =
=====================================================================
```

1277. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 18:20:19 UTC
From: healy@nosc.mil
Message-ID: <1994Jan19.182019.27194@nosc.mil>
Source record: 194752

In article <2hj772$o1r@sus.edu.eur.nl> cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
>Allthough it is technically piracy, i would like to make a comment: If
>software isn't supported and supplied by the original company, then you
>can't obtain it legally anymore.. right? so if you want it, I think you
>are allowed to copy it, because the original creators don't give us -
>the honest people - a way to get it legally.
>
>Remember: This copying thing is just when the program isn't supported and
>supplied anymore.

But it sounds like the reason the program isn't supported anymore
is due to the rampant piracy of the ST version. The people who
are usually get hurt from piracy are the honest people.

Mike Healy

healy@nosc.mil

1278. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 18:21:41 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2hjtnl$cmm@snlsu1.london.sinet.slb.com>
Source record: 194753

In article <2hj772$o1r@sus.edu.eur.nl> cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
>hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>>Whoa, be careful there, Patrick. First of all, I'm fairly certain that the
>>company that markets AutoRoute (or is that AutoMap?) _does_ still exist and they
>>might not take kindly to folks giving away copies of their program. Secondly,
>>even if a company no longer supports a product that does NOT remove their
>>copyright protection. Many people make the same, yet still incorrect, assumption
>>about older software.
>Allthough it is technically piracy, i would like to make a comment: If
>software isn't supported and supplied by the original company, then you
>can't obtain it legally anymore.. right? so if you want it, I think you
>are allowed to copy it, because the original creators don't give us -
>the honest people - a way to get it legally.

Sounds a bit like an attempt to justify piracy to me...

Do remember that even if you do convince yourself that copying a program
that is no longer available is OK, the company concerned is still well
within its rights to "sue your ass off."

>Remember: This copying thing is just when the program isn't supported and
>supplied anymore.
>
>M.A.Onstwedder (Don't flame me - I'm NOT a pirate)

This is not intended as a flame -- just making a point!

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

1279. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 18:24:02 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2hjts2$cmn@snlsu1.london.sinet.slb.com>
Source record: 194754

In article <CJvq2B.9L3@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>In article <2d3d1648@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson)
writes:
>|> Why can't Apple (Beatles producer) sue Apple (Computers)? The made an agreement
>|> that Apple (Computer) never were allowed to enter the music business ... and
>|> the both Apples use look-a-like Apples as symbols ..
>Apple (computer) were authorised by Apple (beatles) to use the name & logo as
>long as they didn't go near any music related lines of business. If
>Apple(computer) start selling music boards/MIDI cards or somesuch, they might
>well run into trouble if Apple (beatles) notice.

Actually, I heard some time ago that Apple (records) started an action
against Apple (computer) because they didn't like Apple selling CD-ROM
drives. They argued that it constituted "musical business" (because they
also shipped software to play music CDs in the CD-ROM).

Never heard anything more, though.

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

1280. Re: SPICE - corrupt/missing PRL

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 18:33:13 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2hjuda$put@vulcan.nrlssc.navy.mil>
Source record: 194757

In comp.sys.atari.st, davef@inmos.co.uk (David Foy) writes:
>In article <2hd745$kbb@ionews.io.org>, mike@ionews.io.org (Mike Stramba) writes
>:
>|> I get the error message 'corrupt/missing PRL' when I try to run SPICE on
>|> my 1040 ST FM.
>|>
.. some text deleted ..
>You need to set up some libraries before you run SPICE. When I downloaded
>SPICE from atari.archive, it came with PRL.TOS which has to be run first
>to setup the afore mentioned libraries.
>
>If you have any difficulty getting this file then Email me. It was from
>a bulletin board so it must be in the public domain (!!).

To shed some more light on this, PRL is the Prospero Resident Library - a
little program that had to be running in *older* versions of the Prospero
fortran environment. According to their documentation, this program
could be (in fact had to be) provided freely along with the compiled user
program. Newer versions of their compiler (starting about 3 years ago??)
don't use this any more.

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

1281. Re: Quick ST 2.2 and VDI v_curtext call

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 18:41:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan19.184122.855@newshost.lanl.gov>
Source record: 194767

In article KKA@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2d33abcb@daggskim.ct.se>, bo_leuf@daggskim.ct.se said:
>>
>>I'd suggest you either found a later version of QST (3.x) from someone who has
>>this and has upgraded, or get Warp9.
>
>Or much better, get NVDI.

Geeez, Ofir... do you own stock in NVDI or something??? I agree it's a nice utility but your constant remarks make one think that Warp 9 is junk and that absolutely is not the case. And like it or not, there are some distinct advantages to Americans buying American products (cost being just one of these).

Singing the praises of your favorite product is fine, but tempering that with a little logic goes a long way towards strengthening your argument.

Cheers,

-Hutch- @ Fair Dinkum Tech

1282. Re: falcon, dsp, programing, d

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64131@M4.maus.de>
Source record: 194485

-A4658@K0

> > I think there are at least one SIMM-board that can take 2Mb SIMMs, and
> > 4 of those SIMMS will give you 8Mb.... The one from GE-Soft I think
>was
> > able to do this.....
>
>Hey, does this mean I can have a Falcon with 8 megs? Tell me more about
>this
>product!

No, since these SIMMs contain two banks of memory, and the Falcon's memory
controller handles only one.

(Net)

1283. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:03:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63951@M4.maus.de>
Source record: 194505

>>Seagate and Conner 240 MB drives have come down in price quite a lot.
>Here
>>in Germany, an internal 240 MB 2,5" is cheaper than an external SCSI
>3,5"
>>with cable and box.
>
>Gee, it never fails to amaze me about the price differences in the same
>products across the pond. Doesn't seem to be any rhyme nor reason to it.
>
>In the U.S., a 340Mb Quantum SCSI 2.5" drive costs $659 while an external
>340Mb Quantum 3.5" is $299 internal and $359 external (prices quoted from
>LaCie's latest ads... they are a Quantum company). Anyway, 2.5" SCSI
>drives
>are *definitely* more expensive than 3.5" SCSI drives, at least over
>here.

2,5" IDE drives are way cheaper than their SCSI brothers, and that's what
you need _in_ Falcon030.

btw, in the meantime, the 3,5" externals are cheaper again. Since there's
almost no supply of 2,5" IDE drives, prices went back up.

1284. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:03:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d3d841c@troed.ct.se>
Source record: 194790

In a message of 19 Jan 94 14:42:11, Iain.Laskey wrote:

I> Apple (computer) were authorised by Apple (beatles) to use the name & logo
I> as
I> long as they didn't go near any music related lines of business. If
I> Apple(computer) start selling music boards/MIDI cards or somesuch, they
I> might
I> well run into trouble if Apple (beatles) notice.

Well, atleast I always thought Apple (computer) was a big player in the music
industry... :-/

An Apple computer running a music package should be calle "music related" ..
:-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1285. Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:04:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d3d8436@troed.ct.se>
Source record: 194791

In a message of 19 Jan 94 06:17:25, Stuart Denman wrote:

SD> Speed of Light version 3.0 is NOT in the PUBLIC DOMAIN AT THIS TIME!!!

Thanks for telling, in the future you might include a textfile clearly stating the program as BETA and NOT PD YET or something, it's no fun for us SysOps fidning out that we without knowing are hurting people.

SD> Thank you for your compliance....

It's deleted now, but there were quite a few downloads.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1286. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:06:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63952@M4.maus.de>
Source record: 194503

>I am writing (or trying to) write a GEM application on my 1040 ST,
>but i have encountered this annoying little problem which has me stymied.
>This is what happens: Everytime i send more than, say, 5 or 6 messages to
>some application (mostly mine), counting succesive REDRAW messages as 1
>(because the AES packs these together automatically), without issuing an
>EVENT_MULTI or the like, my ST hangs.

That's a well-known problem. Reduce the amount of messages. Why not join
the WM_REDRAW messages into one _before_ sending them?

1287. Re: REPOST: HELP - hp1200c

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:13:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63953@M4.maus.de>
Source record: 194504

> Does anybody have an HP1200C on their TT/ST? I am having problems:
> I have it on the parallel port, and try to print via Calamus SL, with
>either the 550C or the Paintjet drivers.
> Data is transferred, but the printer prints only one line of
>characters (nothing to do with the printed file), and then a series
>of form feeds. Any ideas??

The TT outputs data too fast for your printer. In Calamus' "Print" dialog box, select "Other" instead of "Parallel". This will make Calamus use TOS calls for output instead of direct hardware access.

1288. Re: Timeworks 2 for Falcons

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:27:29 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan19.193000.28423@inca.comlab.ox.ac.uk>
Source record: 194692

Iain.Laskey@barclays.co.uk wrote:
: Interesting. Sounds like the Falcon Beta I have. What is the version of the cover
: disk one?
It is 2.01 special edition. It crashes on ENTRY in non-ST screen modes.

1289. $$$ ST Software For Sale (January 19 Update) $$$

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:31:36 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CJw68o.BMC@cs.uiuc.edu>
Source record: 194694

I still have the following ST software for sale. Most of the programs have original documentation and packaging. Many of these are excellent! I need to get rid of this stuff, because I am moving in a few months!

I lowered a few prices. I think the prices are fair, but if you think the prices are too high, make an offer. Buyer pays shipping (typically $3-$5).

If you are interested, email to 'totty@cs.uiuc.edu'.

```
+-------------------+
| Atari ST Software |
+-------------------+
```

title	company	box	doc	media	notes	price
Balance of Power	Mindscape	E	E	512K		$7
Ballyhoo	Infocom	-	-	512K		$5
Captain Blood	Mindscape	-	E	512K		$5
DEGAS	Batt. Incl.	-	E	512K		$5
Defender of the Crown	Mindscape	-	E	512K	doc incomp.	$3
Deja Vu	Mindscape	G	E	512K		$9
Falcon	S. Holobyte	G	E	512K	classic!	$10
Falcon Mission Disk	S. Holobyte	G	E	???K	new mission	$8
(counterstrike)					
Jewels of Darkness	Rainbird	-	G	512K	-decryptor	$3
OMEGA	Origin	E	E	512K D	DS disk	$9
Space Quest II	Sierra O-L	E	E	512K		$9
Space Quest III	Sierra O-L	-	G	512K		$7
TV Sports Football	Cinemaware	G	E	512K		$4
Temple of Apshai Trilogy	Epyx	G	G	512K		$4
Transylvania	Polarware	G	E	512K		$4
Uninvited	Mindscape	E	E	512K		$9


```
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave \_/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
```
Gradual Student totty@cs.uiuc.edu

1290. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:35:29 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hk221$9fd@golem.wcc.govt.nz>
Source record: 194698

] Some Piece of trash has leaked a BETA-TEST version of Speed of Light versio
] 3.0 onto Genie and some BBSs.

I was hoping it wasn't the full thing!

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1291. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:36:14 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hk23e$9fd@golem.wcc.govt.nz>
Source record: 194696

] Which programs (eg. word processors, converters, readers, etc) can read
] Microsoft RTF files (Rich Text Format)?

Atari-Works. And probably Calamus SL (Which no-one can afford right!?)

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1292. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:37:49 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hk26d$9fd@golem.wcc.govt.nz>
Source record: 194691

] 3.04?
]
] I have got version 3.03. Is there a FTP site holding the UK 3.03 to 3.04 pa
] software. Can anyone tell me what the improvements are?

3.04 is available with Geneva *only* as the only improvements are Geneva
related!

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1293. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 19:38:32 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ei.PMhC8Vt2VG2@nathan.do.open.de>
Source record: 194794

In <2gtb0u$cnb@golem.wcc.govt.nz>, Steve Wells writes:

Hi,
and I thought I was the only owner of Elite II/ST...

>Do not use the identify objects item (F10 - Identification Text Icons),
>the text produced seems to really confuse the autopilot, as it appears
>to think it is an object, and usually crashes you into the port/planet.
Interesting theory, Steve. I'm using this feature quite often and never
had problem with the autopilot crashing me into dock while I was on
max. stardreamer...

But there are two faster ways to get to a station, one legal since
you're only using flight physics and one illegal using a bug.

legal way: set your target, switch on the autopilot and wait till it sets
your gunsight onto the target. Switch to Engines off, press down return
continously and select max. time acceleration.

If you're half way to your target, switch to normal time, release return,
turn you ship around (use rear view to center your ship), press return
down again and select max. time speedup. You'll end up really near your
target (0.1 AU after some practice).

HOW IT WORKS: The autopilot tries to make the trip convinient, no long
or extreme accelerations, saving fuel whereever possible. As you can see
on your external view, the thrusters are off most of the time.

This method uses your main thruster to accelerate half the way and to
deaccelerate the other half. It does consume MUCH MORE fuel that the
autopilot so I wouldn't advise you to use it always, but if you're in
a hurry...

illegal way: starts like the legal way but instead of turning your ship
after 50% of the way, keep on accelerating. Wait until you're 2 AU away
from your target, switch to normal time, switch on the autopilot and
select max. speedup. The autopilot will do an emergency deacceleration
and get you to your destination... Consumes even more fuel than the
legal way and should only be used in emergencies. Ah, and don't switch on
the autopilot too late, you'll end as far away from your target as you
started...

[starting strategy]
>at Sol. Before you sell Robots or Computers always check the bulletin
>board first, as there is almost always someone willing to pay twice the
>Normal price.
It pays off to check all three earth stations before selling, waiting till

midnight on each of them. At midnight, the bulletin board is rebuild giving you an extra chance of someone needing robots. And the bulletin boards of the three stations are not identical...

>your cash. Buy a larger ship ASAP capable of at least 6 light-years
Be careful when buying larger ships. Sell everything except the drive before selling your ship. If your new ships needs a larger crew than your current crew, consult the bulletin board first to see if you can get the men (and women) you need. Sitting on a base for a month paying fees and wages while waiting for the last crew member is frustrating.

Ah, don't be keen on money. Get your 3 million credits, sell your big trader and get a smaller ship. I recommend the ASP Explorer with a 4 MW beam laser, scanner, autopilot, radar mapper, laser cooler and a class 4 drive for most purposes (add hyperspace cloud analyser/athmospheric shielding when doing assassination missions). With this configuration you can do the sol->facere trip in two jumps(!). There is almost no other ship with this range (ok, a Cobra MKIII with a class 4 engine can do 50 light years on the paper, but did you try to do it? It lacks cargo space to carry the fuel, not to speak of weapons etc). Before going for kills, try to collect the three permits needed in the game (Ross 128 prison permit, guardians permit (van Maanen's star) and commune visitor's permit (YZ canis minoris). Just for the case your assassination target flies to one of these systems.

If you think you should go on one of those "I want kills" campaigns in the outer rim, you should trade the class 4 drive for a class 3 drive, 5 shields and an energy booster unit AFTER ARRIVING OUT THERE. I advise to go to the disputed system of ZEAEX at [3,-2] and clear the area (there are about ten anarchy systems aroud ZEAEX, keep choosing different systems in order to get new enemies) :-> Use your system card (F2/F2) to find and your autopilot to get to the other ships. Happy hunting :-)
Save after each kill just in case you meet someone with an energy bomb (grr, 50% hull damage by that device in one secound, I do HATE it, they always cost me 5000cr of my assassination contract payoff).

>have to be launched when the enemy is within about 3Km of your ship. He
>will then run away, you can lock your autopilot onto him, and when he
>eventually returns and gets within 5Km, hold down fire and as long as
>they haven't got tougher shielding and lasers than you, they will
>almost certainly blow up!
Hmm, I don't use missiles (I don't have the space nor the pylons for them), but there is another trick. If your enemy is near, tell him to "Surender or Die". He'll answer "Ha Ha" and retreat to about 12 km. Switch on the autopilot and wait till he comes back. Good bye :-)

If you're using a ship with more than 3 shields, you can fool the small ships. As soon as they attack, target on them, switch on the autopilot and wait. They'll crash into your shield and die. Don't do this with less than 3 shields or you'll suffer hull damage.

Bugs in the ST version:
- Bulletin Board doesn't scroll. Fix: Wait till midnight
- Frontier always wants to load the commander file from drive a: after start and will bomb out if there is no disk. Fix: obvious
- Hyperspace could analyser bombs out if you analyse your own cloud.
Fix: Be careful what you check and complain to gametek/konami

Ok, that's it for now. See you out there in the rim.
/s/Udo, ASP explorer NE-035, currently clearing the ZEAEX region
PS: If someone needs more infos (how do I do assassinate missions etc) feel free to mail or post

--
Note: The above adress ue@nathan.do.open.de won't work after 1.2.1994.
After this date, please use ue@icmp.ping.de

1294. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 20:15:36 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hk4d8$9r6@golem.wcc.govt.nz>
Source record: 194756

] Also STFormat (at least in this article) don't seem to have heard of
] pre-emptive multitasking, which if I'm not much mistaken is what MTOS uses.

ST-Format, despite claiming information links with Atari, rarely seem
to have much idea of what they are talking about! They can review
software, but not give much info' on the background of the things!

Quite often even their 'special features' contain a lot of in-correct
information which could cause problems if people tried to use it
as they suggest...

ST-Review usually gives pretty good info', but it's quite rare!

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1295. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 20:47:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hk69v$cl1@mailer.fsu.edu>
Source record: 194697

A.D. (dehall@iastate.edu) wrote:
> In <2h9aap$6ar@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> >Ok, I just called Toad, with $40 in my hot little hands, and they said
> >"No, you can't have it for that, it's $89". So ends this rumor (sadly,
> >as I would like to have bought it for $40). Perhaps the price has jumped
> >since y'all bought yours, but it is _now_ selling for $89 from Toad.
>
> No, like he said, the older version is available for $40. I just ordered
> it (Tues. AM) and they still have 3 copies available. Be sure to ask
> for the older ST/TT version.

I must have been talking to a braindead salesperson, because I asked
specifically about discount older versions, and received a negative reply.
I'll ask for Dave Troy next time, and hopefull order one. Thanks for the
info.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1296. Timworks Publisher needed!

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 21:06:11 UTC
From: alien@clinet.fi
Message-ID: <2hk7c3INN3ep@clinet.fi>
Source record: 194699

I've been trying to get Timeworks Publisher, but 'cause Electronic Arts no longer carry any ST titles and GST no longer exists, I've to get this software another way. Any ideas?

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VISUAL ART PRODUCTION

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
fax.358-(9)0-69414693

1297. *** IN SEARCH OF THE GAME "ROLLING RONNY" ***

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 21:23:35 UTC
From: M14563@mwvm.mitre.org
Message-ID: <16F43E687S85.M14563@mwvm.mitre.org>
Source record: 194755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

* * * * IN SEARCH OF "ROLLING RONNY" !!! * * * *

A little less than a year ago, I purchased an Atari 1040 ST computer which also came with game software. Recently, I and my godchildren have been playing the demo version of the game "Rolling Ronny" and we have really enjoyed it. The demo version was part of a "Cover Disk" which accompanied a 1991 issue of the ATARI ST magazine (???).

I am interested in knowing 1) whether or not the full running version of this game was ever manufactured and, if so, 2) where I can legally purchase/ obtain a copy of this game.

If you have any information on "Rolling Ronny", please feel free to contact me via my e-mail address

etcoles@mwvm.mitre.org

Thank you very much in advance and have a nice day.

1298. Re: SIMMS and the STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 21:27:20 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJwBLL.I4I@sdf.lonestar.org>
Source record: 194596

In article <1994Jan18.215213.8552@sifon.cc.mcgill.ca> stevew@stoner.eps.mcgill.ca (Steve Whittaker) writes:
> I need some information about the SIMMS that work with STe's.
> Can I use the same one's manufactured for DOS machines or MAC's?
> I remember reading something a while ago about 9?-pin SIMMS being
> compatable with Atari.
> Any help with this is appreciated.
>
>
> Steve
>

Yes, and Yes. You may use MAC style 8-chip, DOS style 9-chip or the new 3 chip SIMMS , and there may be a two chip SIMM (not sure about 2, but 8,9, and 3 will all work). Just make sure its either 256K or 1MB SIMM of between 80 and 120ns. I think I have either 100 or 80ns SIMMS. Speed doesn't matter since the MMU always uses a 120ns access (SLOW!).

I would suggest 9 pin SIMMS since they are usually cheaper and have a better resale value (since DOS users can use them). Don't EVER buy 256K SIMMS since you can't get rid of them. The 4 8-chip 256K SIMMS that came in my STE are worthless (I changed them all with 9-chip 1MB SIMMS). There is just no demand for 8-chip, MAC-style, 256K SIMMs (slow ones too).

1299. help wanted, anybody from Gainesville, FL?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 21:38:43 UTC
From: minzhujj@pine.circa.ufl.edu
Message-ID: <2hk993INNg1g@no-names.nerdc.ufl.edu>
Source record: 194693

Hello, there:
I posted a question about modems/software for Atari 520ST. A few kind people helped me a lot. Thank you guys for your help.
I have got the anonymous ftp site for Uniterm. But I can't download it without a telecommunication software at hand. I guess I can't use a pc to down the program to a disk and then use it on my Atari 520ST.
Is there a way to get arround it?
Or if someone lives Gainesville Florida with Uniterm, I may copy it from him/her. If you do live in Gainesville, Florida, and want to help me out, would you please let me know? Thanks a lot.

Sincerely,

Min

Minzhujj@pine.ufl.edu

1300. Re: ADA compiler on an ST ????

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 21:55:17 UTC
From: sforseil@vub.ac.be
Message-ID: <2hka85$e8g@rc1.vub.ac.be>
Source record: 194700

Andrew Bianchi (abi@sn2.ee.umist.ac.uk) wrote:
: Hi,

: Does anyone know of a public domain Ada compiler for the ST ???
: Is there a GNU Ada compiler ??

GNAT is a gnu ada->C translator. I don't think it has been
ported to the ST.

AdaEd is an ada semi-interpretor, exists for Unix, MSDOS and Mac.
Don't know for ST but perhaps...

++==++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		battman@infonaut.com	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 660-16-85	
++==++

:

1301. Re: Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 22:27:06 UTC
From: dm550s54@dcity.tdkcs.waterloo.on.ca
Message-ID: <dm550s54.0aqm@dcity.tdkcs.waterloo.on.ca>
Source record: 194713

Hi everyone,(This isn't really just for you, Chris)

How much is an ST book going for nowadays? Are they available in Canada?

Thanks for any responses...

Dwayne McCormick

1302. Re: Mega ST Disk Drive out of order

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 23:08:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d3dbe3a@daggskim.ct.se>
Source record: 194619

Freund Lars did willfully write on 19 Jan 94 (to All), and I quote...
FL> From: lafreund@y.cip.e-technik.uni-erlangen.de (Freund Lars)
FL>
FL> My Mega ST 1 has a 720 KB Disk Drive,
FL> [...]
FL> Problem: When the intern Atari drive is taken out, teh computer
FL> doesn't find the extern drive.

There is a dual jumper selection called (on my ST4 schematic) W1/W5. The normal position is connection 2-3 on both. Changing this to 1-2 swaps internal and external FD DxSEL lines, making the external drive = A:

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1303. Re: How to fix a PC 3.5" for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 23:12:36 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJwGH1.J72@sdf.lonestar.org>
Source record: 194597

In article <1994Jan18.224618.6031@dcc.uchile.cl> ebeard@cipres.cec.uchile.cl (Edwin Beard (winnie)) writes:
>
>
> Anybody knows how can I to fix any PC Floppy Drive to use in my
> 520 ST, cause my DDrive it's malfunction and I want to use an PC DD
> cause I can't find any Atari 3.5'' Disk Drive.
>
> Help me please.
>
> Edwin Beard
>
> ebeard@cec.uchile.cl
>

I just put a TEAC in my STe. Its real easy. Just unplug the old drive
and plug in the new one in its place. Be careful, the power supply plug
has a little locking tab on it - don't break it. The TEAC required
that I turn the cable upside down (data, not power) to make it work.
Drive Select MUST be 0 for any ST drive, NEVER 1 or the system will not
see it. Also, I had to make a very minor case modification so the new
drives eject button would fit through the hole. I basically broke the
peice of plastic between the eject button and the disk slot itself.
So now there is only 1 opening in the case - the eject button hole is
part of the entire cut-out. The nwe drive is much nicer than an Epson
(what ATARI uses). Oh I dressed up the break in th plastic with a soldering
iron and hobby knife so it looks like it was manufactured that way (it
should have been IMHO).

I'm still waiting for TEAC tech support to call me - I need to find out
how to get this drive to output density select so I can run it in 1.44MB
mode (my 1040STE has an AJAX in it, so I just gotta add some switching
circuits based on the density output pin).

Its just plug and play for 720K or for using a 1.44MB as a 720K.

1304. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 23:13:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d3dc49f@daggskim.ct.se>
Source record: 194620

M.A. Onstwedder did willfully write on 19 Jan 94
(to cspas050@sus.edu.eur.nl (M.A. Onstwedder)
MO> [...]
MO> Allthough it is technically piracy, i would like to make a comment:
MO> If software isn't supported and supplied by the original company, then
MO> you can't obtain it legally anymore.. right?

Wrong. You could conceivably get it second hand. People have been executed for "technicalities", don't underestimate the potential literal bloody-mindedness of a legal dispute.

MO> so if you want it, I think you are allowed to copy it,

Wrong again. The product would have to explicitly say you could, or alternatively have been released publically, say by way of cover disk, as freeware or shareware. This last _does_ happen quite often though.

MO> because the original creators don't give us - the honest people - a way
MO> to get it legally.

If the product is dead, it's dead. Don't flog it, copy it, or upload it.

MO> Remember: This copying thing is just when the program isn't supported
MO> and supplied anymore.

Copyright allows nothing of the sort, and although general practice is to extend copyright into software, most companies do not even rely on this, but stipulate even stricter requirements by trying to bind the buyer to a "licensing agreement" as of the act of breaking the seal/wrapper on the package. I will admit there is an ongoing discussion in various places about the legitimacy of all this, and historically there is a distinct split in the software area between the advocats of total freeware vs. the normal businesses who wish to sell propriotary products. So far the reality of the situation is that software is viewed as a legitimate commodity to buy and sell and is legally protected from unauthorized copying. The reality is also that there is a lot of unauthorized copying of various copyrighted and licensed material being done -- music, books, software -- seemingly with impunity, but those who do so are open to prosecution and would likely lose with expensive results if this happened.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1305. Re: apple suits (was Problem with AES)

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 23:41:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d3dc790@daggskim.ct.se>
Source record: 194617

I> From: Iain.Laskey@barclays.co.uk
I> In article <2d3d1648@troed.ct.se>, rickard_troedsson@troed.ct.se
|>> In a message of 18 Jan 94 16:10:09, Robert.Anisko wrote:
|>> [...]
I> Apple (computer) were authorised by Apple (beatles) to use the name &
I> logo as long as they didn't go near any music related lines of business.
I> If Apple(computer) start selling music boards/MIDI cards or somesuch,
I> they might well run into trouble if Apple (beatles) notice.

This was the threat used a while back when Apple (computer) was starting to make too big a fuss world-wide with all its look&feel lawsuits. Apple (beatles) brought up this contract, signed by Steve Jobs, and waved it under the Apple (computer) board's noses citing just MIDI etc as a breach of contract. The board apparently had no idea (Jobs wasn't around anymore), but backed off some. More backing off ensued when Xerox pointed out that _they_ actually had originated WIMP "look&feel", and although Xerox had released the concepts into the public domain, they just might sue Apple if this fuss continued. The final backing occured in the courts, where the judge in disgust told the Apple lawyers, that most of the case was being thrown out of court and if Apple didn't get less touchy about look&feel, the judge was personally going to have certain Apple patents thrown out too. Things have been much quieter since then...

Anyway, Apple has a lot to think about lately concerning market shares and a general lack of inovative new designs. Newton hasn't exactly made a big splash...

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1306. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-19 23:49:54 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan19.234954.15794@mnemosyne.cs.du.edu>
Source record: 194768

In article <2hi2to$ijp@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>Which programs (eg. word processors, converters, readers, etc) can read
>Microsoft RTF files (Rich Text Format)?
>
>Anyone else seen the Hugo & Nebula CD-ROM? Cool stuff. The Mac RTF reader
>is disgustingly slow (it's written with Hypercard).

The ones I know of (and own) are Atariworks, and Pagestream.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1307. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 00:37:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJwKF3.1Eu@cix.compulink.co.uk>
Source record: 194763

> > Eh? If you can compile MiNT, then you can compile a MultiTOS
> > kernel. Just compile with -DMULTITOS and without -DONLY030 and
> > -DDEBUG_INFO. (This info is from Eric Smith).
>
> Not really. MultiTOS is more than just MiNT. It comes with a new
>AES and desktop... which (correct me if I'm wrong) isn't included with the
>sources to MiNT. Agree or disagree?

True, but the AES and the desktop are in a seperate file from the MTOS
kernel. All the MTOS kernel is, is a MiNT kernel which loads the MTOS AES
instead of jumping into the ROM.

Roland.

1308. Re: Colour monitors for STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 00:37:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJwKF5.1FF@cix.compulink.co.uk>
Source record: 194764

>be able to find a new one, anyone got any suggestions for a colour monitor fo
>use with a Mega STe. I need one that copes with 60 Hz and that sort of thing.

Dare I say, an Atari SC1435?

Very similar to a CM8833 Mk2, but no composite video or SCART socket.
Cheaper too, by about 20ukp.

Roland.

1309. Re: Help Needed (Spectre, SCSI/2, etc.)

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 00:37:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJwKF7.1G3@cix.compulink.co.uk>
Source record: 194765

>SCSI/2
>
>I Have an AdSCSI+ and am looking for another hard drive. It is hard
>to find staight SCSI anymore, everyone sells SCSI/2. WIll this
>work with my adapter?, ie. is SCSI/2 downward compatible or
>do I need a LINK to even think about it?

SCSI 2 is downwards compatible with SCSI 1. I have a Seagate ST1280
connected to my AdSCSI+, no problems.

Its just that you don't get all the benefits of a SCSI 2 drive with a SCSI
1 controller, so you are paying for features you don't get to use :-|

:-)

Roland.

1310. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 00:37:57 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJwKF9.1Gp@cix.compulink.co.uk>
Source record: 194766

>Another couple of alternatives to allow 'safe' binary distribution for Atari
>would be to either make the binary more dependent on the ROM (and hence unusa
>ble
>without it) or to use the ROM to unscramble a binary (e.g. distribute a
>scrambled archive which uses the whole ROM to unscramble it).

Sorry, I don't follow you there? Anything that relies on large numbers of
ROM replacements is impractical. ANything that relies on any particular
version of the ROM is unfair ;-)

I suppose Atari could distribute stuff as a self extracting archive, that
extracts itself everytime it runs (like DCSStuffer). That way, if they
encripted it as well it would be almost impossible to patch the binary.

Roland.

1311. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 00:49:54 UTC
From: kendall.gelner@f998.n3603.z1.fidonet.org
Message-ID: <576_9401240848@dswhq.omahug.org>
Source record: 194290

From: kgelner@nyx10.cs.du.edu (Kendall Gelner)

1312. Floppy tapes and ST(e)s etc.

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 01:09:16 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1994Jan20.100916.1@cc.curtin.edu.au>
Source record: 194769

Is there any software out there to drive a floppy tape from the external floppy drive port on the ST(e)?

I have an old cypher 525 tape drive which can run from an IBM (swearing again) XT floppy controller.

If that is an impossible dream, does anybody know of software to network PC and ST(e) so that they can see each others drives as if they were local?

If it hasn't been done I will pobably write something but it will be a long time coming.

Steve.S.J.R.Rollinson@MIS.WMC.wmc.telememo.au

1313. REPOST: Mega ST for Sale w/ Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 01:17:33 UTC
From: barber@sugar.neosoft.com
Message-ID: <barber-020104190326@pvillage.neosoft.com>
Source record: 194762

I'm looking to sell this system so I'm postin' again:

Mega ST2 upgraded to 4 megs, 40 meg internal Supra drive
Spectre GCR
Color Monitor
Monochrome Monitor
1200 baud modem suitable for use as a doorstop

software:
Word Perfect
Word Writer
Pagestream
Cad 3D
a hundred or so disks of PD software from Current Notes (DC area user group mag)
several years worth of disks/magazines from Start, ST Express, ST Info...

includes PD disks for Spectre
the Mac partition of the internal hard drive has System 6 installed along with
Microsoft Word, Illustrator, Freehand, ReadySetGo, PageMaker.

I've revised the price since last time:

$500 or best offer

The ST, the monitors, the disks, the software, the magazines - please make it
all go away. I enjoyed using this system, but now I've moved on to other things
and it's just taking up shelf space. I can't justify spending more money on it
to upgrade it.

Alex Barber
713 993 9622

barber@sugar.neosoft.com

1314. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 03:06:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJwrAB.3wM@cix.compulink.co.uk>
Source record: 194775

In message <1994Jan18.093425.11063@jet.uk>, djs@jet.uk said:
>Many newsagents seemed to stop carrying it when it was no longer SOR.
>Although it's still the best UK glossy (IMO), it has many faults. eg the
>review of Cubase Audio in the last issue just didn't go deep enough
>for such a big, important, product. It didn't even mention things like
>sound quality, accuracy of sync to external devices (and internally
>between audio and MIDI tracks). And what about the from-RAM sampling
>Maybe the editor chopped the important
>bits out of your review, Ofir? :-)
>
>(Actually, for the sort of info you need on something like Cubase Audio,
>I guess you should go to a mag written by pro musicians, eg Sound on Sound).

I am a 'pro' musician. I am now in a 24 track digital recoirding studio
mixing a new album for Sony Records. Cubase Audio is of no interest to the
majority of ST Review readers (going y readers' surveys, etc.). It was
about 2000 words. A mag like SOS will probably dedicate 4000 to CA.

Sync between audio and MIDI is perfect to my ears. RAM sampling is only
possible with 16MB and is very simple as it stands.

Ofir ogal@cix.compulink.co.uk

1315. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 03:06:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJwrAD.3x7@cix.compulink.co.uk>
Source record: 194776

In message <CJtuKr.A8K@barclays.co.uk>, Iain.Laskey@barclays.co.uk said:
>Agreed. I was amazed that the sample quality wasn't covered. The whole review was
>very sparse.

The sample quality is not a feature of Cubase, but of the Falcon. I have
covered the sample quality of the Falcon in at least three other articles
(Musicom, Digitape, Musicom 2 preview). I felt it would be boring to
repeat myself.

Vic Lennard (the editor) hardly ever touches my articles except for
sorrting out grammatical errors and the likes.

Ofir ogal@cix.compulink.co.uk

1316. Re: papyrus gold

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 03:06:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJwrAF.3xs@cix.compulink.co.uk>
Source record: 194777

In message <2hiu5c$hn1@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
>
>Some netters have mentioned that Papyrus supports RTF.
>
>Hisoft are advertising Papyrus, so I assume it does work under MTOS
>and on the Falcon. No prices are advertised :-(
>
>Has anyone out there got or seen this program and be willing to post
>a mini-review? It looks great, but who knows...

I don't have the time to write a mini-review. Papyrus supprts RTF, runs on
any TOS machine, is res-independant and MTOS compatible. It is capable of
background printing, supports Speedo and Signum fonts and looks very good.
It uses a non-modal interface.

Ofir ogal@cix.compulink.co.uk

1317. New Email Address

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 04:15:42 UTC
From: jbilger@cs.tamu.edu
Message-ID: <2hl0he$hjp@news.tamu.edu>
Source record: 194774

If anyone needs to get in touch with me about my RPG game 'Dangimere'
my email address has changed: jbilger@cs.tamu.edu

It's on umich ftp site under /atari/Games/dangmer1.lzh and dangmer2.lzh

--
[%%]===[%%]
[%%] Jeffrey Bilger jbilger@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]===[%%]

1318. Re: FAX-Software for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 05:43:02 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.pu2SbDrC2FI@yonder.equinox.gen.nz>
Source record: 194780

In <1994Jan19.100341@zam067.zam.kfa-juelich.de>, Helmut Schumacher writes:
>I've tried HACKFAX 1.1, but it only responded: "Modem problems?".
>I know the modem is not a Zyxel. Maybe the problem is, that 19200 Baud are
>not available (max. 14400)

It only works with a ZyXel modem, that's the problem there.

>COMA150 dialed and connected, but the modem hung up, when getting parameters.
>The last command in the modem-log was : "AT+FET=2"

Did it actually connect? It always starts the speed negotiation then
hangs up for me.
I can't receive with it either, it appears to work okay, but when I
go to look at the fax it's just garbage.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1319. Re: modems for Atari 520st

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 05:48:00 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.wOAGNDO6tdk@yonder.equinox.gen.nz>
Source record: 194781

In <2hhfguINNq1d@no-names.nerdc.ufl.edu>, minzhujj@pine.circa.ufl.edu writes:
>Hello, there:
>I have just got an Atari 520st. I want to use it to access mainframes on
> campus. Can any kind experts tell me what kind of modem and software I need to
>make it work? Any help would be appreciated.

Well first of all you need to learn how to press RETURN after you've
typed in each line of your message!!!

either Uniterm (which isn't very user friendly, but is very powerful & free),
or CoNNect (which is more friendly, also powerful, & costs)

Both are available via FTP.

I don't think much of the Commercial software for the ST in comparison
to the Shareware/PD avilable.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1320. Re: SIMMS and the STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 05:54:02 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.yzpzQFOWU7g@yonder.equinox.gen.nz>
Source record: 194782

In <1994Jan18.215213.8552@sifon.cc.mcgill.ca>, Steve Whittaker writes:
> I need some information about the SIMMS that work with STe's.
> Can I use the same one's manufactured for DOS machines or MAC's?
> I remember reading something a while ago about 9?-pin SIMMS being
> compatable with Atari.
> Any help with this is appreciated.

The Mac one is the right one (8 pin), but I think the DOS machines one
will also work. You'd better check with someone that knows on that
last bit though.

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1321. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 05:59:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.H6aj5Vu2KBM@yonder.equinox.gen.nz>
Source record: 194783

In <Up-EATCDGUQ@zaphot.abg.sub.org>, Arno Welzel writes:
>Another nice program is "UPoint" - you may get the "light"-version for
>free. But look out for the latest version (29.Dec'93 or later).
>
>Send a mail to brusch@eslapion.sh.sub.org (Stefan Brusch) to get more
>information about it.

UPoint light is only any good if you're in Germany though, it doesn't
allow you to change the time zone.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1322. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 06:19:30 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <KR8KBKGI@math.fu-berlin.de>
Source record: 194778

In article <2h73r2$s7b@mits.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
>Yes, but I think the modems would refuse to make a higher connection
>rate than the DTE-rate in the first place. At least my modem does
>that, if I set the RS-port to eg. 2400 bps, it will never connect at
>anything higher than that, whatever the other settings might be.

Switching a SupraModem 2400 Plus between two systems has run me into this before. My copy of Flash here at school is set up at 9600 upon loading. That is what speed the Plus wants to talk to the computer at for optimal data transfer.

My computer at home defaults to 2400 (since it only has a 2400 modem on it right now). I have occasionally booted up the computer at home, loaded Flash and connected forgetting to set the baud rate to 9600 manually. In each case, the modem has connected at 2400/REL-LAPM-COMP (v.42bis). This means that the modems are capable of high speed communication with each other, but the computer and modem aren't capable. I can usually drop back to the modem's OK prompt, reset the baud rate, and ATO to get everything going once again.

>Even if it would work, it would be a waste to get a modem that is faster than
>the computers serial port.

Well, according to the docs for HSMODEM1 and HSMODA02 (with the MFP driver), a stock ST is capable of 57600 with these drivers and a term program that supports them (Connect, Rufus, and GEMSZRZ are purported to). A 14.4k modem with v.42bis is only capable of 57600 at best, so the ST shoulld be able to handle it thus making no modem a waste.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1323. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 06:25:56 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <RR8KB8FJ@math.fu-berlin.de>
Source record: 194779

In article <CJrx5B.LCp@dscomsa.desy.de>, wwc@dxhrb1.cern.ch (Wolfgang Wander) writes:
>You misunderstand the documentation. Harun explicitly states that any
>rate above 19200 needs a hardware modification which hsmodem then will
>support.

Can you explain this hardware mod? I saw this part, but as one person has
already mentioned, the docs go on to say that an 8MHz stock ST can make 57600
with FASTINT set, and with the RSVE or RS-Speed mods 115200 is possible.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1324. Re: Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 07:22:27 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan20.072227.164848@zeus.aix.calpoly.edu>
Source record: 194784

In article <CJsCDF.522@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>The current version is 1.05, version 2.00 will be released commercially
>soon.

Where do we find 1.05?

>
>==
>= .---. Atari .----------- = Post.....: Daron M. Brewood =
[.sig chomp]

-MikeB
(brief, ain't it?)
:)

1325. Re: Compiling Mint 1.08 !!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 07:46:10 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jan20.074610.182779@zeus.aix.calpoly.edu>
Source record: 194788

In article <1994Jan17.212803.6201@nessie.mcc.ac.uk>,
Andrew Bianchi <abi@sn2.ee.umist.ac.uk> wrote:

>* My setup is an Atari STE with 4Mb RAM and an 85Mb hard drive
>
>After I downloaded gas from src.doc.ic.ac.uk I set make off, and 2hours (yes a
>whole TWO HOURS !) later I had a lovely working version of Mint 1.08 which has
>been installed in my auto folder ever since !!

Hmm. This makes me wonder ...

I did the compile on a TT030 with MTOS, and since I had memory to
spare, I made extensive use of the ramfs.xfs by loading all of the executables
and libraries (basically everything in my /bin and /usr directories) into the
the ram disk. Since the TT is roughly 4 times faster than the STE, and since
everything except the source code was in the RAM disk, I would expect at least
another 2x performance, or 8x faster in all. My compile time was 25-30
minutes. Am I missing a trick here for improving my compile throughput? All
of my binaries were downloaded from A.A. and all of it recent stuff -
GCC2.5.6, make 3.36, bgas (3.9? whatever the newest was...), the newest MINT
libs (and tos libs, but I used the -mint), and the bison 1.9. (BTW, all of
these numbers maybe off since I have already deleted the archives a couple
weeks ago...). Maybe someone has done a 030 compile of 2.5.7? The gas?

> Andrew
>
>

-MikeB
(a man in search of SPEED!)

1326. Re: looking for Falcon 030 bootselector

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 07:46:49 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJx4A1.739@cix.compulink.co.uk>
Source record: 194705

It has worked for me Rickard, and I'm unregistered. Before I bought X-Boot
I used to use SuperBoot and it worked fine even under BlowUp.


```
=====================================================================
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
========================small-sig for Usenet!====================
```

1327. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 07:46:52 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJx4A4.741@cix.compulink.co.uk>
Source record: 194706

>I bought mine from Silica last week, with 4mb RAM and 127mb hard disk.
>I got MULTITOS(but no install program), Xcontrol, AHDI, procalc, callappt,
>two games, and that's it. No Speedo, AFM or SAM. I wasn't pleased.

Paul to get them just call Alistair Bodin at Atari, give him your serial number and you should be away, you should get the missing programs plus spiral bound docs.


```
=====================================================================
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
========================small-sig for Usenet!====================
```

1328. Re: Falcon+MIDI=trouble

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 07:46:55 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJx4A7.74p@cix.compulink.co.uk>
Source record: 194707

>Does anybody know about MIDI problems with the Falcon? I talked to a friend
>of mine who sees a dealer's service bulletins, and every Falcon ever made
>has CPU timing problems (acc. to Atari). The problems affect the MIDI rather
>adversely, and they have no fix extant. Can anybody confirm/deny this?

I don't know about any reported problems, but I've had problems getting
Mike-Net to work properly, and LittleNet, so there could be problems.


```
=====================================================================
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
========================small-sig for Usenet!====================
```

1329. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 07:46:57 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CJx4A9.75A@cix.compulink.co.uk>
Source record: 194708

Found and deleted.


```
================================================================
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
========================small-sig for Usenet!===================
```

1330. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 07:51:00 UTC
From: sforseil@vub.ac.be
Message-ID: <2hld54$l8n@rc1.vub.ac.be>
Source record: 194789

Evan K. Langlois (ekl@sdf.lonestar.org) wrote:

: ==========
: interested in porting Linux for the TT and Falcon... Wouldn't it be nice
: to have a real Unix in your Falcon?
: ==========

: Why not run MiNT? You can run your Unix stuff, your TOS stuff, and still have
: GEM! Need memory protection? MiNT has it. If you want VM then you can buy
: the driver. MiNT is much further along than 68K Linux and Linux is so DOS
: oriented they will never get the 68K version as efficient as the DOS version
: without a total rewrite.

I believe that you wanted to say 'Linux is 386 oriented', coz it
has not much to do with DOS except that it can read DOS partitions.
Now let me tell you why I'd like to hace Linux on my TT too...

-It has X-Windows.
-It has lots of good PD programs
-MiNT never ran well on my TT: only few of my programs still
run, and I don't want to buy brand new ones, so I keep my tos 3.06
without MiNT.
-It is STABLE
-It comes with a huge heap of utilities as standard
-It's FREE and often actualized.

++==++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		battman@infonaut.com	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 660-16-85	
++==++

1331. Re: SPICE - corrupt/missing PRL

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 07:54:06 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <8T8KBWTL@math.fu-berlin.de>
Source record: 194787

In article <1994Jan17.144807.17008@inmos.co.uk>, davef@inmos.co.uk (David Foy) writes:
>FYI, I tried a simple simulation which took approx 1 minute on the ST, when
>I ran the same sim. at work on the VAX it took 2 seconds.

That sounds about like my experience! Mine wasn't quite so drastic. I have had SPICEST choke on some of the PSPICE files shown in my Circuits book.

Have you seen a PROBE-like interface for the ST? PROBE on our VAX has a faultly TEK4014 emulator. I tried it with Connect and with the Graphon terminals in the lab, and it gave the same screwed up display. Right now I'm just using text display and sending the hard copy to a file for my Panasonic printer. It works ok, but I'd like to have graphics output on the VAX. ST versions of the PSPICE package would be nice too! <g>

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

1332. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 08:56:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d3e4a53@p2.stacken.ct.se>
Source record: 194618

```
> From: ogal@cix.compulink.co.uk ("Ofir Gal")
>
>> Its a shame few newsagents stock ST Review. I'd but it but I never see
>> it (only ST Format for months). And I have a quasi-religious objection
>> to subscribing to these mags...
>
> ST Review will be available soon on a 3 months sub.

What is the current price of a one year Europe Air Mail sub to ST Review?

---------------------------------------------------------------------
E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet
```

1333. Re: New GEMini CDROM for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 09:01:37 UTC
From: DOWDLE@delphi.com
Message-ID: <940120.14497.DOWDLE@delphi.com>
Source record: 194793

Robert A. Bruce,

Thanks for posting the information on the GEMINI CD-ROM that's available
for the Atari family of computers. I'm interested in it although I don't
have a CD-ROM player as yet. A friend of mine does (on a clone) so even
if I forgo getting one for my Atari for a while, I can still use the CD-ROM.

Thanks again and TYL, Scott Dowdle

1334. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 09:47:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJx9us.A2x@cix.compulink.co.uk>
Source record: 194709

In message <CJx4A9.75A@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk said:
>
>Found and deleted.

Same goes for CIX.

Ofir ogal@cix.compulink.co.uk

1335. Re: New GEMini CDROM for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 10:01:37 UTC
From: dowdle@delphi.com
Message-ID: <578_9401240848@dswhq.omahug.org>
Source record: 194268

From: DOWDLE@delphi.com
Date: Thu, 20 Jan 94 04:01:37 EST

Robert A. Bruce,

Thanks for posting the information on the GEMINI CD-ROM that's available for the Atari family of computers. I'm interested in it although I don't have a CD-ROM player as yet. A friend of mine does (on a clone) so even if I forgo getting one for my Atari for a while, I can still use the CD-ROM.

Thanks again and TYL, Scott Dowdle

1336. Spectre GCR and FAX

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 10:03:07 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <Edward.Visse-200194114043@fastpath-29.wblab.lu.se>
Source record: 194795

Hi Atarinetters,

I'm using Faxstf for the Mac on the spectre. Receiving is no problem, but sending gives me an error every time I try: ERROR -7050: Modem underflow: close applications or too slow processor.

This error persists on all speeds (14400 - 2400).

Does anyone have an idea about this or knows about working Fax software (on the spectre)

using a USRobotics Sportster 14400 Fax on a mega ST2 with spectre GCR and system 6.0.5

thanks, Edward

1337. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 10:11:37 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1524.2D3E58D9@dhhalden.no>
Source record: 194796

In article <2hk23e$9fd@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>] Which programs (eg. word processors, converters, readers, etc) can read
>] Microsoft RTF files (Rich Text Format)?

>Atari-Works. And probably Calamus SL (Which no-one can afford right!?)

...and noone can use anyway... Ever tried to get tabs right in SL? Forget
it...

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1338. Re: Timeworks 2 for Falcons

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 10:14:06 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJxB3J.3vo@barclays.co.uk>
Source record: 194701

In article <1994Jan19.193000.28423@inca.comlab.ox.ac.uk>,
wilknsnk@teaching.physics.ox.ac.uk (Karl S Wilkinson) writes:
|> Iain.Laskey@barclays.co.uk wrote:
|> : Interesting. Sounds like the Falcon Beta I have. What is the version of the cover
|> : disk one?
|> It is 2.01 special edition. It crashes on ENTRY in non-ST screen modes.
|>
It's different tyen the beta works fine at 928x680x16 or whatever my Falcon res
of the week is (The trouble with Blowup030 is it's so easy to modify the screen
parameteres, I can't leave it alone :-))

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1339. Re: Timworks Publisher needed!

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 10:16:12 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJxB70.44A@barclays.co.uk>
Source record: 194702

In article <2hk7c3INN3ep@clinet.fi>, alien@clinet.fi (Risto Juvonen) writes:
|> I've been trying to get Timeworks Publisher, but 'cause Electronic
|> Arts no longer carry any ST titles and GST no longer exists, I've t
You'd better tell GST they don't exist because they think they do. They're alive and kicking. Timeworks is still available and a Falcon/Speedo version is in beta at the moment. Maybe you could buy a copy via the UK?

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1340. WANTED: a .HEX driver for HPlaserjetII

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 10:29:49 UTC
From: mluoto@karhu.Helsinki.FI
Message-ID: <2hlmet$r9f@karhu.Helsinki.FI>
Source record: 194797

Hi,
Just had a major crash down on my hard disc and one of the
very valuable items I lost was a .hex driver for my laser
(HP-laserjet II) ie. the one that's used with 1STWORD etc.

Could someone mail me one (uude or ?)

or give a pointer where from I could get one ?

It would be nice IF the 8bit characters were defined
ie. German,Swedish and Finnish would get printed right..

Thanks !

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

1341. Re: MiNT Remote Login

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 10:37:03 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CJxC5s.Et1@hermes.hrz.uni-bielefeld.de>
Source record: 194798

In article <...>, cleaves@ctron.com (Stephan R. Cleaves) writes:

|> ... However, with my Supra 2400
|> plugged into the serial port and MiNT running in multiuser mode, all I get
|> is the SD and RD lights on my modem blinking...

Try disabling command echo first. This confuses getty.

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

1342. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 10:40:29 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2hln2t$ks@mace.csv.warwick.ac.uk>
Source record: 194799

In article <CJvyDB.577@cix.compulink.co.uk>,
ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2hgf9o$j25@fenugreek.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk said:
>>
>>I bought mine from Silica last week, with 4mb RAM and 127mb hard disk.
>>I got MULTITOS(but no install program), Xcontrol, AHDI, procalc, callappt,
>>two games, and that's it. No Speedo, AFM or SAM. I wasn't pleased.
>
>You should contact Atari UK for a free copy of Speedo and the rest. Speedo
>is very good in my opinion (even without ps support).
>
>Ofir ogal@cix.compulink.co.uk
>
>
I did - but because Silica buys them with no hard drive and adds their own,
the software is not included. Looks like I'll have to buy it.

Paul

1343. Conner Drives + Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 11:13:12 UTC
From: xa383@city.ac.uk
Message-ID: <xa383.759064392@Euston>
Source record: 194703

I have been tryting to get a conner CFA 340S hard drive to work with
a Falcon that has no internal IDE drive. Sometimes the drive works ok
but 90% of the time, the falcon sends a message to the drive, the drive
locks up and doesnt start working again until I reset the computer.
The drive locks up after the second disk drive access after the fuji
symbol appears.

Has anyone goty any idea what could be goung wrong.

The falcon tos is 4.01.

Yours

Graeme Mathieson.

1344. MSTE 2MB -> 4MB

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 11:35:39 UTC
From: DAUENSTEINER@rlirnw1.ngate.uni-regensburg.de
Message-ID: <DAUENSTEINER.14.759065739@rlirnw1.ngate.uni-regensburg.de>
Source record: 194704

Hi

To run MiNT and GNU-stuff I need more RAM but what simms do I need??
I know that you have to get the right type or they won't work. And when I#Ve got new simms where do I put them? I understand that the RAM I have now is under the HD but where exactly and how do I handle the RAM that#s already inside.

Deperately waiting for help (please mail)

Alex

Best regards,
Alex

1345. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 12:20:08 UTC
From: laurent@brasil.frmug.fr.net
Message-ID: <2hlsto$a97@brasil.fr.mugnet.org>
Source record: 194744

Hermann Samso (ukra@rzstud1.rz.uni-karlsruhe.de) wrote:
: FORSEILLES STEPHAN (sforseil@vub.ac.be) wrote:
: : Hermann Samso (ukra@rzstud1.rz.uni-karlsruhe.de) wrote:
: : : as I haven't seen any, I am asking here if there is any group of people
: : : interested in porting Linux for the TT and Falcon... Wouldn't it be nice
: : : to have a real Unix in your Falcon?

--
We have been using Linux for more than one year now (since 0.97 is out),
and I personnaly asked from time to time if someone was working on an Atari
version, but I nerver got any answer :-(
So I'm ready to help and participate for such a development. I think it
would be great for Atari if Linux was on their machines. I want to use Linux
on Atari just the way I use it on our PC. I'm currently working (when I get
enough time) on a complete GNU package for Atari under TOS, cross-compiling
on my Linux-box all the Gnu packages, I modified the Bash port from Scott
Kolodzieski to get it working on all our Atari computers the way I wanted
(that is, just like my Linux bash). It's not Linux, but it begins to looks
like...
For those who dont know us (Brainstorm): we work on Atari computers since
around 8 years. We made the Atari Jpeg decoder and the Atari DSP debugger
for the Falcon. We made a complete assembly package for the Atari (Assemble
& Adebug), and we just put on ftp.uni-kl.de our last FLI/FLC viewer (called
movie100.zip). We are in charge of the French developpers support for Atari.
This was examples of our work on, and for, Atari. I personnaly now use my
Linux box for all my Atari development, because I just love it. It would
really be great if it was ported on Atari, and i'd like to help, but
infortunately I hav'nt enough time to coordinate such a thing. Any
volunteer around?
Please forgive my bad english, btw.
--
Laurent Chemla : chemla@cnam.cnam.fr or laurent@brasil.frmug.fr.net
Brasil BBS - +33 1 44 67 08 44 - Atari France developpers support

1346. Re: Colour monitors for STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 12:29:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2hltfu$fa5@golem.wcc.govt.nz>
Source record: 194712

In article <CJwKF5.1FF@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>be able to find a new one, anyone got any suggestions for a colour monitor fo
>>use with a Mega STe. I need one that copes with 60 Hz and that sort of thing.
>
>Dare I say, an Atari SC1435?
>
>Very similar to a CM8833 Mk2, but no composite video or SCART socket.
>Cheaper too, by about 20ukp.
>
>Roland.

Well I have come accross another monitor, its a Philips PRO 8CM852,
has some of the CM8833 features but with a swivel base..

I don't know if this can work at a 60hz frame rate, I still have that
to find out....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1347. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 12:51:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A60160@SL.maus.de>
Source record: 194555

In article 2h0i6n$1pq1@info2.rus.uni-stuttgart.de Heiko Hartmann writes:

HH>: >DESKPIC
HH> Puts a Degas-Picture on your Desktop-background. Nice but you don't
HH>have to install this...
Not only Degaspics! You can use other Formats (e.g. GIF) too.
And You can convert the loaded picture into a Format used by Deskpic which
makes the loading faster.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

1348. Re: m1_banks

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 13:02:29 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2hlvd5$t9f@bambam.cs.city.ac.uk>
Source record: 194710

In article <hjv.758997024@groucho>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
|> steve@snark.cs.city.ac.uk (Steven Eker) writes:
|>
|> >Has anyone managed to unpack:
|>
|> >Music:
|> >m1_banks.arc 321 Librarian and matching dump acc for Korg M1
|>
|> >on atari archive? I've tried several versions of arc and arclzh with
|> >no success.
|>
|> Huh??? I happen to be the author of m1_banks, and I've never heard about this
|> problem before. Anyone to confirm that the a.a.u.e archive is damaged? If so,
|> I'll upload a new copy.
|> To Steven: send me email, and I'll be able to send you a working archive. Note
|> however that m1_banks runs only in ST high-rez (the acc runs in both high and
|> med rez, if all's well).

It's okay, I've managed to unpack it using arc 6.02. I suspect one of the earlier archivers I tried messed my HD partition because arc 6.02 wouldn't recognise m1_banks.arc as arc file until I'd replaced the partition from backup.

The only problem now it that when I run m1_banks.prg in ST hires compatibility mode on my Falcon the screen goes blank & nothing happens. The documentation programs run fine though. Several people emailed me to say m1_banks works well for them so maybe I should get my ST & mono monitor out of the attic.

Steven

1349. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 13:16:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HN2GSovlMSY@semprini.waterloo-rdp.on.ca>
Source record: 194722

In <CJKsFu.Hqs@westminster.ac.uk>, Denesh Bhabuta writes:
> Talking to someone the other day, about CD ROM drives, and I was told that I
> would need a lot of hard disk space in the first place, to accomodate the CD
> rom. He told me that the contents of the CD ROM were first copied onto the hard
> disk, from where they would be read. Is this true, as I don't think this is the
> case. Anyone?

You were either talking to an idiot or an MS-DOS user who is an idiot.
A CD-ROM is a bit like a _HUGE_ floppy disk with the write-protect on;
you don't need to copy things from the floppy to your hard disk before
you use it, do you?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1350. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 13:25:29 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJxJyH.5E1@uc2372c.DaytonOH.NCR.COM>
Source record: 194720

In article <H.eg.gCFKmUTrPKA@albemuth.equinox.gen.nz>, john@albemuth.equinox.gen.nz (John Collis) says:
>
>In <2ha39r$p2s@mailer.fsu.edu>, Mickey Boyd writes:
[STuff deleted[
>The archive HSMODA02.* seems to have at least the important parts of the
>docs translated. It seems fairly simple to get going, but there are a
>number of doc files to read to be able to make sense out of it.

I still haven't quite figure out the SETTER yet (I know how to run it,
but as the prompts are in German, I'm not sure what to use to set it
up properly for my system). So if anyone can help, which settings
(prompt answers) should I use for a MegaSTe4 (TOS 2.05, U.S. roms)?
Email or a post would be fine...

Rob

1351. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 13:28:34 UTC
From: djs@jet.uk
Message-ID: <1994Jan20.132834.19103@jet.uk>
Source record: 194711

In <940118.15227.DOWDLE@delphi.com> DOWDLE@delphi.com writes:

>David Stevenson,
>
> > Eh? If you can compile MiNT, then you can compile a MultiTOS
> > kernel. Just compile with -DMULTITOS and without -DONLY030 and
> > -DDEBUG_INFO. (This info is from Eric Smith).
>
> Not really. MultiTOS is more than just MiNT. It comes with a new
>AES and desktop... which (correct me if I'm wrong) isn't included with the
>sources to MiNT. Agree or disagree?

Please read my posting more carefully next time. I clearly said
'MultiTOS kernel'. If I remember correctly, the question to which I
was replying was about building an up-to-date kernel to use with his/her
MultiTOS. That is exactly what I started doing last night; building
a MiNT 1.09 version to replace the 1.04 kernel that came with my
MultiTOS.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1352. Re: ADA compiler on an ST ????

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 13:52:03 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2hm2a3$fho@snlsu1.london.sinet.slb.com>
Source record: 194715

In article <2hka85$e8g@rc1.vub.ac.be> sforseil@vub.ac.be (FORSEILLES STEPHAN) writes:
>Andrew Bianchi (abi@sn2.ee.umist.ac.uk) wrote:
>: Does anyone know of a public domain Ada compiler for the ST ???
>: Is there a GNU Ada compiler ??
>
> GNAT is a gnu ada->C translator. I don't think it has been
>ported to the ST.

No, GNAT goes *not* translate Ada to C. GNAT is the GNu Ada Translator --
it's an Ada9X parser and semantic analyser ("front end") which calls the GCC
code generator ("back end"). There's no intermediate conversion to C -- the
front end (written in Ada, incidentally) drives the code generator directly.

I haven't heard of an ST version. I'd do it, but my 1040STFM only has 2MB of
memory (and cannot be upgraded to take any more -- thanks Atari), and 4MB is
the minimum for gcc/GNAT (GNAT is really a version of gcc that understands
both C and Ada programs -- two front ends, one code generator).

You can get the full sources for GNAT from ftp.nyu.edu, and binaries for Sun
SPARC and OS/2. There are ports on other sites for just about every other
platform... perhaps the ST GNU porting people can have a go?

Note that there hasn't been a full release of GNAT yet -- just "snapshots"
of the development. There's still some way to go before it's a full Ada9X
release, but a lot has been implemented already (most of the OO stuff, for
example)

> AdaEd is an ada semi-interpretor, exists for Unix, MSDOS and Mac.
>Don't know for ST but perhaps...

AdaEd is just a plain Ada83 interpreter. There is rumoured to be an ST
version, but I haven't been able to find it.

Mat

BTW: ADA is the American Dental Association. Ada is the language named after
Byron's daughter, Countess Augusta Ada Lovelace, patron of Charles Babbage.
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

1353. Re: Centipede Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 14:15:46 UTC
From: lannie@ins.infonet.net
Message-ID: <2hm3mi$p59@insosf1.infonet.net>
Source record: 194714

In article <CJuu7r.56D@sdf.lonestar.org>, ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>
>I'm looking for a Centipede clone for the ST/STe. I would like to
>preserve the original game-play as much as possible. Anyone have
>any suggestions?
>
>Come on .. there as got to be an STe Centipede that plays like the
>original, but with better sound and graphics and maybe mouse instead
>of joystick.
>
>Thanks,
>Evan Langlois
>
>oh .. please Email me at ekl@sdf.lonestar.org
>
>
There is one on atari.archive.umich.edu for the ST. It is pretty good and
does use the mouse. I don't know about the STE support. I think it was
just called Centiped.lzh or something.

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

1354. Falcon 65 Meg Internal Harddrive

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 14:53:34 UTC
From: lexicor@cs.bu.edu
Message-ID: <2hm5te$ge1@news.bu.edu>
Source record: 194721

Well :), as it seems I still have a 65 Meg Harddrive 2.5Ide from my Falcon
for sale, am asking 85 U$D for it + Shipping, if interested please email.

I guess this is for the few non-harddrive Falcon Users.

Yat

1355. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 15:03:16 UTC
From: pinstall@rc1.vub.ac.be
Message-ID: <2hm6fk$q78@rc1.vub.ac.be>
Source record: 194716

David Beckemeyer (david@bdt.com) wrote:
: In article <CJrrDI.D2s@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
: >There was a German package a few years back that ran ST software under X. I can't
: >remembe rthe name though :-(

: Does anyone know more about this? What platform did it run on?

: I'm definitately interested in an ST "emulator" for Sparc . :-)

I have one information more ...

From: mg@xsoft.uucp (Michael Gehret)
Newsgroups: comp.windows.x,comp.os.ms-windows.misc,comp.binaries.ibm.pc.wanted
Subject: Re: GEM and X-windows
.....
> You are looking for a X Window server under GEM.
>
> Well, we have something the other way round: X/GemOnX is a re-implementation
> of GEM-AES and -VDI under UNIX and X Window. You may recompile your GEM
> software under UNIX with only marginal source code modifications.
>
> If you have access to the UNIX computer, this may help.
>
> BTW, the software can be combined with X/FlexOnX, FlexOS under UNIX.
>
>
> Michael Gehret
>
> X/software
> 87730 Groenenbach, Germany
>
---
but not enough, I search for the complete adress, and more thechnical and
commercial information.

Patrick Installe (pinstall@dbmdec5.ulb.ac.be)

1356. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 15:11:18 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CJxouu.KIB@info.bris.ac.uk>
Source record: 194717

In article <CJwrAD.3x7@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:

|>Organization: Compulink Information eXchange
|>X-Newsreader: CixRead/CixComm
|>
|>In message <CJtuKr.A8K@barclays.co.uk>, Iain.Laskey@barclays.co.uk said:
|>>Agreed. I was amazed that the sample quality wasn't covered. The whole review
|>was
|>>very sparse.
|>
|>The sample quality is not a feature of Cubase, but of the Falcon. I have
|>covered the sample quality of the Falcon in at least three other articles
|>(Musicom, Digitape, Musicom 2 preview). I felt it would be boring to
|>repeat myself.
|>
|>Vic Lennard (the editor) hardly ever touches my articles except for
|>sorrting out grammatical errors and the likes.
|>
|>Ofir ogal@cix.compulink.co.uk
|>

Really, I didn't realize Vic was the editor. Can you post phone number /address for subscriptions pls and other details.

|>
|>
--

---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
---+---------------+

1357. Re: Resource construction set and GEM

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 15:18:43 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan20.151843.18097@unix.brighton.ac.uk>
Source record: 194737

I have no idea if it is still being developed, but as it stands it appears
to be the best PD RCS around.

It would be nice to see it updates to the new color icons and stuff.

I might have the authors address...

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

1358. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 15:31:34 UTC
From: prose@chopin.uni-koblenz.de
Message-ID: <2hm854$56j@infko.uni-koblenz.de>
Source record: 194726

In article <1994Jan17.223923.25896@alw.nih.gov>,
Rick Venable <rvenable@helix.nih.gov> wrote:

>Is there a better command line shell for TOS, of the 'csh' flavor?

You may try the Okami-Shell. Contact <wr@bara.oche.de> for more
information.

Greetings, Andi

--
Andreas Edler, 56112 Lahnstein * Universitaet Koblenz-Landau, Abt. Koblenz
MAGNUS-Mailbox, +49-2621-40787 * Proseminar E - Benutzerschnittstellen
eMail privat: aedler@light.de * prose@uni-koblenz.de (only Uni-intern!) :-(

1359. Need a grammar checker

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 15:32:35 UTC
From: ppospis@mtroyal.ab.ca
Message-ID: <1994Jan20.093235.3855@mtroyal.ab.ca>
Source record: 194614

Does anyone know of a good grammar checker for the ST?
PD would be preferred, but any info would be appreciated.

Thanks
Paul
ppospis@MtRoyal.ab.ca

1360. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 15:33:57 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2hm895$u0@cismsun.univ-lyon1.fr>
Source record: 194718

```
>Floppyshop usually have the latest version however they only have version
>6.06 which is what I have.
>
>Are there any FTP sites which hold the software?
>
>

Distributing ICD Utilities via anonymous FTP (or via anything else) is NOT
allowed... Ask ICD why...

--------------------------------------------------------------------------------
Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France
_______________________________________________________________________________
| ZombyX 81 (IRC Nick) | This document does not exhaust CFCs. |
| Atari MegaSTE / (Multi)TOS | It does not harm the ozone layer. |
| PC 286 :-( | |
|____________________________|_____________________________________________|
```

1361. Re: MSTE 2MB -> 4MB

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 15:43:29 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2hm8r1$174@cismsun.univ-lyon1.fr>
Source record: 194719

In article <DAUENSTEINER.14.759065739@rlirnw1.ngate.uni-regensburg.de>
DAUENSTEINER@rlirnw1.ngate.uni-regensburg.de (Alexander Dauensteiner) writes:
>
>Hi
>
>To run MiNT and GNU-stuff I need more RAM but what simms do I need??
>I know that you have to get the right type or they won't work. And when I#Ve
8/9bit Standard MAC/PC SIMMS 1Mb, slow rate (cheaper and not worse for your
slow 68000)
>got new simms where do I put them? I understand that the RAM I have now is
>under the HD but where exactly and how do I handle the RAM that#s already
>inside.
>
>Deperately waiting for help (please mail)
>
>Alex

When you open the harddisk cover (with the big screw under the housing)
you'll find the SIMM sockets immediately (can't miss it) just in front of
you.
There are 4 slots, two of them are used. Just put the new ones in the
remaining slots. Close the box. Enjoy.
Remember: the two SIMMs you add MUST be the same type (size). You don't
have to touch the existing SIMMS, or anything...

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

_____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

1362. Fonts - Speedo & Calamus

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 15:51:17 UTC
From: qu94003@black.ox.ac.uk
Message-ID: <1994Jan20.155117.15174@black.ox.ac.uk>
Source record: 194724

Is there a program yet that converts all my calamus fonts to speedo format?
And how about all my postscript fonts from pagestream?

--
==========
| Cameron Marshall, The Queen's College, Oxford, OX1 4AW, England |
| E-mail : Cameron.Marshall@queens.oxford.ac.uk |
==========

1363. Falcon 65 Meg Internal Harddrive

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 15:53:34 UTC
From: yat.siu@f998.n3603.z1.fidonet.org
Message-ID: <57a_9401240848@dswhq.omahug.org>
Source record: 194285

From: lexicor@cs.bu.edu (Yat Siu)
Date: 20 Jan 1994 14:53:34 GMT

Well :), as it seems I still have a 65 Meg Harddrive 2.5Ide from my Falcon
for sale, am asking 85 U$D for it + Shipping, if interested please email.

I guess this is for the few non-harddrive Falcon Users.

Yat

1364. WANTED: Rogue for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 16:16:32 UTC
From: IO20066@MAINE.MAINE.EDU
Message-ID: <94020.111632IO20066@MAINE.MAINE.EDU>
Source record: 194732

I have an Atari ST which I have struggled with since 1988 and is finally running on all cylinders. It ate some of my favorite games, though, especially Rogue by Epyx. Does anyone have a copy they'd be willing to sell??Thanks.

Mike Woodsum
Orono, ME

1365. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 16:33:25 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2hmbol$8lr@nz12.rz.uni-karlsruhe.de>
Source record: 194727

Evan K. Langlois (ekl@sdf.lonestar.org) wrote:

: ===============
: Well as ridiculous as when I saw a copy of El Quijote in english?
: ==============
: That's "Don Quijote" not "El".

What I really wanted to say was "el Quijote". Note that
I am refering to the _book_ and so in spanish it is
perfectly correct to give it an article...
BTW, what has this to do with c.s.a.st?

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+----------------------------------------`----------+
```

1366. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 16:37:17 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2hmbvt$8lr@nz12.rz.uni-karlsruhe.de>
Source record: 194729

Evan K. Langlois (ekl@sdf.lonestar.org) wrote:

: ==========
: interested in porting Linux for the TT and Falcon... Wouldn't it be nice
: to have a real Unix in your Falcon?
: ==========

:Why not run MiNT? You can run your Unix stuff, your TOS stuff, and still have
:GEM! Need memory protection? MiNT has it. If you want VM then you can buy
:the driver. MiNT is much further along than 68K Linux and Linux is so DOS
:oriented they will never get the 68K version as efficient as the DOS version
:without a total rewrite.

Tell me... does X11 already run on this MiNT thing? Is it _really_
such a good unix as Linux for Msdos or amigas?

+---+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+-----------------------------------`----------+

1367. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 16:39:54 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2hmc4q$8lr@nz12.rz.uni-karlsruhe.de>
Source record: 194731

FORSEILLES STEPHAN (sforseil@vub.ac.be) wrote:
: Evan K. Langlois (ekl@sdf.lonestar.org) wrote:

: : ==========
: : interested in porting Linux for the TT and Falcon... Wouldn't it be nice
: : to have a real Unix in your Falcon?
: : ==========
: : Why not run MiNT? You can run your Unix stuff, your TOS stuff, and ...

: -It has X-Windows.
: -It has lots of good PD programs
: -MiNT never ran well on my TT: only few of my programs still
: run, and I don't want to buy brand new ones, so I keep my tos 3.06
: without MiNT.
: -It is STABLE
: -It comes with a huge heap of utilities as standard
: -It's FREE and often actualized.

Still someone not interested in a port of Linux for Falcon/TT?
:-)

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+-----------------------------------`----------+
```

1368. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 16:51:24 UTC
From: wwc@dxhrb2.cern.ch
Message-ID: <CJxtHo.68D@dscomsa.desy.de>
Source record: 194723

In article <RR8KB8FJ@math.fu-berlin.de> hwl0978@gemini.tntech.edu writes:
>In article <CJrx5B.LCp@dscomsa.desy.de>, wwc@dxhrb1.cern.ch (Wolfgang Wander) writes:
>>You misunderstand the documentation. Harun explicitly states that any
>>rate above 19200 needs a hardware modification which hsmodem then will
>>support.
>
>Can you explain this hardware mod? I saw this part, but as one person has
>already mentioned, the docs go on to say that an 8MHz stock ST can make 57600
>with FASTINT set, and with the RSVE or RS-Speed mods 115200 is possible.

For a detailled explanation of the hardware modification ask
harun_scheutzow@b.maus.de. He is the author of HSMODA as well as one
of the possible hardware modifications. You may as well contact
Stephan Skrodzky@ka.maus.de for his hardware patch.

Concerning the stock ST with 57600, may I ask you to quote the documention
part saying this - I suppose you are underlying a translation error.

Wolfgang

1369. Re: 68K/3 Pack

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 17:09:54 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d3ebf705c2a65@discworld.oche.de>
Source record: 194725

In <1994Jan17.124012.2470@dxcern.cern.ch>,
Georgios Vasileiadis (vacs@hpna49-1.cern.ch) wrote:

GV>4096STe has a square socket. Also do Ihave to purchase also a German
GV>version of Tos 2.06(with patches included...) form the same source ?
GV>That means dealing with german operating system in the rest of my life ..

I have my PAK3 running in a 1040ST since some weeks - it's great!

TOS 2.06 does not work very well with the PAK, since the PMMU is not
initalized properly. If you do that by using an auto program, the computer
will hang on the next cold boot, since the PMMU tables are overwritten.

The best solution is to get the patches for a TOS 3.06 - the patch file is
available for free, but it is not allowed to upload it to any server other
than the german 'Maus PE' BBS. If you are interested, send me a mail, I will
then send you a copy via mail (I think that's allowed). The patch is for a
germa TOS 3.06, but it should be possible to change it for a different
language TOS - it would require some assembly knowledge.

If there is interest, I can also put the Jedec files for the GALs on our FTP-
server.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
I HOPE WE ARE NOT GOING TO HAVE ANY OF THIS 'FOUL FIEND' BUSINESS AGAIN.
-- Death gets summoned by the college council
(Terry Pratchett, Eric)

1370. Re: ST Magazines (was Re: Questions About

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 17:16:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan20.171641.798@newshost.lanl.gov>
Source record: 194609

In article 85q@netcom.com, ekrimen@netcom.com (Ed Krimen) writes:
>
>I actually hate Current Notes. ...

< Ed's long diatribe against CN consciously deleted >

Ed, from your post it sounds to me like there is more at work here than just your disdain for "sloppy editing" and "wrong information." Did Joe Waters kick your dog or something? :)

But let's be realistic here... First of all, CN started life as a user group newsletter or more correctly, a newsletter for a consortium of Washington D.C. area Atari user groups. In the many years it has been around, CN has grown to become a separate, commercial enterprise yet it still retains much of it's user group heritage (good and bad).

Most of the articles in CN are written by users. If they don't like a piece of hardware or software, they make it very clear and, in my experience, very little editorial excising is used. They don't sway to their advertisers.

Unlike other magazines, CN lives up to the 'Current' aspect of its name. They do not suffer with long lead times as other Atari magazines have and still do.

CN is most certainly NOT an Atari 'mouthpiece.' Columnists ranging from Joe Waters, Dave Troy, Dave Small, and particularly, the late Frank Sommers have frequently upset the powers-at-be in Atari by being just a little too truthful, perhaps. But all this was done based on facts, not lies and innuendo as a certain not-to-be-named electronic newsletter became famous for.

As for poor editing, I guess I'm a bit more tolerant (though not usually) as I just don't recall any horrid examples in recent history. Hey, if you recall that older Atari magazine 'ST World' (not the UK version), they you will KNOW what truly awful editing is. It was almost unreadable!

But I digress. Bottom line is that each has to pick their own favorites. Over the years (10 at last count) I've come to rely on CN for a current look at this industry from the user's perspective. It's not perfect by a long shot, but it's well worth the subscription price, IMHO.

Each to their own, Ed. :)

-Hutch- @ Fair Dinkum Tech

1371. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 17:17:31 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Jan20.171731.22424@zaphod.earth.ox.ac.uk>
Source record: 194728

In article <94018.160207ILAWSON@esoc.bitnet>, <ILAWSON@ESOC.BITNET> wrote:
>Am I the only person in the world to own Frontier on the ST?
>
>If not can someone tell me if I am the only person who has problems with
>military drives. I buy one, and then the program wont let my ship leave the
>station/base it is at. Or I can leave and the guns dont work. Or the speed

You've hit one of the bugs which is in all versions. Once you've got your
military drive go into repairs and make sure you don't need to repair
anything, then make sure you hit the refuel button, even if you've got an
auto-refueller fitted.

>timer locks at normal speed (regardless of icon position). Sorry to moan but
>I've got a Panther with 2 million credits+ and I want to start FIGHTING rather

I've not had that problem, other than when a nasty pirate is hanging just
out of range.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1372. Bug in Lattice C 5.60 controlling program?

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 17:41:01 UTC
From: hrs@aber.ac.uk
Message-ID: <1994Jan20.174101.601@aber.ac.uk>
Source record: 194730

Just received my update copy of Lattice C 5.60. Within 5 seconds of starting up the GEM controlling shell (LC5.PRG) I crashed the computer, 2 bombs followed by 10 (?) and then lockout. The bug is brought into action as follows. Go to the menu which allows one to change the compiler options and start the submenu. For some reason, the submenu appears on the left of the main menu (unlike my previous version) - no problem so far. However, pull the mouse to the right away from the submenu and click - bang! The bug is easily avoided by moving the mouse to the left instead (which is where the submenu is anyway).

One of the main reasons why I upgraded was to get the new Speedo bindings (plus manual information) and to use the profiler. Unfortunately only two pages are devoted to the profiler with no information indicating what the output entries means - I guess it's not too difficult to work out but it ought to be in the manual I think. I think the new reference manuals are more difficult to use compared to my original ones because the entry names for each function are typed in a small font which is difficult to identify when flicking through the pages. I can see however, that they've put in a lot of work and the upgrade was worth it.

Herb

1373. Falcon BBS places

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 18:21:28 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan20.182128.1742@bradford.ac.uk>
Source record: 194735

This article is by Dave Haider NOT Paul Booth.

To all Falcon owners with Modems.
You may not be aware that there is a Falcon Dedicatede section in the HOLODECK and CHAMELEON BBS's. They have been organised by the Falcon Owners Group and include an active mail system and all the files in the FOG pd library which are available to anyone, you don't even have to be a member of FOG.

Please help support the BBS's, they are short on Falcon users.

The numbers are:

Holodeck - 0454 317047
Chameleon - 0454 881095

The BBS's are based in Bristol in ENGLAND.
Thanks for you time,
Dave

```
/=================================================================\
| David Haider \\ If you've got an ST get a FALCON |
| ------------ \\ If you've got a PC get a LIFE |
| E-MAIL VIA: sptaylor@brad.ac.uk \\ If you've got a CONSOLE get a |
| SNAIL MAIL: 29 HORNE St. Bury, // BRAIN |
| Manchester, Lancs. // If you've got a FALCON advance |
| BL9 9BW ENGLAND // to GO and collect 200 pounds. |
|=================================================================|
| 0 0 0 OOOOO OOO O OOOO OOO O O *** **** *** |
| 0 0 0 O O O O O O O OO O ** ** * ** ** |
| 0 0 0 OOOO OOOOO O O O O O O O * * ***** * * |
| 0 0 0 O O O O O O O O OO ** ** * ** ** |
| 0 0 0 O O O OOOOO OOOO OOO O O *** **** *** |
\=================================================================/
```

1374. Falcon Adaptor

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 18:26:36 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan20.182636.2236@bradford.ac.uk>
Source record: 194736

Note: This article is by Dave Haider not Paul Booth.
Any E-mail for me (Dave) should be headed "To Dave"

This may be of interest to anyone with a Falcon AND a low range Multisync monitor. By low range I mean one which has a horizontal frequency of between 16KHz and approximately 40KHz. See my previous letter on Comp.sys.atari for more details. I am offering a service of modifying a standard VGA adaptor for the Falcon. The modification involves adding a switch to the VGA adaptor which will allow the user to change between VGA and RGB modes without the need to remove the one adaptor and replace another of the other type (VGA or RGB). The modification if very simple and can be done by anyone who is capable of a small amount of soldering. If you want to modify your adaptor yourself I have seen an instruction file on some FTP sites called FALCADAP. This provides the necessary details. I must stress I am not the author that piece of infomation, I am just offering to modify the adaptor for people who do not wish to make the modification themselves.
The service will work as follows: You will post me your VGA monitor adaptor with five pounds sterling (6 pounds outside UK) and I will make the modification, pay for the components and pay return postage out of the money. Within 1 week at the latest (depending on how many people want the modification) will post the modified adaptor back to you. It will now incorporate a switch on the top which, when switched, will change the type of monitor connected. So if you then change resolution or re-boot you computer will be in VGA mode if it was in RGB mode previously or vica versa.

```
/=================================================================\
| David Haider \\ If you've got an ST get a FALCON |
| ------------ \\ If you've got a PC get a LIFE |
| E-MAIL VIA: sptaylor@brad.ac.uk \\ If you've got a CONSOLE get a |
| SNAIL MAIL: 29 HORNE St. Bury, // BRAIN |
| Manchester, Lancs. // If you've got a FALCON advance |
| BL9 9BW ENGLAND // to GO and collect 200 pounds. |
|=================================================================|
| 0 0 0 OOOOO OOO O OOOO OOO O O *** **** *** |
| 0 0 0 O O O O O O O OO O ** ** * ** ** |
| 0 0 0 OOOO OOOOO O O O O O O O * * ***** * * |
| 0 0 0 O O O O O O O O OO ** ** * ** ** |
| 0 0 0 O O O OOOOO OOOO OOO O O *** **** *** |
\=================================================================/
```

1375. Re: Falcon+MIDI=trouble

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 18:37:08 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2hmj0k$2au@bambam.cs.city.ac.uk>
Source record: 194734

In article <1994Jan18.193346.17590@nova.wright.edu>, cse0507@nova.wright.edu writes:
|> Does anybody know about MIDI problems with the Falcon? I talked to a friend
|> of mine who sees a dealer's service bulletins, and every Falcon ever made
|> has CPU timing problems (acc. to Atari). The problems affect the MIDI rather
|> adversely, and they have no fix extant. Can anybody confirm/deny this?

I haven't notices any problems. On the ST the MIDI port is handled by the
MFP chip which has its own xtal. AFAIK the Falcon has the same arrangement
(though the RS232 has move from MFP to SCC) so I don't see why it should
be affected by the CPU timing (unless the whole MFP chip was).

The problem may be that most PRO MIDI companies do lots of TOS vector hacking
(see the current discussion in c.s.a.s.tech) which could well break on the
new processor/TOS version. One particularly common trick (to gain control of the
CPU *after* an interrupt) is make a fake interrupt frame on the system
stack whose return address points to your code and jump into a TOS interrupt
handler. This breaks because the 680[1234]0 have a different interrupt frame
format to the 68000.

Steven

1376. PSPICE for the ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 19:00:28 UTC
From: an64937@anon.penet.fi
Message-ID: <220117Z20011994@anon.penet.fi>
Source record: 194606

Subject: PSpice for the ST.

I have heard recently in this group about PSpice for the ST,
and wondered if anyone knows where it is available. I use it on PC's
at University, and it would be nice to be able to use it on my own ST.

It is PD on the PC, so I therefore think I am not suggesting piracy with
this news article.

Could anyone with any info either email me, or post the group.

John Beranek
Computer Systems Engineer
University of Kent
(jpb3@ukc.ac.uk)

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

1377. Falcon SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 19:35:34 UTC
From: yan@cpsc.ucalgary.ca
Message-ID: <CJy13B.5GF@cpsc.ucalgary.ca>
Source record: 194590

I was wondering if anyone else has problems with their SCSI drive pausing for several seconds when in the 640x400 interlaced true colour mode? I believe it only happens when writing.. My set up is a Falcon TOS 4.04, ICD 6.23 non pro driver, and Quantum LPS240.

PS: I am posting from a friend's account so put Attn: Ray if replying by E-Mail

Ray
--
Peter Yan || ... I don't have God complex.....
yan@cpsc.ucalgary.ca ||
University of Calgary, Alta. || I AM God!
_____________________________||_____________________________

1378. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 19:55:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJy1zz.9G2@cix.compulink.co.uk>
Source record: 194745

In message <CJxouu.KIB@info.bris.ac.uk>, tjl@siva.bris.ac.uk said:
>
>Really, I didn't realize Vic was the editor. Can you post phone number
>/address for subscriptions pls and other details.

You can email him at streview@cix.compulink.co.uk, he checks his mail
daily.

Ofir ogal@cix.compulink.co.uk

1379. Re: ?? / Who still sells ... / SF Bay only

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 20:03:30 UTC
From: keithj@cse.lbl.gov
Message-ID: <2hmo2i$crh@overload.lbl.gov>
Source record: 194738

In article <CJ4628.MHA@megatest.com> jreiter@megatest.com (John Reiter) writes:
>
>
>
> Does anyone know who still sells peripherals/parts for a ST?
> I bought a 1040ST back in '86 and have been using it ever since.
> The only problem I've had is I am now on the third mouse, which is
> what I really need. I prefer someone in the south bay. I've
> found some software/games for the ST at Herb's in Fremont but no
> hardware.
>
> Thanks.

I would check with Best Electronics in San Jose. They sell
everything, imagineble, including parts for the Atari line of computers.
Hope this help.

Keith Groves
:wq

1380. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 20:05:14 UTC
From: sforseil@vub.ac.be
Message-ID: <2hmo5q$6a6@rc1.vub.ac.be>
Source record: 194739

Hermann Samso (ukra@rzstud1.rz.uni-karlsruhe.de) wrote:
: Evan K. Langlois (ekl@sdf.lonestar.org) wrote:

: such a good unix as Linux for Msdos or amigas?

Linux for PC, PC! Not DOS. :)

++==++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		battman@infonaut.com	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 660-16-85	
++==++

1381. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 20:06:14 UTC
From: sforseil@vub.ac.be
Message-ID: <2hmo7m$6a6@rc1.vub.ac.be>
Source record: 194740

Hermann Samso (ukra@rzstud1.rz.uni-karlsruhe.de) wrote:
: FORSEILLES STEPHAN (sforseil@vub.ac.be) wrote:
: : Evan K. Langlois (ekl@sdf.lonestar.org) wrote:

: : -It has X-Windows.
: : -It has lots of good PD programs
: : -MiNT never ran well on my TT: only few of my programs still
: : run, and I don't want to buy brand new ones, so I keep my tos 3.06
: : without MiNT.
: : -It is STABLE
: : -It comes with a huge heap of utilities as standard
: : -It's FREE and often actualized.

: Still someone not interested in a port of Linux for Falcon/TT?
: :-)

Definitely not! :)

++===++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		battman@infonaut.com	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 660-16-85	
++===++

1382. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 20:16:16 UTC
From: dimasi@ssd.comm.mot.com
Message-ID: <1994Jan20.201616.14999@lmpsbbs.comm.mot.com>
Source record: 194747

[we now return you to our regularly scheduled program: Atari ST discussions]

Nick DiMasi
---
dimasi@ssd.comm.mot.com nickd@vpnet.chi.il.us Delphi:TURBONICK

1383. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 20:19:55 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CJy357.1Ex@newcastle.ac.uk>
Source record: 194742

In article <2hmc4q$8lr@nz12.rz.uni-karlsruhe.de>, ukra@rzstud1.rz.uni-karlsruhe.de (Hermann Samso) writes:
>FORSEILLES STEPHAN (sforseil@vub.ac.be) wrote:
>: Evan K. Langlois (ekl@sdf.lonestar.org) wrote:
>
>: : ==========
>: : interested in porting Linux for the TT and Falcon... Wouldn't it be nice
>: : to have a real Unix in your Falcon?
>: : ==========
>: : Why not run MiNT? You can run your Unix stuff, your TOS stuff, and ...
>
>: -It has X-Windows.
>: -It has lots of good PD programs
>: -MiNT never ran well on my TT: only few of my programs still
>: run, and I don't want to buy brand new ones, so I keep my tos 3.06
>: without MiNT.
>: -It is STABLE
>: -It comes with a huge heap of utilities as standard
>: -It's FREE and often actualized.
>

I do have to say that the effort to port Linux to the Atari platform is possibly the most important move afoot for the power users out there (TT/Falcon/et al).

As Atari continues to abbandon the upper end of the market we will need the assurance of having an OS which is actually still being actively developed for.

The PC linux scene is buzzing. There are loads of Apps being developed. Serious stuff.

The Alliance electronic CAD system would make me give up developing CLA altogether and join their development team if it ran on the atari (it runs on Linux and is PD).

X windows ? It's free. 3d look window managers ? Take your pick. Networking ? It's there - there are Linux boxes on the internet already.

I'm not saying that MiNT couldn't be made into a match for Linux - linux began as one man's dream (Linus Torvalds) as well. BUT - in my view, it's use as the MultiTOS kernal has effectively frozen that avenue. Unix compatibility is no longer a major target, and the cozy developer fraternity from a year or two ago has gone. Where is Eric now ? At atari - and effectively gone from the internet.

Of course, now that we have sockets, a port of X-Windows to the Atari on top of Mint may be a little easier. But not riding on top of MultiTOS - MultiTOS is a dog - to slow, to memory hungry, no Virtual memory (don't say go buy the driver - it should be THERE, even MS-WINDOWS has VM, and MS-WINDOWS costs less than the asking price of a seperate VM driver to work with multiTOS). Using X on a Sun 386i (a VERY old machine, before Sun

stop using Intel chips & started using Motorola ones) is faster than using MultiTOS on my falcon.

Summary
=======

MiNT needs non-blocking (interupt driven) disc access & virtual memory before it can even be considered for an X port, and without the X port, our machines will be junk in a short space of time.

So we need the Linux port to succeed.

I speak my mind.......no flames, no sticking up for MultiTOS, but informed comment appreciated.

Craig Graham
(Falcon030 4/65 owner & developer of the CLA digital design software)

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1384. Re: Troubles with LZH

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 20:22:06 UTC
From: mpellegrino@ge-serveur.insa-lyon.fr
Message-ID: <mpellegrino.7.2D3EE7EE@ge-serveur.insa-lyon.fr>
Source record: 194741

People talk about troubles to extract .LZH files with unlzh , now there exist a more interesting PRG named lharc299 junior which is available on uni-paderborn for example .

TRY IT AND YOU WILL SEE

1385. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 21:05:44 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan20.210544.29397@beaver.cs.washington.edu>
Source record: 194743

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: In a message of 19 Jan 94 06:17:25, Stuart Denman wrote:

: SD> Speed of Light version 3.0 is NOT in the PUBLIC DOMAIN AT THIS TIME!!!

: Thanks for telling, in the future you might include a textfile clearly stating
: the program as BETA and NOT PD YET or something, it's no fun for us SysOps
: fidning out that we without knowing are hurting people.

I did have a text file that came with all the beta-test copies that I gave out
but I'm sure it was removed by the PIRATE THAT LEAKED IT!!!!!!

: SD> Thank you for your compliance....

: It's deleted now, but there were quite a few downloads.

Damn....

Anyone that has a copy, please send it to me so I can trace from whom it came.

Remember, this is VERSION 3.0, Versions 2.6 and below are Shareware, and these
are OK to have on your BBS.

Thanks,

Stuart Denman
STUSOFTtm

1386. Hardware problem with Falcon (old news?)

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 21:10:00 UTC
From: richardfurse@muse.demon.co.uk
Message-ID: <759100200snz@muse.demon.co.uk>
Source record: 194748

I was in a music shop today and they informed me that the early Falcons had bits running at the wrong speeds which is partly why Cubase Audio crashes too often. Something about should be 16 and works at 15.997? Does this sound right?

Cubase Audio crashes far too often and I'd not been told before that this can be corrected by hardware modifications. This is presumably old news - but can anyone provide details of the modifications?

Thanks.

--
Richard Furse (RichardFurse@muse.demon.co.uk)

1387. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 21:13:02 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hms4u$hb0@golem.wcc.govt.nz>
Source record: 194746

] If not can someone tell me if I am the only person who has problems with
] military drives. I buy one, and then the program wont let my ship leave the
] station/base it is at. Or I can leave and the guns dont work. Or the speed
] timer locks at normal speed (regardless of icon position). Sorry to moan bu
] I've got a Panther with 2 million credits+ and I want to start FIGHTING rat

A panther needs at least a class 7 drive just to *move*, where'd you
find class 7 Military drives!?

Sounds like a wierd problem to me, you need 9 crew, and a class 7
hyper or military drive. Other than that, I don't know why you can't
do anything after launch....

Has anyone managed to land on a planet and drop a MB7 Mining machine!?

Even following the instructions to the letter, I still crash! (At leat,
I think I'm following them correctly!).

Has anyone found anything to do other than trade, mine or do missions
from the Bulletin board!? Start intergalactic wars!? Discover strange
new worlds etc.!?

What me, Worry!? O O Just Grin
o &
WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ B Bear It!

1388. Re: papyrus gold

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 22:32:21 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2hn0pl$jge@news.dmpe.CSIRO.AU>
Source record: 194551

>Some netters have mentioned that Papyrus supports RTF.

>Hisoft are advertising Papyrus, so I assume it does work under MTOS
>and on the Falcon. No prices are advertised :-(

>Has anyone out there got or seen this program and be willing to post
>a mini-review? It looks great, but who knows...

There is a demo version of Papyrus on

ftp.uni-kl.de

under

/pub/atari/other_demos/papidemo.lzh

I'm pretty sure that this is Papyrus ... could be wrong though ...

Regards,

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1389. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 23:03:28 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <GJ9KB86R@isys-hh.hanse.de>
Source record: 194581

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <CJMrBz.CE@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
> [...]

>Replacing 'st' with 'tos' in the newsgroup names may be
>appropriate, as this would indicate more clearly that the groups
>are for all Atari computers running under TOS, not only STs. But
>it would not help with focussing on different issues. I'd like to
>see the Atari groups organized a bit like those on other systems,
>e.g.:

> comp.sys.atari.announce
> comp.sys.atari.tos
> comp.sys.atari.tos.applications
> comp.sys.atari.tos.programmer
> comp.sys.atari.tos.tech

What about comp.sys.atari.mint.* ? Who's still running plain TOS, and
if so, why?

And am I suspecting rightly that most of those opposing a TT group don't
have one?

rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

1390. Midi Maze Party

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 23:03:57 UTC
From: bmich@cs.utexas.edu
Message-ID: <2hn2kt$21j@nada.cs.utexas.edu>
Source record: 194749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

What is Midi Maze you may ask? It is a game where all participating computers are connected in a ring through Midi cables. In this 3-D game the player is represented as a happy face. The goal is to shoot the other enemy players to gather points, and after a set number of points have been accumulated, then you win.

I am hosting such a party on Saturday, January 22. Festivities will begin sometime around 5:00 and will end sometime Sunday morning.

Please email me at bmich@cs.utexas.edu if you have any questions. All are invited. Hardware required is at least a 520ST, monitor, joystick cables, disk drive, AND TWO Midi Cables.

See you in the halls...
Brian,

--
If you love something, set it free.
If it doesn't come back,
hunt it down and kill it.

1391. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 23:30:41 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <8J9KB4NS@isys-hh.hanse.de>
Source record: 194579

prose@chopin.uni-koblenz.de (Andreas Edler) writes:

>In article <1994Jan17.223923.25896@alw.nih.gov>,
>Rick Venable <rvenable@helix.nih.gov> wrote:

>>Is there a better command line shell for TOS, of the 'csh' flavor?

>You may try the Okami-Shell. Contact <wr@bara.oche.de> for more
>information.

While I don't want to degrade Wolfram's fine piece of work (I've used
his Okami Shell for a number of years), here's a caveat:

As most of the Okami Shell's commands are built in, they can't be com-
fortably used in a multitasking environment, i.e. MiNT. Doing a 'cp <file1>
<file2> &' will run, albeit not in background. For this reason I changed
to tcsh on one machine. About 4MB of disc space is now taken up by all those
commands the Okami Shell includes. Well, not quite, I counted the GCC distri-
bution into those 4MB.

If you don't need multitasking and don't plan to need it in the near fu-
ture :-) , then the Okami Shell is for you. It is relatively small, consi-
dering the wealth of U**x commands it comprises, and it works nicely together
with GEM programs, as it has an extra shell function for invoking those .prg
files.

Rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

1392. Re: 68K/3 Pack

Newsgroup: comp.sys.atari.st
Date: 1994-01-20 23:42:50 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <JK9KBYSS@isys-hh.hanse.de>
Source record: 194580

jschief@finbol.toppoint.de writes:

>vacs@hpna49-1.cern.ch (Georgios Vasileiadis) writes:

>>Does anybody out there, with enough german-language knowledge knows
>>details about this project of C't magazine, thats to say, putting
>>a 68030/33 Mhz proseccor on an Atari. The major things Iwould like
>>to know is, since I have a copy of the magazine, but can't read it,
>>does this board fits on a STE with a square 68000 chip ? since my

>the project was planed for the 68pin-dip Version, but there are adapters
>for smd/plcc to dip on the market. (sorry, I don't have any adress)

>there was a second article to patch a tos 2.06, so you may patch
>you os-version.

The PAK68/3 is, among others, available from

MW electronic
P.O.Box 2168
D-53639 Koenigswinter

Prices they told me on the twisted pair are, as far as I can remember,
DM555.- for the kit including a used MC68030 and a used MC68882 (32MHz),
DM120.- for the PLCC to DIL adaptor, and DM175.- for a patched TOS3.06
(not 2.06). In the pipeline is a Fast-RAM-board, which, to MW's claims
will be faster than the genuine TT.

Rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

1393. Re: papyrus gold

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 00:29:13 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2hn7kp$jrq@news.dmpe.CSIRO.AU>
Source record: 194559

In article <2hn0pl$jge@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

>There is a demo version of Papyrus on
>
>ftp.uni-kl.de
>
>under
>
>/pub/atari/other_demos/papidemo.lzh
>
>
>I'm pretty sure that this is Papyrus ... could be wrong though ...

As usual, I goofed. That is the demo of Papillion. There is a demo version of Papyrus somewhere, I have it at home. It is on one of the .de sites (read : German), but if you can't find it, let me know, and I'll post it up somewhere. Script 3 is mighty nice too ....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1394. I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 01:03:51 UTC
From: sjs@netcom.com
Message-ID: <sjsCJyGAG.FA4@netcom.com>
Source record: 194750

Hi,

I am looking for a utlity to get files from my friend's Atari ST to his
DOS machine. Anyone know how I can do it?

Thanks in aadvance

--

Steve Schow | But you don't need to use the claw, if you
sjs@netcom.com | pick the pear with the big paw paw......
(415) 354-4908 | Have I given you a clue......?
800-722-2007x4908 | - Baloo the Bear

1395. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 01:10:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJyGL7.M07@cix.compulink.co.uk>
Source record: 194601

>I think you
>are allowed to copy it, because the original creators don't give us -
>the honest people - a way to get it legally.

This implies there is 'a right to software'. This (at least in the UK) just does not exist. Just because you once *could* buy the software, doesn't mean that if it is withdrawn from sale you can obtain it anyway you like.

A extreme case of this would be that sometimes a software company buys out another one in order to shut it down and *stop* the selling of a competing product. The software is therefore no longer for sale. The original company may no longer be trading, but somebody still owns the copyright, and they don't owe you anything, especially not free software.

OTOH most of the time the distribution of unmarketed software doesn't cause a problem as the copyright is owned by somebody who considers it of no value, or at least doesn't mind. Doesn't make it *right* though.

Roland.

@CiX

1396. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 01:10:21 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJyGL9.M0w@cix.compulink.co.uk>
Source record: 194602

>Am I the only person in the world to own Frontier on the ST?

Hopefully not!

BTW is it hard drive installable. I've heard conflicting reports. Also I've tried the non playable demo on my MSTE. Its quite fast, but flickers quite a bit, especially on the spaceport shots - is the game like this as well?

Thanks

:-)

Roland.

@CiX

1397. Re: Colour monitors for STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 01:10:23 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJyGLB.M1H@cix.compulink.co.uk>
Source record: 194603

>Well I have come accross another monitor, its a Philips PRO 8CM852,

>I don't know if this can work at a 60hz frame rate, I still have that
>to find out....

Well, the SC1435 works at 60Hz, very nice it is too. It also has a swivel
base.

:-)

Roland.

@CiX

1398. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 01:10:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CJyGLD.M22@cix.compulink.co.uk>
Source record: 194604

> Tell me... does X11 already run on this MiNT thing? Is it _really_

X11 on MiNT - have I missed something somewhere?

The only windowing system I've seen for it is MGR windows (and MTOS GEM
of course!)

Roland.

@CiX

1399. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 02:06:48 UTC
From: rsnyder@panix.com
Message-ID: <2hndbo$r7a@panix2.panix.com>
Source record: 194605

In <sjsCJyGAG.FA4@netcom.com> sjs@netcom.com (Stephen Schow) writes:

>Hi,

>I am looking for a utlity to get files from my friend's Atari ST to his
>DOS machine. Anyone know how I can do it?

>Thanks in aadvance

If you are just asking about physicaly moving files, the ST's disk drive
will read DOS disks.

1400. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 02:12:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJyJHD.JC@cix.compulink.co.uk>
Source record: 194611

In message <1994Jan20.210544.29397@beaver.cs.washington.edu>,
sdenman@wolf.cs.washington.edu said:
>
>Damn....
>
>Anyone that has a copy, please send it to me so I can trace from whom it came.
>
>Remember, this is VERSION 3.0, Versions 2.6 and below are Shareware, and these
>are OK to have on your BBS.
>
>Thanks,
>
>Stuart Denman
>STUSOFTtm

I'll check if anyone on CIX has it. I have already deleted it from the
filepool.

Ofir ogal@cix.compulink.co.uk

1401. Ghostscript fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 02:16:53 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2hndul$ei6@uqcspe.cs.uq.oz.au>
Source record: 194607

What is the address of an ftp site from which I can download
the latest set of fonts for ghostscript - I think they are version 2.61.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1402. CV-Translator v1.1

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 02:55:36 UTC
From: an65022@anon.penet.fi
Message-ID: <030302Z21011994@anon.penet.fi>
Source record: 194608

I've uploaded CVTRAN11.ZIP to atari.archive.umich.edu.

This is an update to GER2EN30.ZIP and does the following
languages:

- English
- German
- Danish
- French
- Italian
- Spanish
- Portuguese

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

1403. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 03:02:22 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <759349814.4@mettav.royle>
Source record: 194410

Instead of washing up, on 14 Jan 94, LI, LAWRENCE said...

> protection is ridiculous. It asks me to check the manual *every*
time
> I dock or land. Is this normal? If it is a bug, is there a fix?
Other
> than that, the game is fantastic.

Yep... it's normal... even on disk and hard disk, you are still
asked...
still, if i'd spend xx years coding it, I'd want to protect the
program
a little ;-)

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org
<----+
| NeST: 90:102/108 ~ TurboNet 100/1011/0.10
|
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10
|
+----> The universe is laughing behind your back.
<----+

* Origin: STeve's Cyber-Island (100:1011/0.10)

1404. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 03:06:48 UTC
From: roger.snyder@f998.n3603.z1.fidonet.org
Message-ID: <575_9401240848@dswhq.omahug.org>
Source record: 194296

From: rsnyder@panix.com (Roger Snyder)
Date: 20 Jan 1994 21:06:48 -0500

In <sjsCJyGAG.FA4@netcom.com> sjs@netcom.com (Stephen Schow) writes:

>Hi,

>I am looking for a utlity to get files from my friend's Atari ST to his
>DOS machine. Anyone know how I can do it?

>Thanks in aadvance

If you are just asking about physicaly moving files, the ST's disk drive
will read DOS disks.

1405. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 04:02:12 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAVDDAUU@zaphot.abg.sub.org>
Source record: 194640

In <CJxtHo.68D@dscomsa.desy.de> Wolfgang Wander wrote :

>>Can you explain this hardware mod? I saw this part, but as one person has
>>already mentioned, the docs go on to say that an 8MHz stock ST can make 57600
>>with FASTINT set, and with the RSVE or RS-Speed mods 115200 is possible.
>
>For a detailled explanation of the hardware modification ask
>harun_scheutzow@b.maus.de. He is the author of HSMODA as well as one
>of the possible hardware modifications. You may as well contact
>Stephan Skrodzky@ka.maus.de for his hardware patch.
>
>Concerning the stock ST with 57600, may I ask you to quote the documention
>part saying this - I suppose you are underlying a translation error.
>
> Wolfgang

I found a little "hardware-patch" by Juergen Meyer to get 38400 baud
on every ST/STE without any special chip - just a 74LS74, four wires to
the MFP and a switch ... that's all !
The only problem: You have to use the switch to choose manually between
fixed 38400 and "normal" baud rates :-|

But its _very_ cheap and works fine in my 1040STE (average speed is more
than 3000 cps with a 14.400 baud/V.42bis modem :-)).

Is anybody interested in this "patch" ? I can translate the document and
post it here.

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

1406. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 04:10:52 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAVDDAUX@zaphot.abg.sub.org>
Source record: 194641

In <H.eg.H6aj5Vu2KBM@yonder.equinox.gen.nz> Craig Shore wrote :

>In <Up-EATCDGUQ@zaphot.abg.sub.org>, Arno Welzel writes:
>>Another nice program is "UPoint" - you may get the "light"-version for
>>free. But look out for the latest version (29.Dec'93 or later).
>>
>>Send a mail to brusch@eslapion.sh.sub.org (Stefan Brusch) to get more
>>information about it.
>
>UPoint light is only any good if you're in Germany though, it doesn't
> allow you to change the time zone.

... but germany has the same time zone as france and some other european
countries ;-).

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

1407. Looking for MegaSte

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 04:14:31 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CJyp47.AuI@freenet.carleton.ca>
Source record: 194610

Title sais it all so if you have one for sale Ill pay up
$350 depending on the configuration.

Please email with what you have thanks!

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

1408. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 04:35:50 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.PuRu_FM6A46@sanity.tdkcs.waterloo.on.ca>
Source record: 194628

In <H.eg.HN2GSovlMSY@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
}In <CJKsFu.Hqs@westminster.ac.uk>, Denesh Bhabuta writes:
}> Talking to someone the other day, about CD ROM drives, and I was told that I
}> would need a lot of hard disk space in the first place, to accomodate the CD
}> rom. He told me that the contents of the CD ROM were first copied onto the hard
}> disk, from where they would be read. Is this true, as I don't think this is the
}> case. Anyone?
}
}You were either talking to an idiot or an MS-DOS user who is an idiot.
}A CD-ROM is a bit like a _HUGE_ floppy disk with the write-protect on;
}you don't need to copy things from the floppy to your hard disk before
}you use it, do you?
}

That's OK, I can see copying commonly accessed things onto the HD for speed
of access..

however a friend called me up the other day because she was told that she
needed 4 M of memory in her Mac LCIII to use a CD ROM.. (she may need mre
than 4M, but that's because she uses System 7, not because of CD Rom :-)

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Alpine |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
----------Bleh V1.0------

1409. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 06:16:48 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <940121.04608.BIBLINSKI@delphi.com>
Source record: 194612

JON ARVID LOVSTAD <jonal@dhhalden.no> writes:

>Papyrus Office also does the trick. The version of AW I tried this with
>f**cked up the file - it doesn't substitute fonts. Perhaps a later version
>do.
>

I knew AW had RTF as an option, but had never actually tried it.

Hopefully, Pradip fixed that problem in v2.0, or will in some future update.

--Gordie Meyer My other SIG is 7
biblinski@delphi.com lines long, so I
ATARI UNITED! use it for e-mail.

1410. Re: #2 Falcon Gembench Result at 32MHz

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 06:27:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2hnskj$nbm@uqcspe.cs.uq.oz.au>
Source record: 194613

patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

>Anyway, I'm surprised by the low speed impact of this upgrade. FastRAM is
>obviously needed to make the Falcon fly...

I would expect this to be the case. FastRAM certainly makes a huge
difference (like up to twice the speed, average 150%) on the TT.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1411. Calamus SL (was Re: RTF reader?)

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 06:42:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2hntgs$ns2@uqcspe.cs.uq.oz.au>
Source record: 194615

jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>> Calamus SL (Which no-one can afford right!?)

>...and noone can use anyway... Ever tried to get tabs right in SL? Forget
>it...

You mean you spent all that money on it, but now you can't use it? Pretty distressing. Tabbing seems pretty simple to me. Powerful too. Then again, I've only use it seriously for a short time, and tabs aren't all that common in my work.

Compared to PageStream, Calamus is UNBELIEVABLY faster. A page that takes PageStream 10 minutes to Create and Print, Calamus does in 20 seconds. And screen updates in Calamus are actually CACHED... PageStream hasn't even heard of the term.

The only gripes I have with Calamus is that I have more fonts for PageStream (but plenty are available for Calamus), and that some things take a few more mouse-clicks than I like (but I'm sure this will change as I become more familiar with the keyboard shortcuts).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1412. Re: Falcon+MIDI=trouble

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 07:14:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2hnvcn$p2e@uqcspe.cs.uq.oz.au>
Source record: 194616

dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

>I don't know about any reported problems, but I've had problems getting
>Mike-Net to work properly, and LittleNet, so there could be problems.

I had trouble with Mike-Net on TT<->ST too though, and the TT has no MIDI
problems. I assume it is a timing bug in MikeNet. OXYD-2 works fine,
and it uses MIDI cables, at I assume a high throughput.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1413. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 07:16:48 UTC
From: gordie.meyer..atari.united..cofo@f998.n3603.z1.fidonet.org
Message-ID: <577_9401240848@dswhq.omahug.org>
Source record: 194261

From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Date: Fri, 21 Jan 94 01:16:48 EST

JON ARVID LOVSTAD <jonal@dhhalden.no> writes:

>Papyrus Office also does the trick. The version of AW I tried this with
>f**cked up the file - it doesn't substitute fonts. Perhaps a later version
>do.
>

I knew AW had RTF as an option, but had never actually tried it.

Hopefully, Pradip fixed that problem in v2.0, or will in some future update.

--Gordie Meyer My other SIG is 7
biblinski@delphi.com lines long, so I
ATARI UNITED! use it for e-mail.

1414. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 07:42:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d3f8776@troed.ct.se>
Source record: 194568

In a message of 20 Jan 94 22:05:44, Stuart Denman wrote:

SD> : Thanks for telling, in the future you might include a textfile clearly
SD> stating
SD> : the program as BETA and NOT PD YET or something, it's no fun for us
SD> SysOps
SD> : fidning out that we without knowing are hurting people.
SD>
SD> I did have a text file that came with all the beta-test copies that I gave
SD> out
SD> but I'm sure it was removed by the PIRATE THAT LEAKED IT!!!!!!

There was a textfile, I read it, and sure it contained lots of "Please report
any bugs" etc, but there was really nothing that clearly made anyone understand
it was BETA and NOT TO BE RELEASED ...

SD> : It's deleted now, but there were quite a few downloads.
SD>
SD> Damn....
SD>
SD> Anyone that has a copy, please send it to me so I can trace from whom it
SD> came.

:-(.. most likely the top ad in "BBS_ADS.TXT" will be from Sarcastic Existence
.. we have >530 users from 21 countries, all over the globe...

If originally there was a "BETA - DON'T COPY" textfile, I'm sorry, it wasn't in
the archive when it appeared here.

SD> Remember, this is VERSION 3.0, Versions 2.6 and below are Shareware, and
SD> these
SD> are OK to have on your BBS.

...and they are .. :-D

So, when's the REAL v3.0 going to be released?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1415. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 07:44:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d3f87de@troed.ct.se>
Source record: 194569

In a message of 20 Jan 94 13:20:08, Laurent Chemla wrote:

LC> We have been using Linux for more than one year now (since 0.97 is out),
LC> and I personnaly asked from time to time if someone was working on an
LC> Atari
LC> version, but I nerver got any answer :-(

Ever since people started to talk about Linux being done on other computers,
I've heard that the Amiga version was "soon ready", and that the TT (notice
TT!) version was about 3 weeks behind .... is this really only a rumour?

(I hope they mean 030/PMMU with "TT", I want it on my Falcon!)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1416. Help with Falcon Palette!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 09:38:52 UTC
From: anamr@cats.ucsc.edu
Message-ID: <2ho7rc$b79@darkstar.UCSC.EDU>
Source record: 194622

Help!! I need help with setting the color palette in 640 x 400 16 color
mode!! The standard XBIOS calls don't work in this Falcon mode.
What calls are needed to change palette colors on the Falcon when
not in compatablity mode? XBIOS (7) Setcolor has no effect!!

What's the best source for information on all the new Atari OS stuff??

Thanks in advance...

ana

1417. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 09:43:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJz4Cq.DKy@barclays.co.uk>
Source record: 194627

In article <CJyJHD.JC@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal")
|> I'll check if anyone on CIX has it. I have already deleted it from the
|> filepool.
I uploaded it to CIX after getting it from Sarcastic Existance. SE's sysop has
already posted that he has immedietly deleted it from the BBS which is good
seeing as in his country, piracy is legal. I have deleted the copy I had.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1418. Re: LASERDEMO

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 09:57:21 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan21105722@issan.informatik.uni-dortmund.de>
Source record: 194623

In article <2hjnb8$1ja@unicorn.ccc.nottingham.ac.uk>, lpzssm@unicorn.nott.ac.uk (S. Marshall) writes:

|> In article <CJu7sx.vG@brunel.ac.uk>, ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
|>> Does anybody know how to uncompress the laserdemo.tos.z file for the Falcon in
|>> src.doc.ac.ic.uk? It isn't in standard unix compress format, I've already tried
|>> to do it this way. I would be grateful if anyone could help.
|>>

|> It's the old extension for GnuZip by the sound of it. The default
|> extension has now been changed to .gz as the distinction between UNIX
|> .Z and Gnu .z was easily confused.

FYI, it was changed because .z was already used by pack, another compressing utility (which GZip can uncompress too).

|> P.S. Somebody recently asked if .tgz was tar+Gnu Zip, it is, and Gzip
|> will recogize this and untar it automatically.

That is wrong, GZip can only *uncompress* it, you have to feed the ouput to tar youself. But GNU tar can handle it by optionally filtering the data through GZip via a pipe, which also works under MiNT.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1419. Re: PSPICE for the ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 10:00:20 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2ho93k$nag@cismsun.univ-lyon1.fr>
Source record: 194624

In article <220117Z20011994@anon.penet.fi> an64937@anon.penet.fi writes:
>
>
>Subject: PSpice for the ST.
>
> I have heard recently in this group about PSpice for the ST,
>and wondered if anyone knows where it is available. I use it on PC's
>at University, and it would be nice to be able to use it on my own ST.
>
>It is PD on the PC, so I therefore think I am not suggesting piracy with
>this news article.
>
>Could anyone with any info either email me, or post the group.
>

I think I saw it on archive.umich.edu at Applications/something....
Good luck!

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France
_____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

1420. Re: Troubles with LZH

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 10:02:20 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2ho97c$ndp@cismsun.univ-lyon1.fr>
Source record: 194625

Cc:

In article <mpellegrino.7.2D3EE7EE@ge-serveur.insa-lyon.fr>
mpellegrino@ge-serveur.insa-lyon.fr (Michael Pellegrino) writes:
>
>
> People talk about troubles to extract .LZH files with unlzh , now there
>exist a more interesting PRG named lharc299 junior which is available on uni-
>paderborn for example .
>
> TRY IT AND YOU WILL SEE

And NOW, a STZIP-like LZH shell is provided with it... I used ZIP for this
shell, LZH was better for speed... NOW I will turn to LZH !

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	

1421. Re: Looking for MegaSte

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 10:05:29 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2ho9d9$neh@cismsun.univ-lyon1.fr>
Source record: 194626

In article <CJyp47.AuI@freenet.carleton.ca> ai187@FreeNet.Carleton.CA (Andrew Cochran) writes:
>
>
> Title sais it all so if you have one for sale Ill pay up
> $350 depending on the configuration.
>
> Please email with what you have thanks!
>

To all of you, here in Lyon, you can find brand new Mega STE 2/Open for
1000 Francs. (1$ ap. = 6 FF I think)
I guess in the US you shoud get it for almost free, no ? ;-))

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

_____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

1422. MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 10:51:59 UTC
From: lonsdale@acri.fr
Message-ID: <1994Jan21.105159.16650@acri.fr>
Source record: 194600

I have just bought a Mega STE with TOS2.5.

It seems to be causing me some problems.

Is this equivalent to TOS2.05?

How can I get an upgrade to TOS 2.06.

Are there any other problems I should know about?

Are there any other solutions?

Thanks
Andrew

1423. *bsd for TT! [Was: Re: Linux for TT/Falcon?? : WE NEED IT.]

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 10:57:31 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2hocer$p21@news.rhrz.uni-bonn.de>
Source record: 194629

In article <CJy357.1Ex@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>I do have to say that the effort to port Linux to the Atari platform is possibly
>the most important move afoot for the power users out there (TT/Falcon/et al).

Linux is not the only candidate.

>The PC linux scene is buzzing. There are loads of Apps being developed. Serious stuff.

99 % is *NOT* Linux-specific. A point that the Linux advocates like to forget in all their hype. The point is that the apps run under Unix/X11 ...

>The Alliance electronic CAD system would make me give up developing CLA altogether
>and join their development team if it ran on the atari (it runs on Linux and is PD).
>
>X windows ? It's free. 3d look window managers ? Take your pick. Networking ? It's there
>- there are Linux boxes on the internet already.

It's there on all free unixes already.

>I'm not saying that MiNT couldn't be made into a match for Linux - linux began as one
>man's dream (Linus Torvalds) as well.

Linux was developed to prove a point to Andrew Tanenbaum [and IMHO Linus was right!],

>So we need the Linux port to succeed.

No, we need one of the free Unixes to be ported. Given that NetBSD already exists on the Mac and the Amiga, the choice is obvious. If I had the time [or someone paid me big money :-)] I'd start today.

-- Volker
--
Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

1424. Re: *bsd for TT! [Was: Re: Linux for TT/Falcon?? : WE NEED IT.]

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 11:11:41 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJz8FH.J53@barclays.co.uk>
Source record: 194630

In article <2hocer$p21@news.rhrz.uni-bonn.de>, volker@sfb256.iam.uni-bonn.de (Volker A. Brandt)
|> No, we need one of the free Unixes to be ported. Given that NetBSD already
|> exists on the Mac and the Amiga, the choice is obvious. If I had the time [or
I had no idea it had progressed so much. Several people at work use BSD386 and I'm seriously impressed with it. A very full implementationm with X and full man pages, utilities and compilers. Am I right in thinking this was the BSD source that became PD a couple of years back? How far away is a TT/falcon port?

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1425. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 11:34:06 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJz9Gu.3C0@cen.ex.ac.uk>
Source record: 194632

In article <94018.160207ILAWSON@ESOC.BITNET> <ILAWSON@ESOC.BITNET> writes:

> If not can someone tell me if I am the only person who has problems with
> military drives. I buy one, and then the program wont let my ship leave the
> station/base it is at. Or I can leave and the guns dont work. Or the speed
> timer locks at normal speed (regardless of icon position). Sorry to moan but
> I've got a Panther with 2 million credits+ and I want to start FIGHTING rather

You can't put a military drive in a Panther. A panther requires a class 6
hyperdrive just to move it. You need a class 8 to get a decent range.
Then again, my Panther (ZQ-733) has 100 shield generators, 4 20MW beam lasers,
8 navel missiles, Naval ECM, Energy Bomb and is virtually invinceable in
combat with a class 8 hyperdrive, so why do you want a military drive?
I still have 500tons of cargo space too.
{{{ Dan }}}

1426. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 11:35:21 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJz9Ix.3G0@cen.ex.ac.uk>
Source record: 194633

In article <CJyGL9.M0w@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> BTW is it hard drive installable. I've heard conflicting reports. Also I've
> tried the non playable demo on my MSTE. Its quite fast, but flickers quite
> a bit, especially on the spaceport shots - is the game like this as well?

It's installed on my hard drive in my Falcon. I have to set it to very high detail and 4096 colours just to slow it down to a usuable speed...
{{{ Dan }}}

1427. Falcon virtual memory?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 11:38:30 UTC
From: d92jk@efd.lth.se
Message-ID: <2hoerm$a98@nic.lth.se>
Source record: 194631

Is there a public domain virtual memory program available
for the f030? If so where can I get it?

Johan Karlsson (d92jk@efd.lth.se)

1428. WP files -> atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 11:38:53 UTC
From: rtla@network.cc.jyu.fi
Message-ID: <2hoesd$e2e@tukki.cc.jyu.fi>
Source record: 194635

Does anyone know is there program that converts WP 5.1/5.2
(or even 6.0) files to Protext or to some other word processing
program. I am tired to always make ascii files etc. If it is possible
to make programs like Gemview (wow), then it won't be too hard
to make some kind of 'all-text-formats-in-one' program.

Ricu

(Anyway, because atari is geting lower and lower, it is very important to make
programs, that can take advance of PC programs. So I think :-))

1429. Where's Daleks???

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 11:45:51 UTC
From: rtla@network.cc.jyu.fi
Message-ID: <2hof9f$emg@tukki.cc.jyu.fi>
Source record: 194636

I'm not sure is this correct name, but I'm searching good old DALEKS game for Atari (yeah, that stupid little man fooling stupid little robots :-). Could I find it from FTP sites. And in what name? Help help.

Ricu

1430. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 11:46:23 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CJzA1C.43C@cen.ex.ac.uk>
Source record: 194634

In article <H.ei.PMhC8Vt2VG2@nathan.do.open.de> ue@nathan.do.open.de (Udo Erdelhoff) writes:

> Ah, don't be keen on money. Get your 3 million credits, sell your big
> trader and get a smaller ship. I recommend the ASP Explorer with a
> 4 MW beam laser, scanner, autopilot, radar mapper, laser cooler and a
> class 4 drive for most purposes (add hyperspace cloud analyser/athmospheric

---
Ah, my panther is invulnerable to you. I have enough sheilds and an energy booster that a 4MW beam laser can't get through before it over heats, and they recharge before it can fire again. Although if you've got a cooler...
Then again, my turrets both have 20MW beams, and I'm expert with them...

> Bugs in the ST version:
> - Bulletin Board doesn't scroll. Fix: Wait till midnight
> - Frontier always wants to load the commander file from drive a: after
> start and will bomb out if there is no disk. Fix: obvious
> - Hyperspace could analyser bombs out if you analyse your own cloud.
> Fix: Be careful what you check and complain to gametek/konami

Add to these:
- bottom turret doesn't work on Boa freigter - trying to use it causes the top turret to fire down through your ship... BOOM!
- there is a station in the Riedquat system called 'La soeur du den ham' the name is too long to fit the BBS display, causes screen corruption.
- If you head fast at a space station and hit max star dreamer you can fly through the station with only minor damage - helpful sometimes.
{{{ Dan }}}

1431. Re: *bsd for TT! [Was: Re: Linux for TT/Falcon?? : WE NEED IT.]

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 12:11:41 UTC
From: iain.laskey@barclays.co.uk
Message-ID: <579_9401240848@dswhq.omahug.org>
Source record: 194262

From: Iain.Laskey@barclays.co.uk

1432. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 12:30:57 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <1994Jan21.123057.13951@cee.hw.ac.uk>
Source record: 194643

LI, LAWRENCE (lawre_l@pavo.concordia.ca) wrote:
: protection is ridiculous. It asks me to check the manual *every* time
: I dock or land. Is this normal? If it is a bug, is there a fix? Other
: than that, the game is fantastic.

It is not a bug, it's perfectly normal. :-| If you're playing a game over a long period of time eventually it will reduce the amount of times it asks you and will even stop altogether. So if you're playing a long game which you save every time you finish a playing session and reload when you start playing again it should stop after as while. However, if you like loading up the game and playing it for an hour (without saving) then you'll just have to get used to it.

It is an excellent game; five years good work by Braben.

-----------------------------*
STUART BROWN				
BSc Computer Science				
Heriot-Watt University	/	\
Edinburgh	/	\
Scotland	
'Red rum! Red rum! Red rum!' - The Shining	ATARI - probably the best
	computers in the world.
-----------------------------*

1433. RS 232

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 12:58:45 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2hoji5$i65@turing.fwi.uva.nl>
Source record: 194639

hi,

I have a modem connected to my stfm and I want to write a program
that waits until the phone rings and then starts doing something. How do I
check whether the phone rings? What register/adres/bit is used for this?
I couldn't find any useful information in any of my books about this :(

Martijn Dekker
email: mdekker@fwi.uva.nl

1434. Re: Falcon virtual memory?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 13:02:08 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.759157328@acp5>
Source record: 194642

d92jk@efd.lth.se (Johan Karlsson) writes:

>Is there a public domain virtual memory program available
>for the f030? If so where can I get it?

No, there are only two commercial ones: OUTSIDE and VRAM. A demo version of
OUTSIDE can be found on ftp.uni-kl.de in pub/atari/other_demos.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1435. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 13:03:04 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.74.759157384@rog1.rog.rwth-aachen.de>
Source record: 194637

In article <sjsCJyGAG.FA4@netcom.com> sjs@netcom.com (Stephen Schow) writes:
>I am looking for a utlity to get files from my friend's Atari ST to his
>DOS machine. Anyone know how I can do it?
>
All you've got to do is to format a 3.5"-double-density-disc on the DOS-PC
using
FORMAT B: /t:80 /n:09
This disc is readable und writable on any Atari ST/TT/Falcon, and there is
no other utility necessary.

Greeting Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

WARNING!
This machine is subject to breakdowns during periods of
critical need.

1436. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 13:04:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJzDo0.EMv@cix.compulink.co.uk>
Source record: 194557

In message <2d3e4a53@p2.stacken.ct.se>, patrik_sanfridsson@p2.stacken.ct.se said:
>
>What is the current price of a one year Europe Air Mail sub to ST Review?

I have no idea, I get it for free :-)

Ofir ogal@cix.compulink.co.uk

1437. Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 13:19:46 UTC
From: sys1@exnet.com
Message-ID: <CJzECz.3zB@exnet.com>
Source record: 194554
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

After advertising for months that Lattice C 5.60 was available when it wasn't, it *does become available. We only had to wait 4 extra months because thy decided to rewrite the manuals and then couldn't organise getting the stupid things printed.

Now they are distributing packs which don't install properly because the labeling on the disks got mixed up.

I know the LC5.60 isn't that expansive but for a company that has got such a good reputation they really don't inspire me to want to buy anything from them again..ever.

They will, ofcourse, supply new discs but they really should be getting it right by now.

DAMN.

xavier

1438. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 13:36:39 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1994Jan21.083953.8947@peavax.mlo.dec.com>
Source record: 194621

In article <2hm895$u0@cismsun.univ-lyon1.fr>, Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes...
>>Floppyshop usually have the latest version however they only have version
>>6.06 which is what I have.
>>
>>Are there any FTP sites which hold the software?
>>
>
>Distributing ICD Utilities via anonymous FTP (or via anything else) is NOT
>allowed... Ask ICD why...
>
>Patrice LACOUTURE

OK, I've followed this thread for a while, mainly because I asked a similar question a while back. If ICD don't allow their software to be obtained on the Internet via anonymous ftp, and I cannot get to their BBS or GEnie (I'm in the UK and without a modem), then is it acceptable for me to say "will some kind individual with this software send me a copy please"?

If so, then "will some kind individual with this software send me a copy please?" (I'm asking because when I went to TOS 1.06, my desktop.acc complained that it wouldn't run with this version of TOS.)

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

1439. Think C 4.0x debugger patch sought...

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 13:41:10 UTC
From: Jeroen.Scheerder@let.ruu.nl
Message-ID: <Jeroen.Scheerder-210194144110@mac_scheerder.let.ruu.nl>
Source record: 194645

Hi!

I'm looking for the patch to make Think Debugger work on Spectre. A net search didn't come up with anything.

Anyone got a pointer to it? I'll be happy to receive it in my mailbox too, of course.

Thanks in advance, Jeroen.

1440. Re: Atari email

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 13:48:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ce6Cq2Z8m3w@semprini.waterloo-rdp.on.ca>
Source record: 194530

In <2hesgc$55@auggie.CCIT.Arizona.EDU>, Jeff Diamond writes:
> Does anybody out there know ANY general email addresses for Atari Corp
> in Sunnyvale, CA? (I think that's where they are.) I really could use an
> efficient way to get in touch with those guys. I wonder if Atari execs read this
> newsgroup.

Atari's management's official position is that the Internet is 100%
rumours and false information, so they ignore it.

Not that GEnie is any better...

Luckily, Eric Smith (and several of the other folks, who are now gone)
knows better, and still reads comp.sys.atari.st when he has time.

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1441. HERMES

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 14:06:02 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2honga$371@charm.magnus.acs.ohio-state.edu>
Source record: 194644

I recently saw posts in this echo indicating that the package Hermes could be used for NNTP mail reading.

So I snagged the package off of umich.

Unfortunately, the documentation isn't clear as to how to set it up, what it does, and most importantly, how to use it.

If somebody would take a few minutes to write up a tutorial, I'd really appreciate it. Assume I know nothing about NNTP, Unix or anything else that's related.

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1442. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 14:20:46 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan21.142046.14376@unix.brighton.ac.uk>
Source record: 194560

I have the stuck in spacestation syndrome every so often, and I only have
the standard falcon you start with. I run it on a Falcon030,and it happens
only once in while, but itsdamn annoying, and I have no new equipment either.

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

1443. Where is Utopos v 1.5 ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 14:31:20 UTC
From: rab2@ukc.ac.uk
Message-ID: <4527@raven.ukc.ac.uk>
Source record: 194650

I recently saw that there was a new shareware version of Utopos, but I can't remember where. Can anyone help me please?

Thanks,

Richard Barnett.

1444. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 15:01:10 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Jan21.150110.36753@ucl.ac.uk>
Source record: 194646

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>Am I the only person in the world to own Frontier on the ST?

>Hopefully not!

>BTW is it hard drive installable. I've heard conflicting reports. Also I've
>tried the non playable demo on my MSTE. Its quite fast, but flickers quite
>a bit, especially on the spaceport shots - is the game like this as well?

Yes, it is (and apparently, since it's TOS-legal, it's Falcon compatible as well - haven't tried yet) And it only flickers significantly in 4096 colour mode. 512 colours is pretty well rock steady (and if you turn the detail down from V. High, it's fairly fast too) Go and GET IT. You won't be disappointed.

Cheers

```
/================\
< >
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#  #
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\  /  \  /  #  #  #  #
\=====/  \====/  \===/  \==/
```

spbcajk@ucl.ac.uk

1445. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 15:18:15 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJzJuG.DoC@barclays.co.uk>
Source record: 194649
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<woes with Lattice deleted>
I'm very surprised to hear of your problems. I got 5.6 several months ago direct from Hisoft and apart from a bad disk, it installed fine. The manuals are a different kettle of fish though. Awful. Perfect binding is a mad thing to do with programming manuals. I still use the old set I have as the new ones are a pain to use and very badly laid out.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1446. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 15:36:59 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <1994Jan21.153659.9129@syma.sussex.ac.uk>
Source record: 194561

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: In article <CJyGL9.M0w@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

: > BTW is it hard drive installable. I've heard conflicting reports. Also I've
: > tried the non playable demo on my MSTE. Its quite fast, but flickers quite
: > a bit, especially on the spaceport shots - is the game like this as well?

: It's installed on my hard drive in my Falcon. I have to set it to very high
: detail and 4096 colours just to slow it down to a usuable speed...
: {{{ Dan }}}

it installed OK on my protar 50MB drive on a TOS (wait for it !!!) 1.0
1040ST system. But I did notice a review in an ST UK Mag saying it
wasn't HD-Installable - it certainly is!

Lez
--
Lez Oxley, Deputy ACS Manager and Database Administrator
Administration, University of Sussex, Falmer, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335
EMAIL: L.Oxley@sussex.ac.uk

1447. Re: About .signatures...

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 15:40:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan21.154038.11948@newshost.lanl.gov>
Source record: 194598

In article 5310@rider.UUCP, tim@rider.UUCP (Tim Wilson) writes:
>>
>If we want to talk about a waste of bandwidth, let'sow then talk (or not) about
>this subject! ;^)

What in the WORLD are you talking about??? Sheesh...

-Hutch- @ Fair Dinkum Tech

1448. Re: Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 15:53:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan21.155304.14418@newshost.lanl.gov>
Source record: 194595

In article 522@cix.compulink.co.uk, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

<<< tremendous waste of bandwidth sensibly deleted >>>

Ah, once again, in his inimitable fashion, Daron Greenwood manages to post two messages to the net with a grand total of 3 lines of text and 26 lines of .signature and most people _still_ won't know what he was talking about!

Geez... at least our old buddy Pete Sinclair used to reference his replies and didn't clog up the net with huge signatures. :) Maybe it's time to drag out the old KILL file? What do you say, Daron???

-Hutch- @ Fair Dinkum Tech

1449. Re: Atari email

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 16:00:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan21.160051.16147@newshost.lanl.gov>
Source record: 194594

In article 55@auggie.CCIT.Arizona.EDU, jeff@jupiter.Arizona.EDU (Jeff Diamond) writes:
> Does anybody out there know ANY general email addresses for Atari Corp
>in Sunnyvale, CA? (I think that's where they are.) I really could use an
>efficient way to get in touch with those guys. I wonder if Atari execs read this
>newsgroup.

Jeff, Atari has no email address, per se, as they have no official presence on the net. Some Atari employees used to check in here ocassionally on their own time but never in an offical capacity and I haven't seen anyone here in months. Your best bet is to contact someone at Atari through the internet gateway to GEnie, which is the official network for Atari. For example, you can send email to Bob Brodie on GEnie by sending to bob-brodie@genie.geis.com . But be advised that Bob is no longer 'just' Head of Communications but has taken on a whole lot more of new responsibilities, many of which are Jaguar related, sad to say.

As far as any of the Tramiels reading this thread... it ain't gonna happen. :)

-Hutch- @ Fair Dinkum Tech

1450. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 16:03:12 UTC
From: ut@informatik.uni-kiel.de
Message-ID: <2houc0INN4d5@sam.informatik.uni-kiel.de>
Source record: 194647

In <sjsCJyGAG.FA4@netcom.com> sjs@netcom.com (Stephen Schow) writes:

>Hi,

>I am looking for a utlity to get files from my friend's Atari ST to his
>DOS machine. Anyone know how I can do it?

Format a 720K disk on the ST with Fcopy 3.x. If he's lucky, he could
read the disk on his 1.44MB DOS drive. Sometimes the 1.44MB drives
have problems, sometimes not.
Don't forget to format the disk with 9 sectors/80 tracks, but the clue
is the MS-DOS bootsector on it. Otherwise MS-DOS couldn't read the
entire disk (messy dos once again).

Uli
--
Ulrich Teichert Voice : +49 4321 71582
Stormweg 24 E-mail: ut@informatik.uni-kiel.d400.de
24539 Neumuenster, Germany // listening to:
X-Ray Spex: Oh! Bondage Up Yours! // Buzzcocks: Do It!

1451. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 16:15:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A60246@SL.maus.de>
Source record: 194484

LL>Is this normal?

Hmmm, I've read this:

1st landing
2nd landing
4th landing
8th
16th
and so on ...

(If You pass all checks correctly. If not, You go one step back.)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

1452. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 16:18:15 UTC
From: iain.laskey@barclays.co.uk
Message-ID: <57b_9401240848@dswhq.omahug.org>
Source record: 194269

From: Iain.Laskey@barclays.co.uk

1453. Re: Falcon 65 Meg Internal Harddrive

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 16:42:36 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan21.164236.15587@t.hfb.se>
Source record: 194556

```
In article ge1@news.bu.edu, lexicor@cs.bu.edu (Yat Siu) writes:
>Well :), as it seems I still have a 65 Meg Harddrive 2.5Ide from my Falcon
>for sale, am asking 85 U$D for it + Shipping, if interested please email.
>
>
>I guess this is for the few non-harddrive Falcon Users.
>
Why don't myou sell it to an AMI*A 1200/600 user, C= sells a lot of machines
without harddirve (and 1,44MB diskstation, SCSI... or whatever...)

>
>Yat

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030
```

1454. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 16:43:48 UTC
From: woodford@esca.com
Message-ID: <1994Jan21.164348.14911@esca.com>
Source record: 194565

rsnyder@panix.com (Roger Snyder) writes:

>In <sjsCJyGAG.FA4@netcom.com> sjs@netcom.com (Stephen Schow) writes:

>>Hi,

>>I am looking for a utlity to get files from my friend's Atari ST to his
>>DOS machine. Anyone know how I can do it?

>>Thanks in aadvance

>If you are just asking about physicaly moving files, the ST's disk drive
>will read DOS disks.

Only the 720k (Double-Density) versions, though (assuming it's a bog-
standard ST). And you forgot to say that the ST can write to disks
formatted on a Mess-DOS machine.

Cheers, Steve
--
/ Steve Woodford : "Wee sleekit, timorous, cowerin' beastie, \
| woodford@esca.com : Oh what a panic's in thy dumpfile..." |
| The above opinions are mine, : Robert_Burns++; |
\ and not those of ESCA Corp. : Thought for the day: Chaste makes waste /

1455. Re: SIMMS and the STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 16:49:26 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan21.164926.15738@t.hfb.se>
Source record: 194558

In article 8552@sifon.cc.mcgill.ca, stevew@stoner.eps.mcgill.ca (Steve Whittaker) writes:
> I need some information about the SIMMS that work with STe's.
> Can I use the same one's manufactured for DOS machines or MAC's?

You can use BOTH!!!!

> I remember reading something a while ago about 9?-pin SIMMS being
^^^^^^
9-BIT

The SIMMS for DOS machines are probably 9-Bit SIMMS (8 bit with a parity bit)..
Atar computers takes no use of the ninth bit... But I think the 9-bit SIMMS
are easier to find...

> compatable with Atari.
> Any help with this is appreciated.
>

You should get, for an upgrade to 4Mb: Four 1Mb, 8- or 9-bit SIMMS...

> Steve

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

1456. Re: Where's Daleks???

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 16:59:54 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan21.165954.15934@t.hfb.se>
Source record: 194648

In article emg@tukki.cc.jyu.fi, rtla@network.cc.jyu.fi (Risto Tapani Lahdesmaki) writes:
>I'm not sure is this correct name, but I'm searching good old
>DALEKS game for Atari (yeah, that stupid little man fooling
>stupid little robots :-). Could I find it from FTP sites. And
>in what name? Help help.
>
> Ricu

Waow... someone else than me loves this game... :^D

Ok I found Daleks on some FTP sites:

nikhefh.nikhefh.nl /pub/atari/games
f.ms.uky.edu /pub/atari/games

Hope youll find it, and enjoy it...

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

1457. GBell 1.0beta uploaded to a.a.

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 17:18:13 UTC
From: ga@mrih.no
Message-ID: <2hp2ol$r2m@ugle.unit.no>
Source record: 194552

GBell 1.0beta has been uploaded to a.a. GBell - or GEM Bell - is a resident program that plays off a sample at various AES calls. Like, singing "Halleluja" every time you open a window or "Ah! I see you have the machine that goes BING!" when the fileselector appears. Full documentation is enclosed as well as four samples to "get you started". Should work on all STEs, TTs and Falcons. (Tell me immediately if it doesn't)

Gard Eggesboe Abrahamsen "Wherever people
PO Box 5061, Larsgaarden feel free to
6021 Aalesund, Norway smoke, I feel free
Phone: +47 7015 5497 to fart."
Gard.Abrahamsen@mrih.no -- J-M DuFerre
Finger ga@samson.mrih.no
These are my views and not those of MRIH.

1458. Re: *bsd for TT! [Was: Re: Linux for TT/Falcon?? : WE NEED IT.]

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 17:28:59 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2hp3cr$i2@news.rhrz.uni-bonn.de>
Source record: 194553

In article <CJz8FH.J53@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>In article <2hocer$p21@news.rhrz.uni-bonn.de>, volker@sfb256.iam.uni-bonn.de (Volker A. Brandt)
>|> No, we need one of the free Unixes to be ported. Given that NetBSD already
>|> exists on the Mac and the Amiga, the choice is obvious.
>I had no idea it had progressed so much. Several people at work use BSD386 and
>I'm seriously impressed with it. A very full implementationm with X and full man
>pages, utilities and compilers. Am I right in thinking this was the BSD source
>that became PD a couple of years back?

Correct. Here's the current naming convention:

1. 386bsd -- the original, currently at 0.1
2 BSD/386 -- commercial version w/commercial support
3. FreeBSD -- Improved version, targeted at stability on 386, 486
4. NetBSD -- Improved version, targeted at portability and 4.4bsd conformance

This is of course an oversimplification ... check out the details in the comp.os.386bsd.* newsgroups.

4 is at version 0.9, but I do not know what version the Amiga and Mac ports are based on, and I do not know the state those ports are in.

2, 3, and 4 are derived from 1 and are thus in effect 4.3bsd-based OSes for 386 and up. 3 and 4 are both free, do not require license fees, and come with complete source code. OSF/Motif costs money, and is available in binary.

Both 3 and 4 are very usable, are distributed on the internet, on CD ROM, and via "shareware" sellers.

>How far away is a TT/falcon port?

I do not know anyone working on such a port. I cannot honestly say that I will ever sit down to do it, but I'd like such a port very much. I do not know how many [divergent?] changes the Mac and Amiga people made.

--

Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

1459. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 17:43:48 UTC
From: steven.woodford@f998.n3603.z1.fidonet.org
Message-ID: <594_9401240848@dswhq.omahug.org>
Source record: 194292

From: woodford@esca.com (Steven Woodford)
Date: Fri, 21 Jan 1994 16:43:48 GMT

rsnyder@panix.com (Roger Snyder) writes:

>In <sjsCJyGAG.FA4@netcom.com> sjs@netcom.com (Stephen Schow) writes:

>>Hi,

>>I am looking for a utlity to get files from my friend's Atari ST to his
>>DOS machine. Anyone know how I can do it?

>>Thanks in aadvance

>If you are just asking about physicaly moving files, the ST's disk drive
>will read DOS disks.

Only the 720k (Double-Density) versions, though (assuming it's a bog-
standard ST). And you forgot to say that the ST can write to disks
formatted on a Mess-DOS machine.

Cheers, Steve
--
/ Steve Woodford : "Wee sleekit, timorous, cowerin' beastie, \
| woodford@esca.com : Oh what a panic's in thy dumpfile..." |
| The above opinions are mine, : Robert_Burns++; |
\ and not those of ESCA Corp. : Thought for the day: Chaste makes waste /

1460. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 17:47:01 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <133280@hydra.gatech.EDU>
Source record: 194562

In article <CJvwG1.137@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:

>gt1448b@prism.gatech.EDU (David Forrai) writes:

>>Not necessarily. I had this problem bad and it was fixed not by
>>replacing the shifter chip, but by replacing the SIMMs.

>I don't believe this. It has something to do with the new registers
>in the video chip,

Believe it or not, this was the solution. With the original SIMMs in my MSTE I would get the video shift virtually every time I used the computer even with wrap_fix installed. It happened sporadically, sometimes even when idling on the desktop. Since replacing the SIMMs, I have not had occur again.

I don't mean to imply that my MSTE won't shift by fiddling with the registers of the video chip now, it just doesn't do it under normal every day use like it did with the original SIMMs.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1461. Moron of the Week

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 17:53:44 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2hp4r8$o39@u.cc.utah.edu>
Source record: 194563

So how about a bit of fun, eh Atarians? Let's start a little game called Moron of the Week. Every week we nominate a particular uninformed member of the press who says something particularly moronic about issues involving Atari. More specifically the Jag since it has the most press lately. Well anyway, even if I don't start a trend, I still wanna put down this guy. Where's a better place to do it? :)

My Nomination for Moron of the Week:

Dennis Lynch of the Chicago Tribune, in his article on WCES, yesterday, the 20th.

"Another new machine making noise was the Atari Jaguar, a 64-bit cartridge game system that is on sale on San Francisco and New York but that won't hit Chicago shelves until next month. It will retail for about $200. We'll review this system, which soon will have a CD-ROM attachment, in depth in February.

But the dark-horse surprise of the show was the Amiga CD32. This system has the most impressive specifications sheet of any of the new game machines and even has the ability to play FMV (full-motion video). From what we saw, it's as good a game machine as the Genesis and as good a multimedia machine as the $700 3DO. The CD32 is also much less expensive than the 3DO at $400."

His description of the CD32 as having "the most impressive specifications sheet of any of the new game machines" is really what got him my nomination, however he also insisted on including a speel on violence in videogames just so he could be part of the newest moronic political trend, the crusade against videogame violence! Puhleeze.

"Speaking of carnage, one of the more depressing trends of the show is the video game industry's continued fascination with violence and mayhem. Titles such as Lethal Enforcers (Konami), Total Carnage (THQ) and Maximum Carnage (Acclaim) speak volumes about about the lack of imagination-and social consciousness-of many firms."

Congratulations, Mr. Lynch!

In all fairness to Mr. Lynch, he did say he'd be reviewing the Jag in detail later. We'll see how that review turns out.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

1462. Re: Help! Bj200 Driver(s) needed.

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 18:22:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64247@M4.maus.de>
Source record: 194483

>SO - If anyone has a driver for the Canon BJ-200 that will work with:
>Calamus 1.09n or Redacteur-3 PLEASE email me a copy, or if you managed
>to get around the emulation problems some how tell me how you did it.
>It's rather frustrating to buy a new printer and find you cannot fully
>use it.

The bubblejet driver from the Calamus 1.09N package works perfectly well
with the BJ-200 in native mode. Just flip the "AGM" jumper on the printer.
Only the margins won't be quite right - but adjustable margins can be done
through the printer driver "compiler" available from DMC.

btw, all Calamus drivers are (C) DMC, and may NOT be shared between users.

1463. Higher Rs232 Speed on ST (Was Re: max modem speed on 1040stf)

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 18:22:10 UTC
From: woodford@esca.com
Message-ID: <1994Jan21.182210.17520@esca.com>
Source record: 194566

[stuff deleted]

>I found a little "hardware-patch" by Juergen Meyer to get 38400 baud
>on every ST/STE without any special chip - just a 74LS74, four wires to
>the MFP and a switch ... that's all !
>The only problem: You have to use the switch to choose manually between
>fixed 38400 and "normal" baud rates :-|

>But its _very_ cheap and works fine in my 1040STE (average speed is more
>than 3000 cps with a 14.400 baud/V.42bis modem :-)).

>Is anybody interested in this "patch" ? I can translate the document and
>post it here.

Yes please!

1464. Re: Centipede Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 18:49:28 UTC
From: thopman@uoguelph.ca
Message-ID: <2hp83o$qcd@nermal.cs.uoguelph.ca>
Source record: 194567

Evan K. Langlois (ekl@sdf.lonestar.org) wrote:

: I'm looking for a Centipede clone for the ST/STe. I would like to
: preserve the original game-play as much as possible. Anyone have
: any suggestions?
: Come on .. there as got to be an STe Centipede that plays like the
: original, but with better sound and graphics and maybe mouse instead
: of joystick.
The version of Centipede by Sinister Developements seems to me to be very faithful to the original. I can't say I'm an expert on the original, but I have played it, and Sinister's has better graphics, and it does use the mouse. Nice intro music too ;-). It should work on an STe, since I got my copy on a fairly recent magazine disk...

THeo

1465. NVDI ^G problem

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 19:08:08 UTC
From: sourada@iastate.edu
Message-ID: <sourada.759179288@vincent2.iastate.edu>
Source record: 194564

Strange problem with NVDI here: whenever a ^G gets printed, either a bit of garbage is put on the screen, or my system bombs.

I've tried all kinds of configurations, and I've tried taking everything out of my AUTO folder except NVDI (and I don't use acc's...). I've also tried re-installing NVDI many times. It always insists on bombing on me.

My system is an American 1040STe with 4M RAM, NVDI 2.5, ICD's hard drive driver, TOS 1.62.

Anyone have any ideas?

Thanks,
Steven
--
take it leave it Steven Ourada --- sourada@iastate.edu

1466. Higher Rs232 Speed on ST (Was Re: max modem speed on 1040stf)

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 19:22:10 UTC
From: steven.woodford@f998.n3603.z1.fidonet.org
Message-ID: <57c_9401240848@dswhq.omahug.org>
Source record: 194273

From: woodford@esca.com (Steven Woodford)
Date: Fri, 21 Jan 1994 18:22:10 GMT

[stuff deleted]

>I found a little "hardware-patch" by Juergen Meyer to get 38400 baud
>on every ST/STE without any special chip - just a 74LS74, four wires to
>the MFP and a switch ... that's all !
>The only problem: You have to use the switch to choose manually between
>fixed 38400 and "normal" baud rates :-|

>But its _very_ cheap and works fine in my 1040STE (average speed is more
>than 3000 cps with a 14.400 baud/V.42bis modem :-)).

>Is anybody interested in this "patch" ? I can translate the document and
>post it here.

Yes please!

1467. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 19:37:24 UTC
From: brusch@eslapion.sh.sub.de
Message-ID: <Up-EAVSFIVC@eslapion.sh.sub.de>
Source record: 194514

In <H.eg.H6aj5Vu2KBM@yonder.equinox.gen.nz> Craig Shore wrote :

>In <Up-EATCDGUQ@zaphot.abg.sub.org>, Arno Welzel writes:
>>Another nice program is "UPoint" - you may get the "light"-version for
>>free. But look out for the latest version (29.Dec'93 or later).
>>
>>Send a mail to brusch@eslapion.sh.sub.org (Stefan Brusch) to get more
>>information about it.
>
>UPoint light is only any good if you're in Germany though, it doesn't
> allow you to change the time zone.

UUps... I think, there is something to do ....

And in the new version there will be an englich resource. For the last
version I have one too, but I didn't place it on ftps.

Stefan

--

UUCP auf dem Atari ST(E),TT,Falcon : UPoint 'medium'
-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** brusch@eslapion.sh.sub.de **
-- --

1468. Re: ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 20:18:34 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CJzxqy.4Il@cix.compulink.co.uk>
Source record: 194571

>
>What is the current price of a one year Europe Air Mail sub to ST Review?
>

The subscription order form in the current issue (no.22, January 1994)
lists subscriptions for EEC and Rest Of The World at 54.99ukp for
13 issues, and 26.49ukp for 6 issues.

Best Regards,
Brian

brobson@cix.compulink.co.uk

1469. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 20:46:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d40418f@daggskim.ct.se>
Source record: 194599

KN> [...]
>>> Talking to someone the other day, about CD ROM drives, and I was told
>>> that I would need a lot of hard disk space in the first place, to
>>> accomodate the CD[...]
KN> [...]
KN> Obviously, the contents of a CD-ROM are NOT copied to a hard drive,
KN> [...]
KN> However, one thing that IS becoming popular
KN> on Mac software drivers for CD-ROMs is copying the directory structure
KN> (not the files) onto your hard disk for cacheing purposes. This is a
KN> great idea since it is MUCH faster to find a file on the CD. CD drives
KN> are very slow. However even this scheme can take up a few meg on your
KN> hard disk.

I've noted when using various CD's on a PC, that some installation routines give various options for setting up certain data on the HD --anything from the odd MByte upwards of 20-30 MBytes. The smaller values obviously save HD space, but the reason for the larger is to speed up loading and access in various ways by copying out more of the viewer software and overlays (multimedia) and providing large data buffers. The unit's behaviour does rather suggest that the directory structure is also copied out onto the harddisk.

As multispin CD-players get more common and access times go below 100 ms (I recently saw a new Nec 4x drive rated at <180 ms, 600 kbps), this need for extensive harddisk "shadow copies" of CD may eventually go away...

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1470. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 21:55:04 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Jan21.215504.14290@news.csuohio.edu>
Source record: 194572

In article <CJy357.1Ex@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
>
>In article <2hmc4q$8lr@nz12.rz.uni-karlsruhe.de>, ukra@rzstud1.rz.uni-karlsruhe.de
(Hermann Samso) writes:
>>FORSEILLES STEPHAN (sforseil@vub.ac.be) wrote:
>>: Evan K. Langlois (ekl@sdf.lonestar.org) wrote:
>>
>>: : ==========
>>: : interested in porting Linux for the TT and Falcon... Wouldn't it be nice
>>: : to have a real Unix in your Falcon?
>>: : ==========
>>: : Why not run MiNT? You can run your Unix stuff, your TOS stuff, and ...
>>
>>: -It has X-Windows.
>>: -It has lots of good PD programs
>>: -MiNT never ran well on my TT: only few of my programs still
>>: run, and I don't want to buy brand new ones, so I keep my tos 3.06
>>: without MiNT.
>>: -It is STABLE
>>: -It comes with a huge heap of utilities as standard
>>: -It's FREE and often actualized.

I have an st so for me this discusion is completely
hypothetical. What is so great about linux!? I know very little
about this, but it seems like it would be a lot easier to port BSD,
and more useful to port mach. Perhaps mach + mint .95 would allow you
to have good tos emulation from within unix. Why is it that every few
months I see a thread about porting linux, but I have never seen a
thread about porting other unix-like systems? Is linux faster than
the others? Is it more stable? Is it better (or more often)
actualized? What does "It's FREE and often actualized" mean exactly?
What are linux's advantadges over bsd-386 mach386 and hurd on pcs?
In short, why linux?

Curiously,
Jason

1471. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 21:57:22 UTC
From: hrs@aber.ac.uk
Message-ID: <1994Jan21.215722.14093@aber.ac.uk>
Source record: 194570
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <CJzJuG.DoC@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
><woes with Lattice deleted>
>I'm very surprised to hear of your problems. I got 5.6 several months ago direct
>from Hisoft and apart from a bad disk, it installed fine. The manuals are a
>different kettle of fish though. Awful. Perfect binding is a mad thing to do with
>programming manuals. I still use the old set I have as the new ones are a pain to
>use and very badly laid out.
>
>--
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |

I have to agree with you, I much prefer the 'old' ring bound manuals, easier to leaf through and also much easier to find the information. Also no mention of the Speedo bindings except in the 'Modern Atari System Software' book. Has anybody tried the profiler programs, lprof and lstat?

Herbert sauro

1472. Re: *bsd for TT! [Was: Re: Linux for TT/Falcon?? : WE NEED IT.]

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 22:04:46 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Jan21.220446.14692@news.csuohio.edu>
Source record: 194573

In article <2hocer$p21@news.rhrz.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <CJy357.1Ex@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>>I do have to say that the effort to port Linux to the Atari platform is possibly
>>the most important move afoot for the power users out there (TT/Falcon/et al).
>
>Linux is not the only candidate.
>
>>The PC linux scene is buzzing. There are loads of Apps being developed. Serious stuff.
>
>99 % is *NOT* Linux-specific. A point that the Linux advocates like to forget
>in all their hype. The point is that the apps run under Unix/X11 ...
>
>>The Alliance electronic CAD system would make me give up developing CLA altogether
>>and join their development team if it ran on the atari (it runs on Linux and is PD).
>>
>>X windows ? It's free. 3d look window managers ? Take your pick. Networking ? It's there
>>- there are Linux boxes on the internet already.
>
>It's there on all free unixes already.
>
>>I'm not saying that MiNT couldn't be made into a match for Linux - linux began as one
>>man's dream (Linus Torvalds) as well.
>
>Linux was developed to prove a point to Andrew Tanenbaum [and IMHO Linus was
>right!],
>
>>So we need the Linux port to succeed.
>
>No, we need one of the free Unixes to be ported. Given that NetBSD already
>exists on the Mac and the Amiga, the choice is obvious. If I had the time [or
>someone paid me big money :-)] I'd start today.
>
If the pmmu code already exists, what is nessicary for an
atari port?

1473. Mah Jong

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 22:26:02 UTC
From: smiller@volta.elee.calpoly.edu
Message-ID: <1994Jan21.222602.196623@zeus.aix.calpoly.edu>
Source record: 194574

Could someone point me in the right direction to a Mah Jong or similar
game on any of the ftp sites?

Email preferred, but post here if ya want I guess.

*steve

ps gotta work on a TT tho.

face.the.enemy.maniac.thoughts.religious.intervention.problems.remain.pain
makes.me.stronger.everyday.life.is.chaos.you.gotta.deal.with.it.expressing.
my.aggressions.through.confusion.don't.tell.me.I.don't.know.you.don't.live
in.my.war.max.andreas.and.igor.*smiller@farad.elee.calpoly.edu death.works

1474. Re: Colour monitors for STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 22:33:06 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.NCe_rmBvYhM@yonder.equinox.gen.nz>
Source record: 194585

In <CJtxCq.AFM@lincoln.gpsemi.com>, Martin Kite writes:
>Hi,
>
>Given that the Phillips CM8833 Mk 2 has been discontinued and I don't seem to
>be able to find a new one, anyone got any suggestions for a colour monitor for
>use with a Mega STe. I need one that copes with 60 Hz and that sort of thing.

Well if the Mega-STE uses the same monitor setup as the STE, you could
get a Commodore 1084S Monitor.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1475. Re: SPICE - corrupt/missing PRL

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 22:33:28 UTC
From: smiller@volta.elee.calpoly.edu
Message-ID: <1994Jan21.223328.199593@zeus.aix.calpoly.edu>
Source record: 194575

mike@ionews.io.org (Mike Stramba) stated:
>I get the error message 'corrupt/missing PRL' when I try to run SPICE on
>my 1040 ST FM.
>
>I get the same message if I supply a file name or not, or run the program
>from the desktop or from Gulam.
>
>Anybody know what the problem is ?
>
>Mike
>
>
Mike, you have to run the *.tos program that is included with spice (i
can't remember the name) before you run spice.ttp

*steve

face.the.enemy.maniac.thoughts.religious.intervention.problems.remain.pain
makes.me.stronger.everyday.life.is.chaos.you.gotta.deal.with.it.expressing.
my.aggressions.through.confusion.don't.tell.me.I.don't.know.you.don't.live
in.my.war.max.andreas.and.igor.*smiller@farad.elee.calpoly.edu death.works

1476. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 22:39:30 UTC
From: jeq@lachman.com
Message-ID: <1994Jan21.223930.25980@i88.isc.com>
Source record: 194340

In article <2hj772$o1r@sus.edu.eur.nl> cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
>Allthough it is technically piracy, i would like to make a comment: If
>software isn't supported and supplied by the original company, then you
>can't obtain it legally anymore.. right? so if you want it, I think you
>are allowed to copy it, because the original creators don't give us -
>the honest people - a way to get it legally.
>
>Remember: This copying thing is just when the program isn't supported and
>supplied anymore.

Why must the original authors be obliged to sell it to you?
Perhaps there was a very good reason why they shouldn't -
or perhaps they just simply don't want to be in that business
anymore. Why does that mean they must be willing to give away
their property? Suppose that they someday decided to
rerelease the product, or to incorporate large portions of it
into another product. In some places, failure to
take action against copyright infringement could adversely
affect the company's rights to any subsequent developments.
Or, suppose there was a serious problem with the product,
resulting in a large potential liability. Should they allow
themselves greater liability exposure by turning a blind eye
to piracy?

Yeah, it's not fun when a whizz-bang product is withdrawn from
the market, but if you didn't catch it the first time 'round,
well, that's tough.
--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, EGFC #002, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ "I love Boris Yeltsin. He's kind of like Ted Baxter's
\/ chubby older brother." - WBEZ (Chicago) personality Aaron Freeman

1477. Re: Native sound format for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-21 23:16:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2hpno6$5pf@elroy.jpl.nasa.gov>
Source record: 194576

In article <CJvwE2.GvI@liverpool.ac.uk>,
Mr. J. Boyes <em09@liverpool.ac.uk> wrote:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: Is the AVR format related to the AVR company (now part of Hisoft) who
>: did the Replay digitiser?

>I think so. I just bought a Replay-16 cartridge from Sound Technology
>(ex Gajits) which is currently on offer at 99.95 UKP

>: Does anyone have any specs on the AVR file format?

>Yes it comes free as Appendix III of the Replay-16 manual. If only I
>had the time, I would trype it in for you.

I uploaded my C header file describing this format a few months ago, you may
still be able to find it in the comp.dsp newsgroup in the sound file formats
posting. Btw, if you can tell me what the 8 fixed frequency values are that
were used by the older Replay software, I'd greatly appreciate it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1478. Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 00:36:37 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CK09p2.AKt@usenet.ucs.indiana.edu>
Source record: 194577
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is anybody out there developing GEM/TOS applications in C on a
non-atari unix box with GCC/G++? I'd like to write some C programs
for my ST, but since I don't have a hard drive, a compiler, and only
1meg of memory I'm sort of limited that way. on the other hand, there
are several nice and fast unix machines here on campus.

thanks.. and any recommendations for a good book on GEM/TOS
programming would be helpful, too. I have the atari compendium btw.

david

1479. Re: Moron of the Week

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 00:54:57 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2hpth1$l25@ucunix.san.uc.edu>
Source record: 194582

In article <2hp4r8$o39@u.cc.utah.edu> ewj8218@u.cc.utah.edu (Eric Jolley) writes:
>So how about a bit of fun, eh Atarians? Let's start a little game called
>Moron of the Week. Every week we nominate a particular uninformed member
>of the press who says something particularly moronic about issues
>involving Atari. More specifically the Jag since it has the most press
>lately. Well anyway, even if I don't start a trend, I still wanna put
>down this guy. Where's a better place to do it? :)
>
>My Nomination for Moron of the Week:
>
>Dennis Lynch of the Chicago Tribune, in his article on WCES, yesterday,
>the 20th.

>\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \

Isn't this why we created comp.sys.atari.advocacy?

So this guy might be an ignorant fool, but people....come on. Why must we have
people stoop so low....

How about we follow the rules and take this to comp.sys.atari.advocacy

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Cincinnati, Ohio in the US of A]	
+-------------------------------------+ |
'-------------------------------------'

1480. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 01:02:26 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CK0Aw2.Dy6@info.bris.ac.uk>
Source record: 194578

In article <2houc0INN4d5@sam.informatik.uni-kiel.de>, ut@informatik.uni-kiel.de (Ulrich Teichert) writes:
>In <sjsCJyGAG.FA4@netcom.com> sjs@netcom.com (Stephen Schow) writes:
>
>>Hi,
>
>>I am looking for a utlity to get files from my friend's Atari ST to his
>>DOS machine. Anyone know how I can do it?
>
>Format a 720K disk on the ST with Fcopy 3.x. If he's lucky, he could
>read the disk on his 1.44MB DOS drive. Sometimes the 1.44MB drives
>have problems, sometimes not.
>Don't forget to format the disk with 9 sectors/80 tracks, but the clue
>is the MS-DOS bootsector on it. Otherwise MS-DOS couldn't read the
>entire disk (messy dos once again).
>
>Uli
>--

What I usually do is format to 9 sectors 80 tracks on the DOS machines.
FORMAT/N:9/T:80 from memory. Either that or buy preformatted (IBM/PC fmt)
DSDD disks (eg Datalife Verbatim). Such disks work prefectly in an ST.

This way you don't have to "be lucky". It works. Every time.
My first experience with ST "DOS compatible" formatters put me off
investigating further...

Are your friends machines close together? If so it might be less
hassle to connect the serial ports and transfer the files like that.

>Ulrich Teichert Voice : +49 4321 71582
>Stormweg 24 E-mail: ut@informatik.uni-kiel.d400.de
>24539 Neumuenster, Germany // listening to:
>X-Ray Spex: Oh! Bondage Up Yours! // Buzzcocks: Do It!

Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |

If that ain't clear I speak for me and noone else OK (and I might even
change my mind sometimes!). For the extra 4 lines in my .sig blame the

1481. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 01:22:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK0BtL.Eq0@cix.compulink.co.uk>
Source record: 194583

>It's installed on my hard drive in my Falcon. I have to set it to very high
>detail and 4096 colours just to slow it down to a usuable speed...

Glad to hear that. I've ordered my copy today, but won't get it until the
end of next week :-(

I'm definately likely to play it more if it works from the hard disk. Most
games I buy I can't be bothered to load up after a week or 3.

As for speed, I've tried the demo on my MSTE. Looks fast enough, and that
was with all my usual patches/acessories loaded, although whether they were
getting an CPU time is anybodies guess.

:-)

Roland.

@CiX

1482. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 01:22:35 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK0Bto.Eqp@cix.compulink.co.uk>
Source record: 194584

>I don't mean to imply that my MSTE won't shift by fiddling with the
>registers of the video chip now, it just doesn't do it under normal
>every day use like it did with the original SIMMs.

BTW My MSTE had this shift problem as well. Cured by replacing the shifter chip apparently.

Only showed up under MINIX and parts of HiSoft MonST.

Roland.

@CiX

1483. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 03:08:53 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Jan22.030853.27728@mnemosyne.cs.du.edu>
Source record: 194587

Personally I use a Cobra MK1 with class 3 mil drive and three shields along
with 1MW laser and cooler. I prefer 1MW because I can keep it permanently on.
You can also dump radiocatives safely (as long as you are not near a station).
Also the prices in disputed systems are rather high; only problem is
if you need the money you may not have good enough weapons, if you have good
enough weapons then you probably don't need the money ...
Has anyone seen anything 'secret' or odd devices available yet ? I'm
only up to competent+seargeant-major (at which point the military offer you
assassination missions), so perhaps that's still to come.
Steve.

1484. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 03:22:45 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2hq665$157@cxc1.cl.msu.edu>
Source record: 194586

Peter_Missel@m4.maus.de (Peter Missel) writes:

>>I use a 120Mb Maxtor on my ST (TOS 1.4 w/ 16MHz kit) via ICD's hardware,
>>and I get approximately 1200KB/s throughput according to ICD's RATEHD
>>program. I plugged the same drive into a Falcon using a SCSI<-
>>>Centronics
>>cable, and got barely more than 800KB/s throughput using the same
>>benchmark software.

>...which is because RateHD measures incorrectly on TTs and Falcons.

So what do you recommend in its place?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1485. Re: ATARIUSER

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 03:26:55 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2hq6dv$168@cxc1.cl.msu.edu>
Source record: 194588

jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:

> Is Atari User dead again?

Funny how the prodigal son can take $$$ for subscriptions to a magazine
that's not being printed, yet when the people at AIM were accused of
the same thing, all hell broke loose...

Where's the outcry???
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1486. Re: Moron of the Week

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 03:38:28 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2hq73k$17g@cxc1.cl.msu.edu>
Source record: 194589

ewj8218@u.cc.utah.edu (Eric Jolley) writes:

>My Nomination for Moron of the Week:

>Dennis Lynch of the Chicago Tribune, in his article on WCES, yesterday,
>the 20th.

....

>In all fairness to Mr. Lynch, he did say he'd be reviewing the Jag in
>detail later. We'll see how that review turns out.

Are you sure you WANT this moron reviewing a Jag?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1487. Re: NVDI ^G problem

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 03:52:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK0IrC.H66@cix.compulink.co.uk>
Source record: 194591

In message <sourada.759179288@vincent2.iastate.edu>, sourada@iastate.edu said:
>
>Strange problem with NVDI here: whenever a ^G gets printed, either a bit
>of garbage is put on the screen, or my system bombs.
>
>I've tried all kinds of configurations, and I've tried taking everything out
>of my AUTO folder except NVDI (and I don't use acc's...). I've also tried
>re-installing NVDI many times. It always insists on bombing on me.
>
>My system is an American 1040STe with 4M RAM, NVDI 2.5, ICD's hard drive
>driver, TOS 1.62.
>
>
>Anyone have any ideas?

This is a well known NVDI bug. The only solution is to relace the
bell sound with a sampkle, or possible turn it off.

You should mail wilfried_behne@h.maus.de (the author) and
complain.

Ofir ogal@cix.compulink.co.uk

1488. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 05:07:02 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2hqc9m$nmq@terminator.rs.itd.umich.edu>
Source record: 194592
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 58456 Jan 16 14:17 ./Magazines/Str/str1002.lzh
lrwxr-xr-x lenn 23 Jan 17 16:38 ./Utilities/sysinfo.zip -> ../Telecomm/sysinfo.zip
-rw-r--r-- weiner 6506 Jan 17 16:40 ./Telecomm/0index
-rw-r--r-- lenn 42496 Jan 17 16:37 ./Telecomm/sysinfo.zip
-rw-r--r-- lenn 17113 Jan 18 13:56 ./Games/0index
-rw-r--r-- lenn 372608 Jan 18 13:42 ./Games/towers_1.zip
-rw-r--r-- lenn 472576 Jan 18 13:43 ./Games/towers_2.zip
-rw-r--r-- lenn 54272 Jan 18 13:43 ./Games/towrptch.zip
-rw-r--r-- lenn 62233 Jan 18 02:06 ./Utilities/Warp9stuff/movie11.lzh
-rw-r--r-- lenn 81698 Jan 18 01:57 ./Telecomm/m_qwk118.lzh
-rw-r--r-- weiner 6500 Jan 18 02:01 ./Telecomm/0index
-rw-r--r-- lenn 17178 Jan 19 09:16 ./Games/0index
-rw-r--r-- weiner 633671 Jan 19 09:15 ./Games/nh313txt.zoo
-rw-r--r-- lenn 104832 Jan 19 09:27 ./Telecomm/flash22d.lzh
-rw-r--r-- weiner 6659 Jan 19 18:43 ./Telecomm/0index
-rw-rw-rw- lenn 84992 Jan 19 18:39 ./Telecomm/hsmoda02.lzh
-rw-rw-r-- entropy 23153 Jan 21 12:53 ./Utilities/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1489. Re: apple suits (was Problem with AES)

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 08:08:19 UTC
From: steve-j@teleport.com
Message-ID: <2hqmtj$571@kelly.teleport.com>
Source record: 194472

Actually, Apple Records DID take Apple Computer back to court after Apple released MIDI Manager. They ended up settling out of court for several millions of dollars. Apple Computer thought their litigation insurance would pay for it, but the insurance company wouldn't pay for it because the policy doesn't pay for out-of-court settlements. So what did Apple Computer do? Well, last I heard, they were THINKING about suing their insurance company (big surprise, huh? <grin>), but I don't know if they did.

--
Steve Johnson	"We treated Earth like it was dirt"
Email: steve-j@genie.geis.com	
or steve-j@teleport.com	-- Andy Partridge

1490. Re: Help with Falcon Palette!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 08:11:57 UTC
From: steve-j@teleport.com
Message-ID: <2hqn4d$5tr@kelly.teleport.com>
Source record: 194471

What's the best source of info? I'd say The Atari Compendium.

--
Steve Johnson	"We treated Earth like it was dirt"
Email: steve-j@genie.geis.com	
or steve-j@teleport.com	-- Andy Partridge

1491. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 08:16:22 UTC
From: steve-j@teleport.com
Message-ID: <2hqncm$6hq@kelly.teleport.com>
Source record: 194470

You should check with whomever distributes ICD products in the U.K. In the U.S., ICD will also send updates via mail (for a small fee).

--
Steve Johnson	"We treated Earth like it was dirt"
Email: steve-j@genie.geis.com	
or steve-j@teleport.com	-- Andy Partridge

1492. Re: NVDI ^G problem

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 08:50:36 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jan22.095036.855@cathy.ijs.si>
Source record: 194501

In article <sourada.759179288@vincent2.iastate.edu>,
Steven D Ourada <sourada@iastate.edu> wrote:
>Strange problem with NVDI here: whenever a ^G gets printed, either a bit
>of garbage is put on the screen, or my system bombs.
What exactly do you mean when you say printed? If you are writing a program
and it uses v_gtext, be aware that that function plots _all_ ASCII codes
without interpreting them, not just ^G.

If you mean something else, this is the first time I'd heard of anything like
that.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1493. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 09:33:07 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jan22.103307.856@cathy.ijs.si>
Source record: 194502

In article <1994Jan21.142046.14376@unix.brighton.ac.uk>,
Allanon <mm68@unix.brighton.ac.uk> wrote:
>I have the stuck in spacestation syndrome every so often, and I only have
>the standard falcon you start with. I run it on a Falcon030,and it happens
>only once in while, but itsdamn annoying, and I have no new equipment either.
>
>Pads
>
A friend of mine has Frontier (I can't afford it right now) and here are a few
tips from him:
Stuck in the spacestation syndrome: when you have just changed drives (or ships)
and the doors of the station open, and you just sit there: You have probably run
out of internal fuel. Activate the autopilot, (with the current SS) selected,
and it should land you again.

Auto-refuler is notoriously unreliable. Instead of refuling when you have space
for fuel, it refuels when you run out. If you calculated the jump exactly,
to have more space for cargo, you will get a nasty surprise when in the middle
of breaking to land in the next system, you get the message "Internal fuel
tank empty" and the autorefuler doesn't work, because you don't have any fuel
left on board anymore.

Here is his receipe for refueling from a gass giant. Get the fuel scoop and
cargo scoop conversion. Select autopilot for the neares gas-giant (this is
not allways the outermost gas giant). Activate autopilot. When autopilot
reports "Arriwed in vincinity of target", change the view to look back,
rotat the ship until you see the planet in your sights, switch to manual
controll and select a speed between mach 10 and % (5000-10000 kmh). The scoops
will activate when you reach ALT 0 (THIS IS ABOVE the normal 50km atmosphere
count). Fill your tanks, including internal. When you are full, blast off
at max power and decent time rate.

(Does it show I hand around his place a lot lately?)
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1494. Re: Where is Utopos v 1.5 ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 10:20:25 UTC
From: rtla@network.cc.jyu.fi
Message-ID: <2hqul9$q40@tukki.cc.jyu.fi>
Source record: 194506

R.A.Barnett (rab2@ukc.ac.uk) wrote:

: I recently saw that there was a new shareware version of Utopos, but I can't
: remember where. Can anyone help me please?

Jeah. This superb geme from finland (cool...) can be found almost every
ftp sites (well), for example:

atari.archive.umich.edu
ftp.uni-paderborn.de
ftp.germay.eu.net
ftp.funet.fi

Search headlines like "ste" or "games" etc.

Ricu

1495. Re: Mah Jong

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 10:23:46 UTC
From: rtla@network.cc.jyu.fi
Message-ID: <2hquri$q83@tukki.cc.jyu.fi>
Source record: 194507

Sepulturiad Soldier (smiller@volta.elee.calpoly.edu) wrote:
: Could someone point me in the right direction to a Mah Jong or similar
: game on any of the ftp sites?

: Email preferred, but post here if ya want I guess.

Well, I just find it from

ftp.uni-paderborn.de /atari/games/mahjong.lzh

Ricu

1496. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 11:03:04 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2hr158$rpp@golem.wcc.govt.nz>
Source record: 194508

In article <CJyJHD.JC@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <1994Jan20.210544.29397@beaver.cs.washington.edu>,
sdenman@wolf.cs.washington.edu said:
>>
>>Damn....
>>
>>Anyone that has a copy, please send it to me so I can trace from whom it came.
>>
>>Remember, this is VERSION 3.0, Versions 2.6 and below are Shareware, and these
>>are OK to have on your BBS.

>Ofir ogal@cix.compulink.co.uk

I do think this is a bit point less, it was sent all over the world by
a well known Atari man via Z-Net and other Network feeds, Fido etc..

There is little point in shutting the gate after you have let the horses
out...

The same happened to Ataries Check Disk 3 that was posted on GEnie, that ended
up all over the world and is still on many Archive sites...

The point is never give software away to people you can't trust....

Mind you I have had people come into my house and copy software behind my
back..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1497. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 11:15:16 UTC
From: walra@moacs11
Message-ID: <2rgvqkbgl3y@moacs11>
Source record: 194516

In <GJ9KB86R@isys-hh.hanse.de>, Edmund Ramm wrote:

> And am I suspecting rightly that most of those opposing a TT group don't
> have one?

I can only speak for myself: I have a TT and oppose to a seperate TT group.

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

1498. Farbmalprogramm f&#65533;r Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 11:26:42 UTC
From: Thomas@sandra.sh.sub.org
Message-ID: <Up-EAWLCDUW@sandra.sh.sub.org>
Source record: 194463

Ein "netter Mensch aus der nï¿½heren Umgebung" sucht fï¿½r seinen Sohn zum Geburtstag (in ca. 3 Wochen) ein Farbmalprogramm. Mir fï¿½llt nur Neochrome ein. Gab/gibt es da noch was anderes? Falls jemand direkt helfen mï¿½chte:

Herr Unger, Telefon 040-83 58 19 (Hamburg-Lurup)

Bye

--
Thomas Heier, neu hier im Netz, und immer noch auf der Suche nach Erleuchtung
Mausnetz: Thomas Heier @ HH2.maus.de
-- oder hier: Thomas@sandra.sh.sub.org --
UPoint News-Signature
Telefon +49 40 83 93 10 01 (Anrufknecht) bzw. 83 93 10 02 (ohne A.)
-- Telefax +49 40 83 93 10 07 --

1499. FLASH II BETA TESTERS

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 11:55:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2hr483$s42@golem.wcc.govt.nz>
Source record: 194511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi some time back a chap reported to me that he was a Beta tester
for Flash II..

Please can you E-Mail me as I have a Zmodem error to report....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1500. STE<->STE Network?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 12:15:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d4118ec@troed.ct.se>
Source record: 194527

Is there a fast network available for an STE<->STE setup?

(One machine being 16Mhz/Cache, connected to several harddrives, 4Mb RAM ....
the other one a normal 1040STE, 1Mb RAM)

If so, what's the fastest transfer speed?

Costs?

Available from where?

Using: MIDI, Cartridge, DMA, Floppycable .. what?

Running in the background - without disturbing serialtransfers?

```
+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1501. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 12:16:12 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2hr5ec$3mr@nz12.rz.uni-karlsruhe.de>
Source record: 194509

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: In a message of 20 Jan 94 13:20:08, Laurent Chemla wrote:

: LC> We have been using Linux for more than one year now (since 0.97 is out),
: LC> and I personnaly asked from time to time if someone was working on an
: LC> Atari
: LC> version, but I nerver got any answer :-(

: Ever since people started to talk about Linux being done on other computers,
: I've heard that the Amiga version was "soon ready", and that the TT (notice
: TT!) version was about 3 weeks behind .... is this really only a rumour?

: (I hope they mean 030/PMMU with "TT", I want it on my Falcon!)

I don't really know, but as I said before, the only developement
I have seen in the 680x0 Linux mailing list is for the amiga...
That doesn't mean that there isn't any work for the ataris going
on (although I doubt anyone is porting it), maybe somewhere
someone is doing it. Or is it just a matter of waiting for
the amiga version to come out, and then just port all the
machine dependent devices??

+---+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+---`----------+

1502. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 12:27:23 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2hr63b$3mr@nz12.rz.uni-karlsruhe.de>
Source record: 194510

Jason Baker (llunch@knuth.cba.csuohio.edu) wrote:

: I have an st so for me this discusion is completely
: hypothetical. What is so great about linux!? I know very little
: about this, but it seems like it would be a lot easier to port BSD,
: and more useful to port mach. Perhaps mach + mint .95 would allow you
: to have good tos emulation from within unix. Why is it that every few
: months I see a thread about porting linux, but I have never seen a
: thread about porting other unix-like systems? Is linux faster than
: the others? Is it more stable? Is it better (or more often)
: actualized? What does "It's FREE and often actualized" mean exactly?
: What are linux's advantadges over bsd-386 mach386 and hurd on pcs?
: In short, why linux?

It's FREE, kind of PD with some copyrights by Linus...
It works fast and is reliable (to an extent...version 1.0 is still
not out)
Lots of people freely porting aplications for it... it's a
net group work, no big company behind it just thinking of
getting the bucks of our pouches, just good programmers.
I think it's great.

If you need more info go ask in the linux groups, they can
surely help you more than I can...

--
+---+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+---`----------+

1503. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 14:26:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3O22MHBu9R2@semprini.waterloo-rdp.on.ca>
Source record: 194531

In <16JAN199409420800@pavo.concordia.ca>, Marty writes:
> Hi! Since you own GENEVA and seem to know how to use it, maybe
> you'll be able to help me out. Do you know how to multitask programs?
> For, to sum up my case, I primarily got GENEVA because I do a lot of
> disk compressing (w/ Jampack) and file-archiving (w/ StZip). But once
> these programs initiate their compression routine, I can't switch
> applications anymore! >.... Pretty annoying when you wanna perform
> multitasking..

Geneva's "multitasking" is much like Windows' "multitasking"... it can
only switch between processes when they make a call to the AES.
Compressors won't make many calls to the AES... the only ones will be
when they update their little display... and then it's back to hogging
the system. If you want real multitasking, you have to use MiNT.

By all accounts Geneva will support MiNT some day.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1504. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 14:34:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FMTa8x&5feo@semprini.waterloo-rdp.on.ca>
Source record: 194532

In <2her4u$sqh@nz12.rz.uni-karlsruhe.de>, Hermann Samso writes:
> I have been lurking the 680x0 Linux mailing list for quite a while hoping
> there would some linux developement for the atari computers going on...
> as I haven't seen any, I am asking here if there is any group of people
> interested in porting Linux for the TT and Falcon... Wouldn't it be nice
> to have a real Unix in your Falcon?

I don't think it would be. *Painful* probably, but I doubt it'd be
"nice"... X would CRAWL in 15-bit colour on the Falcon (essentially the
same speed as a '385sx/20... ow! _Windoze_ is too painful on such a
machine!)

It might be more reasonble on a TT, but not much.

I think we need to face it. If you want to run Linux, a '486 is your
best bet. :-\

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1505. Re: Where is Utopos v 1.5 ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 14:42:32 UTC
From: paetau@mits.mdata.fi
Message-ID: <2hre0o$aat@mits.mdata.fi>
Source record: 194512

In article <4527@raven.ukc.ac.uk>, R.A.Barnett <rab2@ukc.ac.uk> wrote:

>I recently saw that there was a new shareware version of Utopos, but I can't
>remember where. Can anyone help me please?

The newest version should be 1.50, and I think it is at least at
atari.archive.umich.edu, by the name utopus15.zip in atari/Games/.

Talking about atari.archive, I just tried ftp:ing there, and
everything went fine until it asked for the password. I gave my e-mail
address, and it said something like "Can't set guest privileges" and
didn't let me do anything. Has anybody else had these problems?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

1506. Re: Falcon SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 14:47:53 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jan22.154754.859@cathy.ijs.si>
Source record: 194515

In article <CJy13B.5GF@cpsc.ucalgary.ca>,
Peter Yan <yan@cpsc.ucalgary.ca> wrote:
>My set up is a Falcon TOS 4.04, ICD 6.23 non pro driver, and Quantum LPS240.

Are you sure about that? AFAIK non-pro drivers only work if you have
an ICD ACSI->SCSI converter connected to your machine. You can't do that
with a Falcon.

Unless you have a hacked version of ICD drivers. In which case, serves
right.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1507. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 14:48:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.JkWsjWKxdp6@semprini.waterloo-rdp.on.ca>
Source record: 194533

In <2h9h2k$8pu@golem.wcc.govt.nz>, Steve Wells writes:
> What actually is the difference between pre-emptive multitasking and
> whatever it is Geneva/MTOS does!?

MultiTOS does pre-emptive multitasking because it uses MiNT as it's underlying operating system.

"Pre-emptive multitasking" means the system can interrupt a running process at any time; the multitasker (in our case, MiNT) knows when other programs need to run (or should be given a chance to run), and gives them a chance.

"Co-operative multitasking" means the system can only interrupt a running process at certain times. For example, the "multitasking" present in all STs (ACCs running with programs) can only switch processes when the currently running one is waiting for an evnt_multi() call (or evnt_keybd/evnt_timer/etc). If I understand Geneva correctly, it can switch processes any time one of them makes an AES call (since it replaces the AES)... TOS programs running in the Geneva TOS runner program can be switched when they're waiting for keyboard input, but only then.

The biggest win for pre-emptive multitasking (such as found on the Amiga, any Atari with MiNT loaded, UNIX, OS/2, Windows NT) and co-operative multitasking (such as found on the Mac, and mostly under Windows) is that under a pre-emptive system, it's very hard for one program to hog the system... no matter how hogging a program is (ex, a ray-tracer that's running for days) other programs will always get a chance to run (usually called a "time slice"). On a co-operative system, it's _very_ easy for one program to hog the system, preventing other programs from running. An example of this would be trying to print under most Windows programs; nothing else gets a chance to run (which is incredibly annoying, even with small documents).

Most people are wise enough to see the benefits of pre-emptive multitasking. Those people that claim to not need it (or to not want it!) have probably never used a system that had it, so they don't know what they're missing.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1508. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 14:52:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MnJnMpyRfkI@semprini.waterloo-rdp.on.ca>
Source record: 194534

In <CJnAn4.7nx@cix.compulink.co.uk>, "Roland Givan" writes:
> > I'm !_NOT_! advocating that someone post publicly, for mass
> >consumption... the bins... but it would be nice if they were available on
> >a - I tried days worth of effort but couldn't figure it out - request.
>
> I know what you mean. I had to compile 1.04 myself and it took a lot of
> effort. I'm stuck on 1.08. I can compile a MiNT kernel, but not an MTOS
> kernel.

Uh, putting:

INIT=c:\multitos\gem.sys

in your mint.cnf turns your MiNT kernel into a MultiTOS kernel.
Remember to substitute the real path on your system for "c:\multitos\".

Doesn't it?

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1509. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 15:00:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.k4BBb6Jn&ls@semprini.waterloo-rdp.on.ca>
Source record: 194535

In <2hesr7INNt1l@rs1.rrz.Uni-Koeln.DE>, Jan T. Kim writes:
> Replacing 'st' with 'tos' in the newsgroup names may be
> appropriate, as this would indicate more clearly that the groups
> are for all Atari computers running under TOS, not only STs. But
> it would not help with focussing on different issues. I'd like to
> see the Atari groups organized a bit like those on other systems,
> e.g.:
>
> comp.sys.atari.announce
> comp.sys.atari.tos
> comp.sys.atari.tos.applications
> comp.sys.atari.tos.programmer
> comp.sys.atari.tos.tech

On a _very_ busy day, I see ~100 new messages in comp.sys.atari.st; I
bet if you did an official RFD/CFV cycle, you wouldn't get enough votes
to re-organise the hierarchy. There are just too few Atari users these
days...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1510. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 15:03:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lFFr5&gNB_6@semprini.waterloo-rdp.on.ca>
Source record: 194536

In <1994Jan17.223923.25896@alw.nih.gov>, Rick Venable writes:
> Well, maybe someone was looking for an OS with pre-emptive multitasking; or
> maybe just a good command line shell. I've found Gulam isn't bad when I just
> want a Unix-like command line, but it depends on uEmacs a little too much for
> my tastes. Is there a better command line shell for TOS, of the 'csh' flavor?

Mupfel (part of the Gemini 1.xx distribution) might be what you're
looking for... I haven't checked out the new Gemini yet, so I'm not
sure how well it works under plain TOS.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1511. Re: Will PC FAX Software work on an ST with PC Ditto?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 15:06:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.aGnh1y69OVg@semprini.waterloo-rdp.on.ca>
Source record: 194537

In <9939Fc1w165w@sys6626.bison.mb.ca>, John Perry writes:
> I'm having trouble finding suitable FAX software for my ST. Can anyone
> tell me if any of those PC FAX programs will work on a Mega STe running
> PC Ditto?

Not likely, due to the amazing slowness of PC-Ditto... On a regular ST
it emulates a 0.3Mhz 8088 (or was that 80286?)... if you were very
lucky, it'd emulate a 0.6Mhz <whatever> on your MegaSTe; I doubt that's
fast enough to feed _any_ FAXmdoem enough data to keep the transmission
going.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1512. Re: NVDI ^G problem

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 15:09:50 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAWODCVV@zaphot.abg.sub.org>
Source record: 194461

In <sourada.759179288@vincent2.iastate.edu> Steven D Ourada wrote :

>Strange problem with NVDI here: whenever a ^G gets printed, either a bit
>of garbage is put on the screen, or my system bombs.
>
>I've tried all kinds of configurations, and I've tried taking everything out
>of my AUTO folder except NVDI (and I don't use acc's...). I've also tried
>re-installing NVDI many times. It always insists on bombing on me.
>
>My system is an American 1040STe with 4M RAM, NVDI 2.5, ICD's hard drive
>driver, TOS 1.62.
>
>
>Anyone have any ideas?
>
> Thanks,
> Steven
>--
>take it leave it Steven Ourada --- sourada@iastate.edu

I had this problem as well - it fixed by replacing the TOS, i use TOS 2.06
now and had never problems.

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

1513. Falcon keyboard problems...

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 15:12:45 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1994Jan22.151245.28976@infodev.cam.ac.uk>
Source record: 194513

My Falcon is having a slight problem at the moment...

The keyboard is only half working.
The keys from escape to about 6,t,g,v work ok. Everything past that produces random characters or nothing at all. I had a similar problem on my ST when the other half of the keyboard stopped working completely. I never did work out why, it just went back to normal again.

So, if anyone has any ideas please e-mail me!

BTW another thing (or two) I have noticed is that the first few times I changed video mode to ST compatible I had the ST modes ok and also TT modes greyed out. Now it has gone.
The last thing is occassionally when I reboot the first screen where the fugi symbol appears is in a unusual rez. A few reboots later it goes back to normal.

I have tried resetting the NVRAM, switching the machine off for days, in fact, just about everything I can think off.

Help!
Phil
(E-mail pd@mbuc.bio.cam.ac.uk)

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

1514. Re: Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 15:41:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A64340@M4.maus.de>
Source record: 194486

WRW>What is the current version of Deskpic? Under what name do I find it?

You can ask the author himself:

Norbert_Marschalleck@b.maus.de

regards, Jimmy

1515. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 16:20:02 UTC
From: avg@cwi.nl
Message-ID: <CK1HDF.1uF@cwi.nl>
Source record: 194517

dk3uz@isys-hh.hanse.de (Edmund Ramm) writes:

> What about comp.sys.atari.mint.* ? Who's still running plain TOS, and
>if so, why?

Those who bought a TT to get TT performance! Do you consider MiNT a
feasible system? It's dead slow and very insecure.

> And am I suspecting rightly that most of those opposing a TT group don't
>have one?

I've got a TT and like to think of it just as a quick ST, i.e. a -tos-
machine. Hence the proposal to change the name of the groups to
.tos. instead of *.st.*, all similar to the way one would look at
other operating systems: macintosh people are not thinking about
different groups for their quadras, are they? MS-DOS people don't have
groups XT, AT, 386, 486 and Pentium, they've got comp.*.msdos.*, so we
should have comp.*.tos.*!

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

1516. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 16:23:37 UTC
From: avg@cwi.nl
Message-ID: <CK1HJD.1wo@cwi.nl>
Source record: 194518

dimasi@ssd.comm.mot.com (Nick Dimasi) writes:

>[we now return you to our regularly scheduled program: Atari ST discussions]

If the name of this group were comp.sys.tos a discussion of the
Medusa systems could not be objected to. And I don't see what your
problem with these discussions is.

We could have two groups, one named comp.sys.tos and the other
alt.history.atari.520 ...

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

1517. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 16:26:48 UTC
From: avg@cwi.nl
Message-ID: <CK1Hoo.1yI@cwi.nl>
Source record: 194519

lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:

>Actually, I heard some time ago that Apple (records) started an action
>against Apple (computer) because they didn't like Apple selling CD-ROM
>drives. They argued that it constituted "musical business" (because they
>also shipped software to play music CDs in the CD-ROM).

>Never heard anything more, though.

Probably because Apple (records) were scared of the size and experience
of Apple (computer)'s dedicated 'sueing department'. (From what I hear
every now and then, at least half of Apple (computer)'s time should
go into sueing other manufacturers).

--
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1518. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 16:28:44 UTC
From: avg@cwi.nl
Message-ID: <CK1Hrw.1zF@cwi.nl>
Source record: 194520

>I am writing (or trying to) write a GEM application on my 1040 ST,
>but i have encountered this annoying little problem which has me stymied.
>This is what happens: Everytime i send more than, say, 5 or 6 messages to
>some application (mostly mine), counting succesive REDRAW messages as 1
>(because the AES packs these together automatically), without issuing an
>EVENT_MULTI or the like, my ST hangs.

Talking to yourself is fine, but it shouldn't get out of hand.

--
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1519. Re: Moron of the Week

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 16:32:36 UTC
From: avg@cwi.nl
Message-ID: <CK1HyC.227@cwi.nl>
Source record: 194521

ewj8218@u.cc.utah.edu (Eric Jolley) writes:

>My Nomination for Moron of the Week:

>Dennis Lynch of the Chicago Tribune, in his article on WCES, yesterday,
>the 20th.

> "Another new machine making noise was the Atari Jaguar, a 64-bit cartridge
>game system that is on sale on San Francisco and New York but that won't hit
>Chicago shelves until next month. It will retail for about $200. We'll review
>this system, which soon will have a CD-ROM attachment, in depth in February.

> But the dark-horse surprise of the show was the Amiga CD32. This system has

:-)

Perhaps not a moron. How much do you think Commodore paid him or
his editor for this?

--
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1520. Re: Help with Falcon Palette!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 16:36:54 UTC
From: avg@cwi.nl
Message-ID: <CK1I5I.22y@cwi.nl>
Source record: 194522

anamr@cats.ucsc.edu (Ana M Rodriguez) writes:

>Help!! I need help with setting the color palette in 640 x 400 16 color
>mode!! The standard XBIOS calls don't work in this Falcon mode.
>What calls are needed to change palette colors on the Falcon when
>not in compatablity mode? XBIOS (7) Setcolor has no effect!!

Use the VDI call vs_color. If you are doing other thing than plain
drawing, such as copying pieces of graphics, you'll have to get colour
conversion tables to know the right VDI colour indicies. But as long as
it's only 16 colours, you can get them from any book on the ST.

Info on how to manufacture a colour conversion table can be found in one
of the 1992 issues of the German magazine ST Computer.

--
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1521. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 16:49:02 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CK1Ipr.r9@brunel.ac.uk>
Source record: 194523

Marc Bouron (bouronm@uproar.enet.dec.com) wrote:

: In article <2hm895$u0@cismsun.univ-lyon1.fr>, Patrice.Lacouture@aedi.insa-lyon.fr
(Patrice.Lacouture) writes...
: >>Floppyshop usually have the latest version however they only have version
: >>6.06 which is what I have.
: >>
: >>Are there any FTP sites which hold the software?
: >>
: >
: >Distributing ICD Utilities via anonymous FTP (or via anything else) is NOT
: >allowed... Ask ICD why...
: >
: >Patrice LACOUTURE

: OK, I've followed this thread for a while, mainly because I asked a
: similar question a while back. If ICD don't allow their software to
: be obtained on the Internet via anonymous ftp, and I cannot get to
: their BBS or GEnie (I'm in the UK and without a modem), then is it
: acceptable for me to say "will some kind individual with this software
: send me a copy please"?

: If so, then "will some kind individual with this software send me a
: copy please?" (I'm asking because when I went to TOS 1.06, my
: desktop.acc complained that it wouldn't run with this version of TOS.)

: Cheers,

What exactly is the latest version of the utilities?

Gareth Blades

ee90grb@brunel.ac.uk

Key also available via finger.

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQBNAi09zUgAAAECAKlAG+f0RQZRecARC0PDrfxRUDZGqqX7PdNCA9rqgF1xFWCO
6UdnnEhXSLe2p4t6nk4kIK5m76LvK40eYrWjFAUABRG0JEdhcmV0aCBCbGFkZXMg
PGVlOTBncmJAYnJ1bmVsLmFjLnVrPg==
=cwDj
-----END PGP PUBLIC KEY BLOCK-----
--

Gareth Blades

ee90grb@brunel.ac.uk

1522. Re: Higher Rs232 Speed on ST (Was Re: max modem s

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 16:58:12 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAWQFBUQ@zaphot.abg.sub.org>
Source record: 194462

Some people asked me to post the document for the "hardware-patch" to
get 38400 bps. Because it consits of two text-files and two graphic-files
i did compress it using LHarc. The name of the file is 38400BPS.LZH.
There are four files in the archive:

38400BPS.IMG ... wiring diagram, GEM-IMG-format
38400BPS.PI3 ... wiring diagram, Degas Elite-format
38400BPS.TXT ... documentation, german language
38400BPS.ENG ... most important parts of the documentation in
english language

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

1523. Re: LASERDEMO

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 17:17:42 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <759259062.8200@minster.york.ac.uk>
Source record: 194454

In article <2hjeev$8g3@lily.csv.warwick.ac.uk>,
Mr P M Donovan <csulw@csv.warwick.ac.uk> wrote:
>In article <CJu7sx.vG@brunel.ac.uk>,
> ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
>>Does anybody know how to uncompress the laserdemo.tos.z file for the Falcon in
>>src.doc.ac.ic.uk? It isn't in standard unix compress format, I've already tried
>>to do it this way. I would be grateful if anyone could help.
>>
>> Jon.
>>
>I've had exactly the same problem. It doesn't uncompress on PC compress
>either. Screenshots look good, so I'm a bit annoyed!
>
> Paul
>

I would reccomend that you use Gnu zip instead of the Unix compress utility.

This can be found on atari.archive.umich.edu in
/atari/Gnustuff/Tos/Othergnu/gzip107st.zoo

If you have a TT or Falcon, you can use gzip107tt.zoo

AE.

1524. Re: Interphase

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 17:37:38 UTC
From: walra@moacs11
Message-ID: <tfqcelfe0lk@moacs11>
Source record: 194526
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CK189E.9MC@world.std.com>, Lexicor Software Corporation wrote:

> You mean the resource editor Interface? Version 2.0, I think that product
> is being sold via some German Distributors, maybe you should ask in maus

SHIFT GmbH
Kompagniestrasse 13
D-2390 Flensburg

tel +49 461 22828
fax +49 461 17050

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

1525. Re: ST Magazines (was Re: Questions About

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 17:38:48 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCK1L0o.2IG@netcom.com>
Source record: 194524

In article <1994Jan20.171641.798@newshost.lanl.gov> you write:
>
>Ed, from your post it sounds to me like there is more at work here than
>just your disdain for "sloppy editing" and "wrong information." Did Joe
>Waters kick your dog or something? :)

No, he didn't, and there isn't more at work here. I've never talked to the guy nor have I ever met him.

He puts out a magazine and his name is all over his work. He *is* Current Notes. Am I not allowed to critique his work? People critique mine all the time and the "only" thing I do is write; I don't even do the editing or publishing.

>But let's be realistic here... First of all, CN started life as a user
>group newsletter or more correctly, a newsletter for a consortium of
>Washington D.C. area Atari user groups. In the many years it has been
>around, CN has grown to become a separate, commercial enterprise yet it
>still retains much of it's user group heritage (good and bad).

I know it used to be a user group magazine. And I suppose that since it has that background, I'm supposed to expect less from it? Funny, Joe Waters doesn't think any less of my subscription money. Interesting how that works.

I'm not the only one who thinks that CN needs improvements.

>Most of the articles in CN are written by users. If they don't like a
>piece of hardware or software, they make it very clear and, in my
>experience, very little editorial excising is used. They don't sway to
>their advertisers.

I think there are some BIG misconceptions about Atari magazines.

I've written for almost every domestic Atari magazine out there: Atari Explorer, Atari User, Atari Advantage, Z*Net, Atari Explorer Online, and even STReport -- there are probably a couple of others, but I can't remember them right now.

I don't understand this "sway to their advertisers" bit. All the reviewers get a software or hardware product either from the editor or they buy it themselves, and they write what they think about it. The advertisers have nothing to do with it. The editor doesn't say, "Well, Company A gave us $5.00 this month for advertising. That's the most we got in a long time from any advertiser. Please make your review very positive and flowery." Sorry, but that doesn't happen. I'd write a review for Z*Net, AEO, or STR in the same manner that I'd write it for any of the

subscription, paper magazines.

It goes like this: no one likes to review a sh*tty piece of software. If we know something is really going to suck, why write about it? Everyone else probably knows it sucks too, and writers' valuable time can be spent writing about something else. If the product has been talked about a lot before it's released and we know it's bad, we'd review it because it's popular, and I don't think any reviewer would give it a positive review. It doesn't look good for the reviewer for one thing -- if he likes it, and everyone else hates it.

And you say CN articles are written by users. So, what am I?
Chopped liver?

Everyone who writes ST reviews is a user. What else could they be? No one writes ST reviews for a living.

>Unlike other magazines, CN lives up to the 'Current' aspect of its name.
>They do not suffer with long lead times as other Atari magazines have
>and still do.

Maybe if their lead time was a little longer, they could put out a better product.

>Each to their own, Ed. :)

Yup. You got it. :-)

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1526. Re: MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 18:08:50 UTC
From: vij@vnet.ibm.com
Message-ID: <2hrq3i$12jg@tornews.torolab.ibm.com>
Source record: 194348

In <1994Jan21.105159.16650@acri.fr>, lonsdale@acri.fr (Andrew Lonsdale) writes:
>
>I have just bought a Mega STE with TOS2.5.
>It seems to be causing me some problems.
>Is this equivalent to TOS2.05?
>How can I get an upgrade to TOS 2.06.
>Are there any other problems I should know about?
>Are there any other solutions?
>
>Thanks
>Andrew
>

What problems are you having?

I upgraded to TOS 2.06 using ROMS from a Codehead package.
I'll post details if I can dig them up at home...

VIJ...

1527. Atari Equipment For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 18:36:20 UTC
From: basil@eniac.seas.upenn.edu
Message-ID: <2hrrn4$8l3@netnews.upenn.edu>
Source record: 194525

FOR SALE: (shipping not included)

Atari 1040 ST $175
Atari Mega 2 ST (w/ 4 Meg Ram, Applications listed below) $300
Atari SM124 Monochrome monitor $175
SC1224 Color monitor $200
ICD 85 Meg Hard Drive (not working, could be fixable) $120 (price of
host adaptor
case, etc)
Spectre GCR w/ROMS (lets you run famous Mac programs including
Illustrator, Word, and Excel) $200
Disk Software (most with original boxes):
Games (Get them all if you buy color monitor for $200 extra)

Populous/Simcity $25
Populous (extra copy) $20
Populous II $25
Powermonger $25
Speedball $25
Dungeon Master $20
Chaos Strikes Back $20
Ultima V $30
Ultima VI $30
MidiMaze $ 7

Applications (included with Mega 2ST bundle)

WordFlair II
Neodesk 3.1
Flash 1.6
EditTrack II MIDI sequencer
Ludwig (algorithmic composer)
Dr. T's Tiger Cub & M1 editor/librarian
Laser C w/ 3 COMPUTE Programming Books
Microsoft Write
Timeworks DTP

Contact Brian Stokes, basil@eniac.seas.upenn.edu

1528. HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 18:37:10 UTC
From: vij@vnet.ibm.com
Message-ID: <2hrrom$12kh@tornews.torolab.ibm.com>
Source record: 194349
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

I've got some questions regarding the usage of
Atari's hard disk drivers and their features...

Some background: I've got a Mega STE with TOS 2.06
and am currently using ADHI 5.00 and HDX 5.00
I've recently downloaded HDX 503C, HDX 504,
ADHI 605C, AHDI 606, and ADHI 6061.

I'd REALLY appreciate ANY answers to the following
questions. I know that there are others out there
with similar questions too...

1) What is the "best" ADHI and HDX to be using?
Are there any versions to stay away from?

2) I assume it's ok to use the latest HDX with
my MSTE, but how about AHDI? In one of the
readme files, they mention the Falcon but not
the MSTE. Is AHDI 6061 Mega STE friendly???

3) What are the differences between AHDI 606
and 6061??? (ie: was something in 606 broken).
There was no readme with AHDI 6061.

4) Assuming I'll move up to ADHI 6061 (or whatever),
how do I do it? Do I just use HINSTALL to
de-install the current driver and install the
new one? Do I need to reformat or anything,
or is it as easy as copying SHDRIVER.SYS to
by boot partition?

5) What's the relationship between SHDRIVER.RAW,
SHDRIVER.SYS, and AHDI.PRG? For a given version,
all three files are the same size. Are they
just renamed versions? It's my impression that
HINSTALL uses SHDRIVER.RAW to create a SHDRIVER.SYS.
I'm not sure what ADHI.PRG is used for...
The reason I ask is that AHDI 6061 just comes with
ADHI.PRG (ie: know SHDRIVER.RAW).

Thanks in advance to anyone who can help. I'm kinda
living on the edge 'cause I haven't backed up my
hard drive yet (I know, I know) and I don't want to
trash my drive when upgrading...

VIJ...

1529. Re: Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 18:52:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d4175da@troed.ct.se>
Source record: 194479

In a message of 21 Jan 94 16:53:04, John Hutchinson wrote:

JH> Geez... at least our old buddy Pete Sinclair used to reference his replies
JH> and didn't clog up the net with huge signatures. :) Maybe it's time to
JH> drag
JH> out the old KILL file? What do you say, Daron???
JH>
JH> -Hutch- @ Fair Dinkum Tech

John .. I must say that I find this ridicolous .. This is an anarchy, and many people would stop posting here if everyone started acting as cops here ... yes maybe we have to pay $10 more a year because of .sigs and excessive quoting, but it's up to US if we WANT net.access or not!

Daron has a big .sig, but he doesn't quote 100 lines of text ... that means that in the end he's not the worst one here ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1530. Re: Wanted: STFM power supply

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:05:05 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan22.190505.11233@bradford.ac.uk>
Source record: 194539

Now why would you want another power supply????
You didn't stick a screwdriver in it while it was still on and blow it up
did you?????

Tut tut.

1531. Re: Mah Jong

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:08:40 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan22.190840.6205@t.hfb.se>
Source record: 194528

In article 196623@zeus.aix.calpoly.edu, smiller@volta.elee.calpoly.edu (Sepulturiad Soldier) writes:
>Could someone point me in the right direction to a Mah Jong or similar
>game on any of the ftp sites?
>
Yep... Shanghai or Drachen is what you are looking for...
Shanghai works on my Falcon under Multi/normal TOS so it should work on a TT....

You can find it on:

sun.rz.tu-clausthal.de /pub/atari/games

>Email preferred, but post here if ya want I guess.
>
Yep... I post it here.... so everybody can enjoy shanghai!!!

>*steve
>
>ps gotta work on a TT tho.
>
---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

1532. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:12:25 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan22.191225.6309@t.hfb.se>
Source record: 194529

In article 157@cxc1.cl.msu.edu, molin@cxc1.cl.msu.edu (Michael Olin) writes:
>Peter_Missel@m4.maus.de (Peter Missel) writes:
>
>
>>...which is because RateHD measures incorrectly on TTs and Falcons.
>
>So what do you recommend in its place?

This question has been out for quite a long time now, and still no answer...

I think this is the third time I ask...

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

1533. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:15:32 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <759349814.0@mettav.royle>
Source record: 194407

On 16 Jan 94 at 00:55:23 (Mickey Boyd) wrote the following:

>> The serial port is easily upgraded, and according to the HSMOD1 and
>> HSMODA (by Harun Scheutzow (?sp)) documentation even an *8MHz* ST is
>> capable of flawlessly receiving data at 57600 bps. Or you might at
>> some point decide to upgrade to a Falcon or TT, which are capable of
>> handling 76800 bps (and probly more) without any hardware modification
>> or special drivers.
>
> Damn, does an English translation of the docs to this great program
> exist? Pumping up serial speed interests me a lot! Any volunteers?

HSMODA02 is out I believe and includes english documentation IIRC.

-Paul-

--
~=~=~=

1534. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:20:02 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <759349814.1@mettav.royle>
Source record: 194408

On 13 Jan 94 at 15:59:53 (Denesh Bhabuta) wrote the following:

> Talking to someone the other day, about CD ROM drives, and I was told
> that I would need a lot of hard disk space in the first place, to
> accomodate the CD rom. He told me that the contents of the CD ROM were
> first copied onto the hard
> disk, from where they would be read. Is this true, as I don't think
> this is the case. Anyone?

Your friend is talking BS, luckily. ;-)

I wouldn't fancy copying a 600mb CD-ROM onto hard disk. ;-)

Presuming you can get MetaDOS (Atari's CD-ROM driver s/w) to work then it just acts like a normal (but read only) drive, ie. you should be able to get a drive window with files, up on your desktop. That's how I understand it anyway.

IIRC there is a bug in the MetaDOS 2.0 drivers that prevents you from coping files over about 8k, unless you have an alternate copy program that reads in smaller chunks anyway. Not sure if 2.2 fixes this, I would hope so though.

-Paul-

--
~=~=~=

1535. test

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:26:07 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan22.192607.12111@bradford.ac.uk>
Source record: 194540

This is just a test 'cos I'm messing about with my newsreader

Thanks

1536. Re: Falcon SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:26:49 UTC
From: avg@cwi.nl
Message-ID: <CK1q0q.383@cwi.nl>
Source record: 194538

matija@sirius.ijs.si (Grabnar Matija) writes:

>In article <CJy13B.5GF@cpsc.ucalgary.ca>,
>Peter Yan <yan@cpsc.ucalgary.ca> wrote:
>>My set up is a Falcon TOS 4.04, ICD 6.23 non pro driver, and Quantum LPS240.

>Are you sure about that? AFAIK non-pro drivers only work if you have
>an ICD ACSI->SCSI converter connected to your machine. You can't do that
>with a Falcon.

>Unless you have a hacked version of ICD drivers. In which case, serves
>right.

If that's so, then a lot of people in Europe are using hacked-up versions
of the ICD software. AFAIK, virtually everybody uses the ICD software for
SCSI drives on TTs without the ACSI interface being involved.

--
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Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

1537. test

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:32:02 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan22.193202.12399@bradford.ac.uk>
Source record: 194541

argghhh I can't get this to work or can I?

1538. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:54:36 UTC
From: walra@moacs11
Message-ID: <vom5aqq6jxs@moacs11>
Source record: 194550

In <CK1HJD.1wo@cwi.nl>, A.V. Groenink wrote:

> dimasi@ssd.comm.mot.com (Nick Dimasi) writes:
> >[we now return you to our regularly scheduled program: Atari ST discussions]
>
> If the name of this group were comp.sys.tos a discussion of the
> Medusa systems could not be objected to. And I don't see what your
> problem with these discussions is.
>
> We could have two groups, one named comp.sys.tos

Why not comp.os.tos? (no smiley, serious question)

> and the other alt.history.atari.520 ...

:-))

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

1539. UK ST Magazine

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 19:55:26 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <759349814.2@mettav.royle>
Source record: 194409

[Although strictly speaking commercial advertisements aren't allowed on]
[UseNet I thought I'd post this as it may be of interest to readers...]

ST APPLICATIONS is a monthly magazine consisting of 60 well-produced A4 pages which is normally obtained through subscription. Each issue costs 2.50 UK pounds or 24 UK pounds a year (2 UK pounds each).

The editor is Paul Glover who runs the ST Club, one of the biggest ST PD libraries in the UK and well experienced in publishing software and books.

ST APPLICATIONS is the ONLY serious, well written magazine for the Atari range of computers in this country and well worth the money. All writers are freelance and Atari computer owners of some years experience. The ST, STE, TT and Falcon are all catered for.

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Nottingham NG2 7PP
England
Tel: +44-602-455250
Fax: +44-602-455305

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If at any time you wish to cancel a subscription, just write and the unused
portion of your subscription will be refunded by return of post.

-Paul-

--
~=~=~=

1540. Commodore 1084s Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 20:02:13 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan22.200213.13498@bradford.ac.uk>
Source record: 194542

I was recently at a computer show and there was on sale a 1084s monitor which I heard somewhere was a rebadged Phillips CM8833mkII monitor. I asked the guy whether it would work on my STE ok and he told me that it would work fine with the right cable. I bought it and went and got a cable for a phillips mk2 from another stall. When I got it home I found that the horizontal sync had gone so I got worried thinking I'd bought a dud monitor. However after buying a new cable it seemed to work fine. The cable I replaced it with was one for a mk1. I recently got hold of an amiga but I have bought two cables for this so far and the horizontal sync has gone on both of them. These two were both for a mk2 but I'm not sure if this makes any difference. Has anybody got any ideas?

Cheers

Paul

1541. Mono Monitor Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 20:04:12 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan22.200412.13594@bradford.ac.uk>
Source record: 194543

I want to buy a SM124 or SM125 if anyone has one for sale I'll pay decent money but it has to be in the UK and a proper atari monitor.

Cheers Paul

1542. Mono Monitor Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 20:06:32 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan22.200632.13728@bradford.ac.uk>
Source record: 194544

oops that last posting was from me Paul Booth not Dave Haider.

Thanks

Paul

1543. Colour Ansi?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 20:20:22 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan22.202022.14138@bradford.ac.uk>
Source record: 194545

Are there any programs that are able to display colour ansi graphics on my
1040STE?
I currently use Uniterm 2.0e but I don't think it supports colour ansi
only mono....
Also does connect now run ok in med res?

Cheers

Paul

1544. Re: Colour Ansi?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 20:21:59 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan22.202159.14219@bradford.ac.uk>
Source record: 194546

Dave Haider (P.A.Booth@bradford.ac.uk) wrote:

argggghhhh thats supposed to be Paul Booth sorry.

: Are there any programs that are able to display colour ansi graphics on my
: 1040STE?
: I currently use Uniterm 2.0e but I don't think it supports colour ansi
: only mono....
: Also does connect now run ok in med res?

: Cheers

: Paul

1545. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 20:39:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hs2t5$979@mailer.fsu.edu>
Source record: 194547

Gareth R Blades (ee90grb@brunel.ac.uk) wrote:
>
> What exactly is the latest version of the utilities?

I believe the latest version of the non-Pro software (that which one can download from the ICD BBS/Genie/Compuserve) is 6.2.3. The Pro version is up to 6.2.4, from what I understand.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1546. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 20:42:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hs32q$979@mailer.fsu.edu>
Source record: 194548

Arno Welzel (joey@zaphot.abg.sub.org) wrote:
>
> I found a little "hardware-patch" by Juergen Meyer to get 38400 baud
> on every ST/STE without any special chip - just a 74LS74, four wires to
> the MFP and a switch ... that's all !
> The only problem: You have to use the switch to choose manually between
> fixed 38400 and "normal" baud rates :-|

> But its _very_ cheap and works fine in my 1040STE (average speed is more
> than 3000 cps with a 14.400 baud/V.42bis modem :-)).

> Is anybody interested in this "patch" ? I can translate the document and
> post it here.

Yes, I am interested!!! Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1547. 16mHz Spectre on MegaSTE?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 20:50:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hs3ht$979@mailer.fsu.edu>
Source record: 194549

Just a quick question: Can one use Spectre GCR/128 on a MegaSTE in 16mHz mode? Also, another question: when in 16mHz mode, does everything run at that speed, or just the CPU (i.e. is it really twice as fast in all cases, or only with CPU intensive tasks)? Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1548. NVDI for $44

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 21:07:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hs4ie$979@mailer.fsu.edu>
Source record: 194451

I managed to order NVDI for $40 from Toad Computers (1-800-448-TOAD). Big thanks to all that took the time to inform me of this great deal (repeatedly :-). The version for sale at this price is NOT the latest version, but Toad informs me that the major change in the latest version is Falcon compatibility. The latest version sells for $89. They do have a few older ones left for $40. If you have an ST, STe, or TT it should work fine.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1549. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 21:10:26 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CK1utE.F14@cix.compulink.co.uk>
Source record: 194455

> For those who dont know us (Brainstorm): we work on Atari computers since
>around 8 years. We made the Atari Jpeg decoder and the Atari DSP debugger

I've been trying to get hold of the Jpeg decoder, and have been told it
is only available to Atari Developers, yet when I rang Atari UK they said
it was not available at all, except maybe from Atari France. I then called
Atari France to be told to contact Atari UK!!

Any advise would be greatly appreciated as I have heard the routines speed
up GEMVIew JPG decoding as well.


```
================================================================
= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
========================small-sig for Usenet!====================
```

1550. Re: Falcon+MIDI=trouble

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 21:10:28 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CK1utG.F1s@cix.compulink.co.uk>
Source record: 194456

>I had trouble with Mike-Net on TT<->ST too though, and the TT has no MIDI
>problems. I assume it is a timing bug in MikeNet. OXYD-2 works fine,
>and it uses MIDI cables, at I assume a high throughput.

That could well be the problem, sigh. I have mailed Mike via Internet,
NeST, and Fido so far, and still no reply.


```
================================================================
= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
========================small-sig for Usenet!===================
```

1551. Re: The Well-Tempred Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 21:10:29 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CK1utH.F2D@cix.compulink.co.uk>
Source record: 194457

```
>HH>: >DESKPIC
>HH> Puts a Degas-Picture on your Desktop-background. Nice but you don't
>HH>have to install this...
>Not only Degaspics! You can use other Formats (e.g. GIF) too.
>And You can convert the loaded picture into a Format used by Deskpic which
>makes the loading faster.

And it works in every resolution I can throw at it on the Falcon. The next
release will be in CPX format and will be commercial via Maxon GmBH

=====================================================================
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
========================small-sig for Usenet!====================
```

1552. Re: Centipede Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 21:10:31 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CK1utJ.F2y@cix.compulink.co.uk>
Source record: 194458

>The version of Centipede by Sinister Developements seems to me to be very
>faithful to the original. I can't say I'm an expert on the original, but

Unfortunately it does not work on the Falcon, but the guys hae advised that
Falcon compatble versions maybe appearing in the future.


```
=====================================================================
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
========================small-sig for Usenet!====================
```

1553. Re: Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 21:10:32 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CK1utK.F3J@cix.compulink.co.uk>
Source record: 194459

>Ah, once again, in his inimitable fashion, Daron Greenwood manages to post
>two messages to the net with a grand total of 3 lines of text and 26 lines

At least please get the name correct my friend. As you may have noticed
I am now trying to follow common network practice, that is; sig made much
smaller, quoting a brief portion of relevant text only, and not wasting
band width with a small post. The effort has ben made to keep everyone
happy. I hope these actions serve?

```
================================================================
= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
========================small-sig for Usenet!====================
```

1554. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 21:13:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hs4uk$979@mailer.fsu.edu>
Source record: 194452

Tim Llewellyn in Bristol. (0272) 303030 ext 3691. (tjl@siva.bris.ac.uk) wrote:
>
> This way you don't have to "be lucky". It works. Every time.
> My first experience with ST "DOS compatible" formatters put me off
> investigating further...

I had a similar experience, but my problems stopped when I found ps2form.tos.
It is an ugly TOS program, but it works every time for me (and has for at
least 4 years). The docs claim that it was designed to produce disks that
would work on PS/2's (early PS/2's were extremely picky about floppy formats).
It is available from atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1555. Re: RS 232

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 21:19:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hs586$979@mailer.fsu.edu>
Source record: 194453

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
> I have a modem connected to my stfm and I want to write a program
> that waits until the phone rings and then starts doing something. How do I
> check whether the phone rings? What register/adres/bit is used for this?
> I couldn't find any useful information in any of my books about this :(

All my modems send the text "RING" to the computer when a ring is detected.
You might have to configure yours to do this, or it might be too old to
have this feature. Anyway, my point is that you would establish a serial
connection to the modem and look for "RING" or the numeric code equivalent,
depending on the way your modem is configured. Thus, if you can get ahold
of some source for any terminal program (or even instructions on how to use
the built in vt-52 interface) you should be in business. Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1556. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-22 21:42:10 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hs6ji$2bi@golem.wcc.govt.nz>
Source record: 194460

] BTW is it hard drive installable. I've heard conflicting reports. Also I've
] tried the non playable demo on my MSTE. Its quite fast, but flickers quite
] a bit, especially on the spaceport shots - is the game like this as well?

Well, it works from a RAM-Disk, it's only 1 file.

I play it in Low-Detail, 512 colors mode, and it only flickers very
slightly, in some places (You don't notice unless you really try), this
is on an STFM, although I very much doubt an STE makes any difference
to the game! (Nothing in the manual...)

1557. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 00:24:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK23ss.JoF@cix.compulink.co.uk>
Source record: 194466

>Uh, putting:
>
>INIT=c:\multitos\gem.sys
>
>in your mint.cnf turns your MiNT kernel into a MultiTOS kernel.
>Remember to substitute the real path on your system for "c:\multitos\".
>
>Doesn't it?

You also have to recompile the kernel with MULTITOS symbol defined.

My mint.cnf actaully looks like this:

```
# multitos.cnf
# Last Modified on 6/23/1993 19:10
# ====================================================================
# Start up the GEM Desktop

GEM=C:\MULTITOS\GEM.SYS
```

BTW I've cured the problem I was having. It was all due to having a *second* copy of mint.cnf in mint directory. MTOS unfortunatly checks the mint directory before the multitos directory, hence the problem. MTOS 1.04 has this feature as well, but seems to be able to guess where gem.sys is.

I haven't worked out all the intricacies of this situation yet, but I'm not *too* bothered.

Also I've found that MTOS 1.08 doesn't like its .XFS drivers at the root level. It picks the up when in the multitos directory. Unfortunatly it doesn't like my ICDCDZ2.XFS CD-ROM driver. I know alot of people have had trouble with this, but its always worked fine for me under MTOS 1.04.

I've heard that the .XFS driver support is broken under 1.08. Anybody else come across this? Also I've had no luck patching my 1.08 code to 1.09. The diffs are called something like:

diff1819.txt
diff1819.spp

and came in a file called:

diff1819.zip

I've tried copying them into my compile directory, but don't really know how to use 'patch'. I've tried all the obvious:

patch diff1819.txt

patch *.c diff1819.txt

patch < diff1819.txt

Only the last does anything remotely sensible, but this fails at the first 'hunk'.

Anybody know where I can get pre-patched code for 1.09, or how to use patch properly, and where I can ftp a known good version from?

Thanks

Roland.

@CiX

1558. Re: Will PC FAX Software work on an ST with PC Ditto?

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 00:24:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK23su.Jp0@cix.compulink.co.uk>
Source record: 194467

>Not likely, due to the amazing slowness of PC-Ditto... On a regular ST
>it emulates a 0.3Mhz 8088 (or was that 80286?)... if you were very

IIRC it had a Norton factor of about 0.3, which translates to about a
1.5Mhz 8088. Still very slow, but faster than ROBTEKs MS-DOZ emulator which
preceded it.

:-)

Roland.

@CiX

1559. Re: Falcon+MIDI=trouble

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 00:24:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK23sw.JpL@cix.compulink.co.uk>
Source record: 194468

>>I had trouble with Mike-Net on TT<->ST too though, and the TT has no MIDI
>
>That could well be the problem, sigh. I have mailed Mike via Internet,
>NeST, and Fido so far, and still no reply.

:-(

And there is hard cash waiting for him *if* he can perfect MiKENET under
TTs, MTOS etc!

(translation) "I might register"

:-|

Roland.

@CiX

1560. Moniterm Monitors (Help!)

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 00:35:35 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CK24BB.Fvl@watserv2.uwaterloo.ca>
Source record: 194464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I found a surplus store today that had Moniterm VY1000 19" mono monitors
for $100. They have a 9 pin "joystick" connector on the back and come
with some manuals, etc. They say a UNIX driver is needed.

IS this the same monitor they sold for the ST? Is there any other hardware
needed for the ST to drive it or is the software driver all that is necessary.
They have 3 monitors so I would like to hear from people if they know
anything about this - I could probably send someone else a monitor if they
really wanted one. Any help would be greatly appreciated - $100 would
be a real bargain for a 19" monitor.

Thanks,

+--+
| Samy Mesbah "I am evil hoMER, I am evil HOmer" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+
| Pressed up against the glass I found myself wanting SYMPATHY but to be |
| consumed again oh I know would be the DEATH of me & there is a LOVE that's |
| inherently given a kind of BLINDNESS offered to appease in the light of |
| forbidden JOY - oh I know I won't receive it. |
| - Sarah McLachlan, _Wait_ |
+--+

1561. Falcon030 audio in

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 00:50:34 UTC
From: kfason@csn.org
Message-ID: <CK250B.B3x@csn.org>
Source record: 194465

I finally got me an attenuating cable. Thing is, now no sound comes in... sound comes in if I remove the attenuator cable. I just got one at radio shack. Heres what I'nm doing:

CD Player - RCA to 1/8" jack, female 1/8" to female 1/8" - attenuator cable - Falcon030.

If I turn my amp up all the way I can BARELY here it... But at Radio shack, I wa told this was the only attenuator cord available... Just says attenuator cable, for hooking Speaker outs to Mic ins...

thanx. Any help is appreciated...

BTW, I swapped RCA-1/8" cables so I know its not that...

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030 4/1.052gig	Representative Run PC Computers
US Robotics Dual Standard	The STore that ==Runs To You!
Multi-Game Hunter ASIC	Higher Educations Computer Source
	Proudly Supporting Atari!

1562. Re: 16mHz Spectre on MegaSTE?

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 01:46:37 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jan22.214637.20022@ac.dal.ca>
Source record: 194469

In article <2hs3ht$979@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> Just a quick question: Can one use Spectre GCR/128 on a MegaSTE in 16mHz
> mode? Also, another question: when in 16mHz mode, does everything run
> at that speed, or just the CPU (i.e. is it really twice as fast in all cases,
> or only with CPU intensive tasks)? Thanks in advance.
>
> --
> **
> * Mickey Boyd *
> * Systems Administrator *
> * Florida State University Mathematics Department *
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
> **

Yes, Spectre GCR v3.0 works fine in 16MHz mode on the MSTE. As far as your
second question goes, I find that most things go almost twice as fast,
provided the cache is turned on (16 MHz mode alone does almost nothing).
Spectre is fine with the cache turned on, by the way.

John

1563. Re: Moniterm Monitors (Help!)

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 03:53:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hssc4$5i6@mailer.fsu.edu>
Source record: 194473
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:

> I found a surplus store today that had Moniterm VY1000 19" mono monitors
> for $100. They have a 9 pin "joystick" connector on the back and come
> with some manuals, etc. They say a UNIX driver is needed.
>
> IS this the same monitor they sold for the ST? Is there any other hardware
> needed for the ST to drive it or is the software driver all that is necessary.
> They have 3 monitors so I would like to hear from people if they know
> anything about this - I could probably send someone else a monitor if they
> really wanted one. Any help would be greatly appreciated - $100 would
> be a real bargain for a 19" monitor.

The Viking Moniterm 19" monitors for Mega series computers required a board
that plugged into the expansion bus present only on Mega's (this was before
the STe, MegaSTe, TT, Falcon, so I'm not sure about those). Thus, if you have
a MegaST you would need to procure an addition board at the very least.

Incidentally, they sound like old Sun2 or Sun 3/50-60 monitors. There has
been discussion in the past of hooking such monitors to STs, but I don't
remember any positive experiences being related.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
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****

1564. Re: ST Magazines (was Re: Questions About

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 04:21:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK2EsH.MtA@cix.compulink.co.uk>
Source record: 194475

In message <ekrimenCK1L0o.2IG@netcom.com>, ekrimen@netcom.com said:
>
>I don't understand this "sway to their advertisers" bit. All the
>reviewers get a software or hardware product either from the editor or
>they buy it themselves, and they write what they think about it. The
>advertisers have nothing to do with it. The editor doesn't say, "Well,
>Company A gave us $5.00 this month for advertising. That's the most we
>got in a long time from any advertiser. Please make your review very
>positive and flowery." Sorry, but that doesn't happen. I'd write a review
>for Z*Net, AEO, or STR in the same manner that I'd write it for any of the
>subscription, paper magazines.
>
>It goes like this: no one likes to review a sh*tty piece of software. If
>we know something is really going to suck, why write about it? Everyone
>else probably knows it sucks too, and writers' valuable time can be spent
>writing about something else. If the product has been talked about a lot
>before it's released and we know it's bad, we'd review it because it's
>popular, and I don't think any reviewer would give it a positive review.
>It doesn't look good for the reviewer for one thing -- if he likes it, and
>everyone else hates it.

This is absolutely the case with the magazines I write for.

>And you say CN articles are written by users. So, what am I?
>Chopped liver?
>
>Everyone who writes ST reviews is a user. What else could they be? No
>one writes ST reviews for a living.

I do.

Ofir ogal@cix.compulink.co.uk

1565. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 04:21:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK2EsK.Mtv@cix.compulink.co.uk>
Source record: 194476

In message <1994Jan22.191225.6309@t.hfb.se>, d93rkr@t.hfb.se said:
>>>...which is because RateHD measures incorrectly on TTs and Falcons.
>>
>>So what do you recommend in its place?
>
>This question has been out for quite a long time now, and still no answer...
>
>I think this is the third time I ask...

There's a German program called HowFast which may do the trick for you.

Ofir ogal@cix.compulink.co.uk

1566. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 04:28:47 UTC
From: Lexicor@world.std.com
Message-ID: <CK2F40.I8o@world.std.com>
Source record: 194474

For what it's worth, the sysops have deleted it, or prevented the upload of S.O.L. 3.XX on both GENIE and Compuserve.

Good luck

1567. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 05:09:49 UTC
From: annmarie@apanix.apana.org.au
Message-ID: <2ht0qt$sfi@olivaw.apanix.apana.org.au>
Source record: 194375

craig@yonder.equinox.gen.nz (Craig Shore) writes:

>Hermes would have to be the best available.
>It's shareware. Unfortunatly about 70% (??) of the docs are still in
> German, but with the help of the net, and a bit of patience, it's
> not hard to get going in the right direction.

I'd have to disagree on that point - the newcomer on the scene, Upoint is probably the easiest to configure, and the easiest to use, being completely GEM based :) It also looks fantastic, and the author is on the net.

Have a look sometime!

Kerick
--
"Good heavens, Miss Sakamoto,
You're beautiful!"

1568. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 05:20:48 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.zkg4z&IYpHY@albemuth.equinox.gen.nz>
Source record: 194487

To the person inquiring about a port of Linux to the TT/Falcon. (Sorry I haven't got the original post now so I can't quote it).

As I understand it, there are some people working on a port already. They are part of the team which is porting Linux to the 680x0 series of computers including, Amigas, Sun 2s & 3s, Apple Macs, and possibly the NeXT cube (not sure about this last one). If you want more info, ask around in the comp.os.linux.development newsgroup. There is a mailing list but I don't know how any details. Yes there definitely _are_ Atari users involved in the development team. Probably not many though so any help I guess would be appreciated. The point to emphasise is that the project is co-operative with programmers from different platforms doing different things.

Hope this is of some help.

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

1569. GEMBench help required

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 05:22:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK2HKz.9D@cix.compulink.co.uk>
Source record: 194477

I am currently working on GEMBench v4 and I am looking for people with unusual configurations. If you have an ST with an 010/020, CD/Nova gfx card, a Medusa, etc. Please mail me, you might get a free registration...

Ofir ogal@cix.compulink.co.uk

1570. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 05:28:47 UTC
From: lexicor.software.corporation@f998.n3603.z1.fidonet.org
Message-ID: <649_9401250634@dswhq.omahug.org>
Source record: 194279

Date: Sun, 23 Jan 1994 04:28:47 GMT

For what it's worth, the sysops have deleted it, or prevented the upload of S.O.L. 3.XX on both GENIE and Compuserve.

Good luck

1571. Re: MAG!X

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 05:31:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A12238@MS.maus.de>
Source record: 194385

In article <2helem$rvf@mits.mdata.fi>, Rasmus Paetau
(tau@mits.mdata.fi) wrote:
>There's been very little talk about Mag!X, compared to eg. Geneva, or
>maybe I have just missed it all. So tell me, has there been any GEnie
>conferences etc. where Mag!X would have been discussed more
>specificly? From the messages on this newsgroup I have got the
>impression that one would have to use either the desktop that comes
>with Mag!X or Gemini, is that true or could I use any other desktop as
>well?

Or you can use Ease (which is sold as bundle with Mag!x).

1572. folder problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 07:01:13 UTC
From: Joseph_Hogan@UQAC.UQuebec.CA
Message-ID: <9401230703.AA10048@infocom>
Source record: 194478

Hello,

I am having a problem with getting rid of a folder. I went to delete a folder with a few files in it, and all of the files in the folder itself would not delete. The first thing I checked, was the 'read only' and the 'read/write' options on the 'show information' up on the menu bar during desktop use. When I got there, both of the options were grayed out, and I could not change them. I guess it is saying that it is not readable or writable.

If anyone can help me get rid of this folder, I would be grateful:)

Thanks for anything,

Joseph Hogan

jhogan@uqac.uquebec.ca

1573. Re: Falcon 65 Meg Internal Harddrive

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 08:03:27 UTC
From: Lexicor@world.std.com
Message-ID: <CK2p1s.4Jv@world.std.com>
Source record: 194480

In article <1994Jan21.164236.15587@t.hfb.se>,
Robert Krenn <d93rkr@t.hfb.se> wrote:
>In article ge1@news.bu.edu, lexicor@cs.bu.edu (Yat Siu) writes:
>>Well :), as it seems I still have a 65 Meg Harddrive 2.5Ide from my Falcon
>>for sale, am asking 85 U$D for it + Shipping, if interested please email.
>>
>>
>>I guess this is for the few non-harddrive Falcon Users.
>>
>Why don't myou sell it to an AMI*A 1200/600 user, C= sells a lot of machines
>without harddirve (and 1,44MB diskstation, SCSI... or whatever...)

Well, for starters I don't even KNOW much about the architecture on the
A1200/600, and would an internal 2.5 IDE Drive actually work with that? Also
the metal mounting is all setup for a Falcon internal, then again it matters
less.

Cheers

Yat

1574. Re: Falcon 65 Meg Internal Harddrive

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 09:03:27 UTC
From: lexicor.software.corporation@f998.n3603.z1.fidonet.org
Message-ID: <644_9401250633@dswhq.omahug.org>
Source record: 194281

Date: Sun, 23 Jan 1994 08:03:27 GMT

In article <1994Jan21.164236.15587@t.hfb.se>,
Robert Krenn <d93rkr@t.hfb.se> wrote:
>In article ge1@news.bu.edu, lexicor@cs.bu.edu (Yat Siu) writes:
>>Well :), as it seems I still have a 65 Meg Harddrive 2.5Ide from my Falcon
>>for sale, am asking 85 U$D for it + Shipping, if interested please email.
>>
>>
>>I guess this is for the few non-harddrive Falcon Users.
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>without harddirve (and 1,44MB diskstation, SCSI... or whatever...)

Well, for starters I don't even KNOW much about the architecture on the
A1200/600, and would an internal 2.5 IDE Drive actually work with that? Also
the metal mounting is all setup for a Falcon internal, then again it matters
less.

Cheers

Yat

1575. Re: Falcon030 audio in

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 09:05:54 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan23.090554.13231@mnemosyne.cs.du.edu>
Source record: 194481

In article <CK250B.B3x@csn.org>, Kevin Fason <kfason@csn.org> wrote:
>
>I finally got me an attenuating cable. Thing is, now no sound comes in...
> sound comes in if I remove the attenuator cable. I just got one at radio
>shack. Heres what I'nm doing:
>
>CD Player - RCA to 1/8" jack, female 1/8" to female 1/8" - attenuator
>cable - Falcon030.
>
>If I turn my amp up all the way I can BARELY here it... But at Radio
>shack, I wa told this was the only attenuator cord available... Just says
>attenuator cable, for hooking Speaker outs to Mic ins...
>
>thanx. Any help is appreciated...
>
>BTW, I swapped RCA-1/8" cables so I know its not that...

Try using a "ground loop isolator" from Radio Shack, the attenuators never
did anything for my Falcon.
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1576. Re: Will PC FAX Software work on an ST with

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 09:44:00 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <2htgt0$s99@uniwa.uwa.edu.au>
Source record: 194482

lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:

>>I'm having trouble finding suitable FAX software for my ST. Can anyone
>>tell me if any of those PC FAX programs will work on a Mega STe runnin
>>PC Ditto?

>I have a hardware 386sx card, and Trio Data-Fax would not work with it

> Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
> Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
> SysOp ABK-BBS /

I got the QuickLinkII program with my Maestro FaxModem, and ran it on
PC-Ditto (software version, pretty old), and it was ways too slow to be
of any use as a coms prog, forget the fax.

After getting AT-Speed C16 for other reasons, I discovered that for some
reason AT-Speed does not like the fax part of it, but worked generally as a
coms program, although I had a few problems with it too. Someone suggested
that it is the 9600 baud the AT.. doesn't like, but I discovered with
STraightfax, that my test machine in Dad's office only runs at 2400 baud
anyway, so something is funny about the RS232 support of the AT card.
(I actually was told that QuickLink2 would work, but ...).

So maybe your 386 card is a bit weak on the serial port too.

Anyway, I currently run STraightfax (for the ST), which runs fine if you
don't pair it up with QuickST.

I hope this is of any good to you.

Michael

1577. Re: Falcon030 audio in

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 10:05:54 UTC
From: kendall.gelner@f998.n3603.z1.fidonet.org
Message-ID: <645_9401250633@dswhq.omahug.org>
Source record: 194272

Date: Sun, 23 Jan 94 09:05:54 GMT

In article <CK250B.B3x@csn.org>, Kevin Fason <kfason@csn.org> wrote:
>
>I finally got me an attenuating cable. Thing is, now no sound comes in...
> sound comes in if I remove the attenuator cable. I just got one at radio
>shack. Heres what I'nm doing:
>
>CD Player - RCA to 1/8" jack, female 1/8" to female 1/8" - attenuator
>cable - Falcon030.
>
>If I turn my amp up all the way I can BARELY here it... But at Radio
>shack, I wa told this was the only attenuator cord available... Just says
>attenuator cable, for hooking Speaker outs to Mic ins...
>
>thanx. Any help is appreciated...
>
>BTW, I swapped RCA-1/8" cables so I know its not that...

Try using a "ground loop isolator" from Radio Shack, the attenuators never
did anything for my Falcon.
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1578. Re: Will PC FAX Software work on an ST with

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 10:44:00 UTC
From: michael.juschke@f998.n3603.z1.fidonet.org
Message-ID: <646_9401250633@dswhq.omahug.org>
Source record: 194260

Date: 23 Jan 1994 09:44:00 GMT

lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:

>>I'm having trouble finding suitable FAX software for my ST. Can anyone
>>tell me if any of those PC FAX programs will work on a Mega STe runnin
>>PC Ditto?

>I have a hardware 386sx card, and Trio Data-Fax would not work with it

> Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
> Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
> SysOp ABK-BBS /

I got the QuickLinkII program with my Maestro FaxModem, and ran it on
PC-Ditto (software version, pretty old), and it was ways too slow to be
of any use as a coms prog, forget the fax.

After getting AT-Speed C16 for other reasons, I discovered that for some
reason AT-Speed does not like the fax part of it, but worked generally as a
coms program, although I had a few problems with it too. Someone suggested
that it is the 9600 baud the AT.. doesn't like, but I discovered with
STraightfax, that my test machine in Dad's office only runs at 2400 baud
anyway, so something is funny about the RS232 support of the AT card.
(I actually was told that QuickLink2 would work, but ...).

So maybe your 386 card is a bit weak on the serial port too.

Anyway, I currently run STraightfax (for the ST), which runs fine if you
don't pair it up with QuickST.

I hope this is of any good to you.

Michael

1579. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 13:05:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A13070@K.maus.de>
Source record: 194415

MS>Believing their ads, it renders about 50% more capability.

Don't believe them, because ddd-compress is working on a very simple level. Normally it gives you about 30% or less additional disk space but you can't use it on executables, only on data files. It's more like DataDiet by working on a file base while DATAlight is working as a compressor hooked to the Rwabs() vector therefore compressing _all_ data including FATs and directories.

Regards,
Robert

##
Get in contact via Internet: Robert_Federle@k.maus.de
##
Please! Don't send any binaries to the above address! And not more
than 48 KByte of ASCII text per day!
##

1580. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 13:57:42 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ei.av21mofH0_6@nathan.do.open.de>
Source record: 194430

In <1994Jan21.123057.13951@cee.hw.ac.uk>, Stuart Brown writes:
>LI, LAWRENCE (lawre_l@pavo.concordia.ca) wrote:
>>[protection asking every time?]
>
>It is not a bug, it's perfectly normal. :-| If you're playing a game over
>a long period of time eventually it will reduce the amount of times it
>asks you and will even stop altogether.
This is only true if you give the correct answers. One mistake means it will
start to ask more often (or just kill you, it depends on the hit/miss ratio
while answering the questions). I also found a text "You've been found guilty
(in your abscence) of stealing a star ship because you gave false answers
to our questions too often" in the binary.

After all, the copy protection was nasty for the first three or four hours
of playing only (while trading between sol and barnards start); I didn't
have any problems since then...

There's one question left: Is the copy protection case sensitive or not?
The current version 1.05 already says that you must include headings while
counting but says nothing about capital/normal letters. Did anyone try it?
/s/Udo
--
Note: The above adress ue@nathan.do.open.de won't work after 1.2.1994.
After this date, please use ue@icmp.ping.de

1581. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 14:23:36 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ei.vjJvvbk5OP_@nathan.do.open.de>
Source record: 194431

In <CJzA1C.43C@cen.ex.ac.uk>, D.L.Hastings writes:
>In article <H.ei.PMhC8Vt2VG2@nathan.do.open.de> ue@nathan.do.open.de (Udo Erdelhoff)
writes:

>Ah, my panther is invulnerable to you. I have enough sheilds and an energy
>booster that a 4MW beam laser can't get through before it over heats, and they
>recharge before it can fire again. Although if you've got a cooler...
Yes, I do have one, life would be impossible without it. It depends only on
the number of shields you have. A 26 shield ship suffers hull damage after
15 seconds of fire from a 4 MW beam laser. Since this was a computer ship I
do not know wether it was equipped with an energy booster or not.

Just one question about the panther: I know that it has a class 8 drive
built in. What happens if this one is destroyed? Are you able to replace
it or do you have to buy a new ship?

>Then again, my turrets both have 20MW beams, and I'm expert with them...
You are expert with you lasers, the computer is not. And this is the main
problem, a real ship comparision needs equal players; not a player and a
dump computer. I DO WANT a multiplayer frontier right now ;-)

>Add to these:
> - bottom turret doesn't work on Boa freigter - trying to use it causes
>the top turret to fire down through your ship... BOOM!
Are you sure you've switched to the buttom turret before? The game doesn't
switch automatically from top turret to bottom turret. This would be the
worst bug in the game...

While talking about ships, the manual states that a tiger trader has 1 gun
mounting, in the game, it has 3+F...

> - there is a station in the Riedquat system called 'La soeur du den ham'
>the name is too long to fit the BBS display, causes screen corruption.
Grin, ever tried to use the german version of frontier? It's full of bugs
of this kind (german sentences seem to be longer than english). One of
the reasons for me to buy the english versions :-)

> - If you head fast at a space station and hit max star dreamer you can
>fly through the station with only minor damage - helpful sometimes.
This bug is extremly useful while docking/landing because this is the only
possibility to get into the port without crashing

Another bug:
- missiles are only reliable if you select max star dreamer...

- when scooping from a gas giant with a high gravity (greater than your
ships main thruster acceleration) you should be unable to escape from

the planet. This is true if you use manual control (on any star dreamer setting) and autopilot (on any star dreamer mode except max). On max stardreamer, you can escape without any problems...

Ok, now for the questions section:
- Anyone ever seen a ship with a built-in class 4 MILITARY drive? You can find the string in the binary right next to the class 8 drive...

- Anyone found an ESCORT mission on the BBS (found in the binary)? Which rating do I need in order to get these missions? What's your duty on these missions?

- Did anyone try to lay mines into a hyperspace cloud during an assassination mission? Does it work?

/s/Udo, ASP explorer NE-085, still clearing ZEAEX (boosted from below average to competent in one evening)
--
Note: The above adress ue@nathan.do.open.de won't work after 1.2.1994.
After this date, please use ue@icmp.ping.de

1582. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 14:27:40 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ei.Z26VWxuBR4Y@nathan.do.open.de>
Source record: 194432

In <1994Jan21.142046.14376@unix.brighton.ac.uk>, Allanon writes:

Hi Michael,
>I have the stuck in spacestation syndrome every so often, and I only have
>the standard falcon you start with.
check your internal fuel tank (green gauge above the left side of the
scanner display). In 99% of all cases, this syndrome is caused by an
empty tank. If not, you may have damaged boosters. Check the repair
facility before trying to take off..
/s/Udo

--
Note: The above adress ue@nathan.do.open.de won't work after 1.2.1994.
After this date, please use ue@icmp.ping.de

1583. Stylus 800 printer driver

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 14:33:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64594@M4.maus.de>
Source record: 194103

-A22222@K0

>Does anyone know where I can find a suitable printer driver for
>Firstword Plus to power an Epson Stylus 800 inkjet printer. I phoned
>both GST and Epson. GST says that it is Epson's responsibility to
>produce suitable drivers for its printers. Epson says that its GST's
>responsibility. Why does it not surprise me? Is anyone using Firstword
>Plus with the Stylus? Is an actual Stylus 800 driver required, or will
>any LQ-xxx driver do instead?

Use an LQ-570 driver (or ESC-P/2 driver, which is the same thing).

(Net)

1584. Re: MALLOC HELP (GOAL! PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 14:38:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64595@M4.maus.de>
Source record: 194105

-A316@K0

>>Yes, never use Malloc directly, only through some memory management
>>functions, like malloc in C. Especially when using memory protection
>>under MiNT, Malloc is slow, because the protection tables have to be
>>updated. In general, trapping to the OS should always be avoided as
>>much as possible.
>>
>I thought that the combination of FOLDRxxx and POOLFIX was supposed to
>address
>this problem. Am I wrong? Are there still limitations?

Singletasking TOS versions have a limited number of memory blocks, so only
a certain amount of Malloc() calls can be done at a time.

This limit can be configured by FOLDRxxx.PRG.

MultiTOS has unlimited Malloc().
(Net)

1585. Re: AHDI 6.05c and HDX 5.03c -

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 14:45:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64583@M4.maus.de>
Source record: 194196

>>I just downloaded HDX 5.03c and AHDI 6.05c from a local BBS.
>>The readme files doesn't say much, but the only machine
>>it mentions is the Falcon. I've got a Mega STe, so I'm
>>wondering if this new HD driver and utilities will be
>>ok on it. I'm currently using AHDI 5.00

No, they won't, since they are beta versions that should not be publicly available (and are outdated by the currently used version). Ask the site where you got them from to delete them.

Get the current released versions HDX 5.04 and AHDI 6.06 (or 6.061, which boots faster on STs).

bye, Peter

1586. Re: PSU

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 14:49:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64584@M4.maus.de>
Source record: 194199

>having US thesaurus/dictionary). e.g. Does the PSU autoswitch between
>110V and 240V? (60/50Hz), and can they handle both PAL and NTSC video
>output!?

Your Falcon's bottom label should quote the voltage range it can be
connected to. For NTSC vs. PAL, I don't know the difference (if any)
between NTSC and PAL Falcons.

One thing I know that PAL Falcons have a jumper close to the RF modulator
- perhaps this is a NTSC <-> PAL jumper.

To make things a little clearer:
Can someone with an NTSC Falcon look up the position of this jumper, and
quote the production code of his Falcon board (number Cxxxxxx-00x in the
front left corner of the PCB), please?

bye, Peter

1587. Re: DIY FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 14:54:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64585@M4.maus.de>
Source record: 194197

>I bought mine from Silica last week, with 4mb RAM and 127mb hard disk. I
>got MULTITOS(but no install program), Xcontrol, AHDI, procalc, callappt,
>two games, and that's it. No Speedo, AFM or SAM. I wasn't pleased.

That's "close to normal".

Why?

Fact #1: Atari includes SpeedoGDOS, MultiTOS hard drive installation disk
and the audio applications _only_ with HD equipped Falcons.

Fact #2: Atari doesn't ship other HDs than 80 MB.

Fact #3: Some dealers order "no HD" falcons from Atari and include their
own.
If your F030 has a 127 MB HD, this is the case.

Fact #4: Some of these dealers add SpeedoGDOS into these packages, some
don't.

You should at least be able to get AFM and SAM for free. Here in Europe,
they have been released to the public.

SpeedoGDOS is another thing - it's copyrighted. If your dealer didn't
promise to include it, you'll have to buy it. Otherwise, twist his arm
'till he gives you one for free :-)

bye, Peter

1588. Re: Colour monitors for STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 15:05:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64586@M4.maus.de>
Source record: 194198

>>be able to find a new one, anyone got any suggestions for a colour
>monitor fo
>>use with a Mega STe. I need one that copes with 60 Hz and that sort of
>thing.
>
>Dare I say, an Atari SC1435?
>
>Very similar to a CM8833 Mk2, but no composite video or SCART socket.
>Cheaper too, by about 20ukp.

...and also no longer available. Philips discontinued the monitor; and the
Atari SC1435 was also made by Philips...

1589. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 15:06:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64587@M4.maus.de>
Source record: 194200

>>Which programs (eg. word processors, converters, readers, etc) can read
>>Microsoft RTF files (Rich Text Format)?
>>
>>Anyone else seen the Hugo & Nebula CD-ROM? Cool stuff. The Mac RTF
>reader
>>is disgustingly slow (it's written with Hypercard).
>
>The ones I know of (and own) are Atariworks, and Pagestream.

papyrus, Calligrapher, Script 3.5.

1590. Re: New GEMini CDROM for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 15:29:41 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.759338981@mi.el.utwente.nl>
Source record: 194490

In <2hf1om$gd2@agate.berkeley.edu> rab@sprite.berkeley.edu (Robert A. Bruce) writes:

>The disc is available for FREE to anyone that has contributed any of their
>own work. Just email me your name, address, and the name of the program(s)
>that you wrote. Overseas addresses are ok.

And how o you know whether there is stuff on the CDROM you contributed
to the public domain? No table of contents is given...

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

1591. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 15:44:37 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Jan23.154437.25588@mnemosyne.cs.du.edu>
Source record: 194488

Has anyone not had targets for assassinations not turn up at the stated place/time ? This is annoying after waiting a month or so for the date only to find no one there. Doing a save before the date and retrying doesn't help, it seems to be pre-determined. Even more annoying if you turn back from a military contract you get penalised; I've stuck to saving just before accepting now.
Steve.

1592. Re: looking for Falcon 030 bootselector

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 15:46:35 UTC
From: KENKAST@delphi.com
Message-ID: <940123.38795.KENKAST@delphi.com>
Source record: 194369

Mouseboot works great on my falcon.
ken in santa fe

1593. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 16:08:34 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16F478EB4.SPERNA1@ua1vm.ua.edu>
Source record: 194489

In article <2hk23e$9fd@golem.wcc.govt.nz>
wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>] Which programs (eg. word processors, converters, readers, etc) can read
>] Microsoft RTF files (Rich Text Format)?
>
>Atari-Works. And probably Calamus SL (Which no-one can afford right!?)
Protext 5.5 and up can import and export RTF files.

Sam Perna, III
sperna1@ua1vm.ua.edu

1594. Re: Farbmalprogramm f&#65533;r Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 16:14:00 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAXQABVC@zaphot.abg.sub.org>
Source record: 194406

In <Up-EAWLCDUW@sandra.sh.sub.org> Thomas Heier wrote :

>Ein "netter Mensch aus der nï¿½heren Umgebung" sucht fï¿½r seinen Sohn zum
>Geburtstag (in ca. 3 Wochen) ein Farbmalprogramm. Mir fï¿½llt nur Neochrome
>ein. Gab/gibt es da noch was anderes? Falls jemand direkt helfen mï¿½chte:
>
> Herr Unger, Telefon 040-83 58 19 (Hamburg-Lurup)
>
>Bye
>
>--
>Thomas Heier, neu hier im Netz, und immer noch auf der Suche nach Erleuchtung
> Mausnetz: Thomas Heier @ HH2.maus.de
>-- oder hier: Thomas@sandra.sh.sub.org --
> UPoint News-Signature
> Telefon +49 40 83 93 10 01 (Anrufknecht) bzw. 83 93 10 02 (ohne A.)
>-- Telefax +49 40 83 93 10 07 --

This is an internionalnewsgroup ... what about using english ... ;-)

Ok your question: There is a very nice program called PixArt wich
supports color, monochrome and many different kind of images (IMG, XIMG,
Degas, Neochrome, IFF ...)

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

1595. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 16:44:37 UTC
From: stephen.henson@f998.n3603.z1.fidonet.org
Message-ID: <647_9401250634@dswhq.omahug.org>
Source record: 194297

Date: Sun, 23 Jan 94 15:44:37 GMT

Has anyone not had targets for assassinations not turn up at the stated place/time ? This is annoying after waiting a month or so for the date only to find no one there. Doing a save before the date and retrying doesn't help, it seems to be pre-determined. Even more annoying if you turn back from a military contract you get penalised; I've stuck to saving just before accepting now.
Steve.

1596. JoppaFAX for sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 17:34:04 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2hucec$hfd@samba.oit.unc.edu>
Source record: 194491

Jan. 23, 1994.
FOR SALE

Atari Joppa FAX Modem, 4800 baud, Std Hayes Cmd Set
with JustFAX software 1.1 to send FAXes (no receive).
includes PageStream JFAX.PRN driver to save
PageStream DOCS as JFAXable files.
Modem, power supply, manuals and diskettes $75.00

Send me a registered check for $80.00 and I'll ship

to you via UPS ground (I pay shipping). If COD add $5.

_____
| |
|Don Nelson email: don.nelson@laUNChpad.unc.edu |
| phone: 919-942-2764 home |
| 5024 Orange Grove Road, Hillsborough, NC 27278 |
|_____|

Don

--

The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

1597. Any RIP Readers for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 18:17:16 UTC
From: esore@netcom.com
Message-ID: <esoreCK3HGs.I95@netcom.com>
Source record: 194492

Are there any free/share/commercial programs out there for the ST
which allows one to view .RIP graphics from a PC board? Even an off-line
reader would be terrific, as I have access to lots of RIPs and would like
a quick look.

Warm Regards,

Steve Rosenberg

--
esore@netcom.com

1598. Sound from ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 19:17:51 UTC
From: bdmartin@hpb.hwc.ca
Message-ID: <2huigv$enc@m.ehd.hwc.ca>
Source record: 194493

```
:i
Hi, as well as not knowing this editor my son's ST is dead
or dying. When it is turned on it makes a noise like a key is
stuck in the on position. When booting, there is no action
from any input devices, keyboard, jowysitck or mouse.
Brian
aka. bdmartin@hpb.hwc.ca
:q
Zz
Zz
wq
:wq
```

1599. Re: Falcon030 audio in

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 19:27:16 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CK3KpH.FE9@cix.compulink.co.uk>
Source record: 194498

>CD Player - RCA to 1/8" jack, female 1/8" to female 1/8" - attenuator
>cable - Falcon030.
>
>If I turn my amp up all the way I can BARELY here it... But at Radio
>shack, I wa told this was the only attenuator cord available... Just says
>attenuator cable, for hooking Speaker outs to Mic ins...

I had the same problems originally myself when trying to link the Falcon
to my stereo sysem which is quite old, or at least the amp is. The problem
was that line output levels have varied over the years. Wirthout
attenuators the level was too high,and with them too low.

The only solution was to get a friend of mine to knock together a variable
attenuator for me in a nice little box.

Works fine for me so you may have to go the same route yourself.

==
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
==========================small-sig for Usenet!===================

1600. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 19:40:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.dUdBQjUCpds@semprini.waterloo-rdp.on.ca>
Source record: 194500

In <CJu1y9.BL4@muster.hrz.uni-giessen.de>, Martin Schmidt writes:
> Konstantinos Xonis (gc85@hrz.uni-giessen.de) wrote:
>
> : Thou I don`t know any, I would not recommend to do so,
> It has some disadvantages,
> : that are too serious to dare. By the way Harddisks are
> getting cheaper and bigger.
> : Why not buy a second (or better an additional) one ???

> The answer is alwas the money :-)
>
> Why should I buy a second HD, whenn I can get 50% more capability
> of my old one using a simple (and cheap) program.

DataLite and DataDiet retail for what, $60-$80 US? Over a year ago, I bought two 54M Quantum drives for $80 each, used. These days, the same disks go for $60.

For the price of the "stacker" software, you can buy another 50 megs or so, and not risk a single byte of data. Adding another hard drive is faster, safer, and just as cheap.

Thanks to the fact that Ataris (with the exception of the Falcon) don't use the brain-dead IDE disk scheme, we can stick up to seven disks onto our machines. I've got four, for a total of ~250M. Works like a charm.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1601. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 19:41:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.PGnl8keXCcM@semprini.waterloo-rdp.on.ca>
Source record: 194402

In <2hh33u$qll@yendi.mdd.comm.mot.com>, Chris Richardson writes:
> Does this mean no more support for the ST? ;->

There's support now? :-\

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1602. Re: Problem with AES

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 19:46:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.jThzXEaxlNg@semprini.waterloo-rdp.on.ca>
Source record: 194401

In <CJtzGx.Eyv@uc2372c.DaytonOH.NCR.COM>, Robert.Anisko@daytonoh.ncr.com writes:
> In article <2herv4INN238e@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) says:
> >In <CJrny7.Hzo@ryn.mro4.dec.com> nagel_e@cecehv.enet.dec.com (Besiktas...) writes:
> >
> >>Can't the AES just forget some low-priority message, just like the Mac
> >>equivalent of the AES does?
> >
> >No, it can't because Apple sues the hell out of anyone and
> >anything that does anything "just like the Mac"...
>
> Not that they've been necessarily winning these lawsuits. Keep an
> eye out for the latest version of Windows (4.0, I believe). I've seen a beta
> version - it looks more like the Mac (or ST) than it's own predecessor,
> Windows 3.1...

I've heard that it looks (and works!) more like OS/2 2.x than Windows 3.1... Yup, nothing like ripping off an OS that your King has claimed is "dead"...

It's really a pity the PC hardware is such a major loss, especially the CPU... (duh, what's a general-purpose register? Intel sure doesn't know...)

--
------------------==----------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1603. ST and HP500 Inkjet questions/drivers

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 20:07:58 UTC
From: breeze@bu.edu
Message-ID: <2hulev$14p@news.bu.edu>
Source record: 194494

I just picked up an HP500, and I'm having a hell of a time with my word processors. The music notation packages work fine with the printer, but I don't know how to get STWriter or WordWriterST to work with the thing.

I can get them to print out, but I don't know how to get Bold, Italics, and other such effects. Do I need separate printer drivers? Anybody know the solution here?

Thanks

jb

1604. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 20:13:33 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CK3MuL.KxI@cen.ex.ac.uk>
Source record: 194497

In article <1994Jan23.154437.25588@mnemosyne.cs.du.edu> shenson@nyx10.cs.du.edu (Stephen Henson) writes:

> Has anyone not had targets for assassinations not turn up at the stated
> place/time ? This is annoying after waiting a month or so for the date

I find if you save the game between accepting and killing, the target vanishes.
Another bug to add to the list?
{{{ Dan }}}

1605. HP LaserJet 4P... Yeck!

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 20:23:21 UTC
From: mmariott@acs.ryerson.ca
Message-ID: <2humbp$19gj@hermes.acs.ryerson.ca>
Source record: 194495

Does GCR run ok with High Density Drives?

1606. Re: Sound from ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 20:24:04 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CK3nC5.L48@cen.ex.ac.uk>
Source record: 194496

In article <2huigv$enc@m.ehd.hwc.ca> bdmartin@hpb.hwc.ca (BRIAN MARTIN) writes:

> Hi, as well as not knowing this editor my son's ST is dead
> or dying. When it is turned on it makes a noise like a key is
> stuck in the on position. When booting, there is no action
> from any input devices, keyboard, jowysitck or mouse.

I can think of several causes,
a) mouse button is jammed down causing keyboard processor to go into the wrong mode at boot up. Happened to me after I dropped the mouse once too often...

b) joystick autofire is on causing keyboard processor to go into the wrong mode on boot up...

c) Keyboard processor is knackered. Cheap to replace though...
{{{ Dan }}}

1607. Re: RS 232

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 20:32:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d42e0e8@daggskim.ct.se>
Source record: 194438

```
Martijn Dekker did willfully write on 21 Jan 94 (to All ), and I quote...
MD> I have a modem connected to my stfm and I want to write a program
MD> that waits until the phone rings and then starts doing something. How
MD> do I check whether the phone rings? What register/adres/bit is used
MD> for this? I couldn't find any useful information in any of my books
MD> about this :(
MD> Martijn Dekker
MD> email: mdekker@fwi.uva.nl

The following might help (GFA BASIC):

r%=PEEK(&HFFFA01)
dcd!=NOT BTST(r%,1) ! data carrier detect (valid carrier)
cts!=NOT BTST(r%,2) ! clear-to-send (modem ready to receive)
ri!=NOT BTST(r%,6) ! "Ring!"

Note that the signals are "active low", which is why the test TRUE/FALSE is
inverted with NOT before being used as a variable.
Put all in a procedure or function to hide the PEEK part as a once only thing
to make your source easy to modify.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se
```

1608. Re: folder problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 20:48:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d42e473@daggskim.ct.se>
Source record: 194439

Joseph Hogan did willfully write on 23 Jan 94 (to All), and I quote...
JH> From: Joseph_Hogan@UQAC.UQuebec.CA (Joseph Hogan)
JH>
JH> I am having a problem with getting rid of a folder. [...]
JH> [...]
JH> 'read only' and the 'read/write' options on the 'show information'
JH> [...]
JH> the options were grayed out, and I could not change them. I guess
JH> it is saying that it is not readable or writable.

Probably the directory entry for the folder has been partially trashed, leaving you with undefined attributes and perhaps other corrupt info.
If you have a disk editor and feel particularily brave one day, you might look for the sector which has the directory with the folder name. The byte after the actual name will be the attribute, and would for a normal folder be $20 -- write this value back and it should be deletable, unless there are other irregularities having to do with the FAT tables of course.
Do first check with Checkdisk or some other FAT/structure analyser that you don't have other problems with the partition.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1609. ST and HP500 Inkjet questions/drivers

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 21:07:58 UTC
From: jeff.baust@f998.n3603.z1.fidonet.org
Message-ID: <648_9401250634@dswhq.omahug.org>
Source record: 194289

Date: 23 Jan 1994 20:07:58 GMT

I just picked up an HP500, and I'm having a hell of a time with my word processors. The music notation packages work fine with the printer, but I don't know how to get STWriter or WordWriterST to work with the thing.

I can get them to print out, but I don't know how to get Bold, Italics, and other such effects. Do I need separate printer drivers? Anybody know the solution here?

Thanks

jb

1610. Re: 68K/3 Pack

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 21:14:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <A5774@PE2.maus.de>
Source record: 194384

GV>does this board fits on a STE with a square 68000 chip ? since my
GV>4096STe has a square socket.
You need an adaptor as the Spped-Bridge for DOS emulators.

For the operating system, you can take the english version of TOS 3.06, I
believe.

The patches should all be in the language-independant area of the TOS.

Check the patches for it, I cannot check, because I do not have an
english version of TOS 3.06

Ciao, Steffen

1611. Re: Interphase

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 21:58:08 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2hurtg$7dm@golem.wcc.govt.nz>
Source record: 194499

] > You mean the resource editor Interface? Version 2.0, I think that product
] > is being sold via some German Distributors, maybe you should ask in maus
]
] SHIFT GmbH
] Kompagniestrasse 13
] D-2390 Flensburg

Gribnif software also has it for $99.95US, Plus $3 postage to the US, or
$5.65 postage to Europe.

Gribnif Software
PO Box 779
Northampton, MA 01061-0779
USA

Very helpful people too!

1612. Re: About .signatures...

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 23:14:20 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <759471302.0@mettav.royle>
Source record: 194309

On 17 Jan 94 at 06:16:37 (Tim Wilson) wrote the
following:

>> It would help if people kept their text to <76 columns, although
I
>> guess this
>> is my problem rather than yours and doesn't exactly cost me
anything,
>> just looks worse. ;-)
>>
> If we want to talk about a waste of bandwidth, let'sow then talk
(or
> not) about this subject! ;^)

That's what I thought when the subject was started, although saying that the
discussion has been worth it
IMHO.

I think I may have benefitted as both Warwick's and Iain's sigs have suddenly
become =<76 characters wide.
:-)))

-Paul-

--
Small-Sig v0.001.03-gamma5 Shareware, $5 to register. <mega grin>

* Origin: Paul's Point [InterNet/UseNet] London/Surrey UK (100:1011/0.1)

1613. Re: MiNT Remote Login

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 23:44:22 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <CK3wM1.3n2@cc.umontreal.ca>
Source record: 194404

: In article <...>, cleaves@ctron.com (Stephan R. Cleaves) wrote:

: |> ... However, with my Supra 2400
: |> plugged into the serial port and MiNT running in
: |> multiuser mode, all I get is the SD and RD lights
: |> on my modem blinking...

Torsten Scherer (itschere@techfak.uni-bielefeld.de) responded:

: Try disabling command echo first. This confuses getty.

Also, tell your modem not to respond with "RING" every time
the phone rings. (I think this is tha ATQ0 or ATQ2 command)
(the echo is ATE0).

--
<> <> <> <> <> <> <> <> <> <> <>
Odisseas Kosmatos __ kosmatoo@jsp.umontreal.ca
/\/eXT_/TeP is neat, Smell my feet.

1614. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 23:48:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hv2c6$97h@mailer.fsu.edu>
Source record: 194403

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> >
> > Why should I buy a second HD, whenn I can get 50% more capability
> > of my old one using a simple (and cheap) program.
>
> DataLite and DataDiet retail for what, $60-$80 US? Over a year ago, I
> bought two 54M Quantum drives for $80 each, used. These days, the same
> disks go for $60.
>
> For the price of the "stacker" software, you can buy another 50 megs or
> so, and not risk a single byte of data. Adding another hard drive is
> faster, safer, and just as cheap.

Absolutely correct (I obviously agree with your strategy). For those thinking
along these lines, there is a post in misc.forsale.computers where someone
is selling brand new 40mb fast SCSI drives for $50. That newsgroup has
some great deals on both new and used equipment and software. Prospective
shoppers should check it out!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1615. Re: folder problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-23 23:52:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hv2k8$97h@mailer.fsu.edu>
Source record: 194405

Joseph Hogan (Joseph_Hogan@UQAC.UQuebec.CA) wrote:
> I am having a problem with getting rid of a folder. I went to delete a
> folder with a few files in it, and all of the files in the
> folder itself would not delete. The first thing I checked, was the
> 'read only' and the 'read/write' options on the 'show information'
> up on the menu bar during desktop use. When I got there, both of
> the options were grayed out, and I could not change them. I guess
> it is saying that it is not readable or writable.
>
> If anyone can help me get rid of this folder, I would be grateful:)

Sounds to me like your filesystem is a bit toasted. I have experienced
a similar phenomena, where I delete a folder (apparently successfully), but
it does not go away. Running Cleanup ST (ICD) or Diamond Edge should fix it
for you. There are PD/Shareware disk fixers as well, but I don't have any
experience with them.

Diamond Edge is really good software, IMHO. I put it in the "must have"
category for hard drive owners.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1616. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 00:11:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d43220b@p2.stacken.ct.se>
Source record: 194324

> From: dk3uz@isys-hh.hanse.de (Edmund Ramm)
>
> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>
>> In <CJMrBz.CE@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>> [...]
>
>> Replacing 'st' with 'tos' in the newsgroup names may be
>> appropriate, as this would indicate more clearly that the groups
>> are for all Atari computers running under TOS, not only STs. But
>> it would not help with focussing on different issues. I'd like to
>> see the Atari groups organized a bit like those on other systems,
>> e.g.:
>
>> comp.sys.atari.announce
>> comp.sys.atari.tos
>> comp.sys.atari.tos.applications
>> comp.sys.atari.tos.programmer
>> comp.sys.atari.tos.tech
>
> What about comp.sys.atari.mint.* ? Who's still running plain TOS, and
> if so, why?

But MiNT is Now TOS, remember? ;-)

> And am I suspecting rightly that most of those opposing a TT group
> don't have one?

I don't see much point of further dividing our scattered resources. Most of the discussions in c.s.a.st are valid to _all_ users, not just the few lucky owners of a specific model. If one computer deserves a separate newsgroup, then it's the Falcon, since it has some special areas of use like the DSP and D2D recording. However, I don't support the creation of such a group even though I own one myself.

If we should decide to change things, I suggest that groups are linked to what we do with our computers rather then which model we happen to be using. For example:

comp.sys.atari.8bit (thus being the only exception to the general rule)
comp.sys.atari.advocacy
comp.sys.atari.dtp
comp.sys.atari.emulation
comp.sys.atari.games
comp.sys.atari.graphics
comp.sys.atari.hardware

comp.sys.atari,misc
comp.sys.atari.music
comp.sys.atari.programming.asm
comp.sys.atari.programming.basic
comp.sys.atari.programming.c
comp.sys.atari.programming.dsp
comp.sys.atari.programming.misc
comp.sys.atari.telecom

etc.

In fact, now when I put words to it, I'm beginning to like the idea.

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet

1617. More MegaSTE questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 00:26:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hv4jo$97h@mailer.fsu.edu>
Source record: 194411

OK, a few more MegaSTE questions (mine is in the mail!!!).

First, thanks to all that have responded to my previous MegaSTE questions, and in advance to responders to this post. I have a lot to catch up on WRT this model of machine, as it has been around for about 3 years or so (I am reminded of the guy that found out about Fatspeed just a few weeks ago, after using a s-l-o-w ST hard disk for a long time). As I find out about MegaSTE quirks and hacks, I intend to record them in a FAQ of sorts. So, if you have any comments about MegaSTE's that you think might be of use to an experienced ST'er but totally bumbling STE'er please feel free to email or post them. Also, any additional comments about the MegaSTE 16mHz capability (recommendations of auto folder programs to control this feature, programs that don't like it, etc.) would be appreciated.

So, here are the questions:

1. Opinions on the AT-Speed 286 emulator for the MegaSTE: Is it robust, is it worth keeping, how much do they cost? Do they come with a math coprocessor standard? How much does one cost (ballpark figure)?

2. Speaking of coprocessors, it is claimed that the machine I bought has one (independent of the one on the 286 emulation board). I presume this would be a 68881. Must an application be compiled to use the coprocessor for any benifit to be obtained? Can it screw any software up by being there? How much does one cost (ballpark figure)?

2. What is the DB-9 jack on the VME bus cover?

3. Mine has TOS 2.06. Is there any better that can be installed without additional boards/weird hacks? Any bugs I should worry about? Any "must have" patch programs?

4. It has a 48mb internal hard drive (which I intend to replace with a bigger unit). Is the Atari host adaptor built into the motherboard? If not, can it easily be replaced with an ICD AdSCSI Micro?

5. What is a Discovery cartridge? As I now own one, I thought it would be good to know :-).

6. Now that I have an STE, I can look at all those excellent demos that would not work on my ST. Unfortunately, I did not have the foresight to write down the names of those I discovered to require STE hardware. What are your favorites (I already know about the Omega demo, as it was about 50% of my motivation to purchase an STE machine)?

7. What are some nifty things I could stick in that VME slot? Graphics boards? Ethernet (highly desired)? Is it equivalent to the internal

bus connector present in MegaST's, or is it totally different? If different,
does the MegaSTE have an internal bus connector as well?

--

****
* Mickey Boyd *
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* Florida State University Mathematics Department *
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****

1618. HD partitions >32Mb

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 00:35:41 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CK3yzI.JHJ@freenet.carleton.ca>
Source record: 194413

Can anybody tell me if it is safe to have partitions >32Mb on my hard disk? I am using TOS 1.6. Somebody told me I might have "problems" but couldn't be more specific, and the manual makes no mention of problems at all (except that the boot partition must be within the operating system's normal limit, i.e. 16Mb for ST, 32 for STE).

Thanks in advance
Stephen

1619. Re: apple suits (was Problem with AES)

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 00:52:19 UTC
From: ken@isgtec.com
Message-ID: <CK3zr7.6zs@isgtec.com>
Source record: 194417

In article <2d3dc790@daggskim.ct.se>, Bo Leuf <bo_leuf@daggskim.ct.se> wrote:
>Anyway, Apple has a lot to think about lately concerning market shares and a
>general lack of inovative new designs. Newton hasn't exactly made a big
>splash...

Huh? What do you mean? The new AV Macs aren't innovative? The PowerPC Macs
aren't innovative?

--
Under deadline pressure for the next week. If you want something, it
can wait. Unless it's blind screaming paroxysmally hedonistic ...

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1620. For Sale - Vidi & GTS-100

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 01:13:16 UTC
From: kslate@mtholyoke.edu
Message-ID: <2hv7bc$ghi@slab.mtholyoke.edu>
Source record: 194414

```
For Sale:
Vidi ST
Vidi RGB
Vidi Chrome

All three = $80.00

GTS-100 External DS drive with Track readout

$65.00

Email if interested

Kevin
```

1621. Re: Colour Ansi?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 01:15:26 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2hv7fe$elk@ucunix.san.uc.edu>
Source record: 194416

In article <1994Jan22.202022.14138@bradford.ac.uk> P.A.Booth@bradford.ac.uk (Dave Haider) writes:
>
>Are there any programs that are able to display colour ansi graphics on my
>1040STE?
>I currently use Uniterm 2.0e but I don't think it supports colour ansi
>only mono....

AnsiTerm

I think it is on atari.archive.umich.edu /atari/Telecomm/

+-------------------------------------+_
*> Kevin Klasmeier - Cincinnati OH	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier ==-U-S-A-=>	
>>>> Trust me, Rush IS right! <<<<	
+-------------------------------------+ |
'-------------------------------------'

1622. Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 01:19:49 UTC
From: titan@sys6626.bison.mb.ca
Message-ID: <qVumgc1w165w@sys6626.bison.mb.ca>
Source record: 194426

Okay, why would an Amiga user want an ST emulator? Novelty, I guess. (I collect emulators) So, are there any ST emulators for the Amiga? A few years ago I came across one 200K+ executable file called ATARI1. It worked well on my Amiga 500/2 drives, and I was able to run full colour programs with no noticable slowdown. However, the executable most likely had a copy of TOS in it, so I doubt it was very err.. legal. Or have things changed now since Atari has stopped making the ST? Does anybody have a version of any ST emulator which doesen't require two disk drives? (like ATARI1 did for some odd reason)

Please, no flames. I don't mind the ST, and I definetely like it better than any clone system (the architecture). :-)

Titan


```
____ ______ __ __
/ / //_ __//_/ _/ /_
____ / / / / / __ / __/______ ______
\ \ \/ / / / / / / / / / / __ // __ / titan@sys6626.bison.mb.ca
\ \ \/ / / / / /_ / /_ / __ // / / / Winnipeg, Manitoba, Canada
\_X__/ /_/ /___/ /___//_/ /_//_/ /_/ Amiga 600HD/1200/CD32
```

1623. Re: Sound from ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 01:24:32 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2hv80g$fjv@ucunix.san.uc.edu>
Source record: 194419

In article <2huigv$enc@m.ehd.hwc.ca> bdmartin@hpb.hwc.ca (BRIAN MARTIN) writes:
>
>:i
>Hi, as well as not knowing this editor my son's ST is dead
>or dying. When it is turned on it makes a noise like a key is
>stuck in the on position. When booting, there is no action
>from any input devices, keyboard, jowysitck or mouse.
>Brian
>aka. bdmartin@hpb.hwc.ca

There might not be a problem.....if this happens when you boot the computer up, press the space bar once. That will probably fix it.

if not:

Easy fix! don't worry about it, the computer is fine....just unplug your joystick (the fire button is stuck), if there still is a problem, you right mouse button is stuck down, try unplugging that too if you think that is the case.

```
+-----------------------------------+_
| *> Kevin Klasmeier - Cincinnati OH | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.Klasmeier ==-U-S-A-=> | |
| >>>> Trust me, Rush IS right! <<<< | |
+-----------------------------------+ |
'-----------------------------------'
```

1624. Falcon 486 emulation & 040 status?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 01:49:06 UTC
From: selick@acs.bu.edu
Message-ID: <2hv9ei$79h@news.bu.edu>
Source record: 194418

What is the status of the Falcon these days? Is there an 040 option in the works? Is there a 486 emulator (onboard 486 processor) available or in the works? Is there a tower case with external keyboard available or in the works? Any word on the software based modem?

I will be graduating in May, and will probably be asked what computer system I would like to get as a present, and I would like to stick with the Atari since I have Notator Logic, but if Atari doesn't get its act together soon, I may be forced to get a 486 machine. That would really be tragic.

Thanks,
Steve
selick@acs.bu.edu

1625. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 02:47:54 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.amFx3h&rt3k@yonder.equinox.gen.nz>
Source record: 194423

In <sjsCJyGAG.FA4@netcom.com>, Stephen Schow writes:
>Hi,
>
>I am looking for a utlity to get files from my friend's Atari ST to his
>DOS machine. Anyone know how I can do it?

Well heaps of people have mentioned how the ST is compatable with
the IBM-PC disc format, just thought i'd mention you could also
just connect the 2 serial ports together with a correctly wired
cable and Zmodem transfer the files. If his discs are formatted
with an older ST, formatted with a few extra tracks/sectors,
or his files are on a HD, then this option would probably be quicker
as you'll eliminate the time and hassel of formatting discs.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1626. Re: RS 232

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 02:52:10 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.jO&ZELZD65U@yonder.equinox.gen.nz>
Source record: 194424

In <2hoji5$i65@turing.fwi.uva.nl>, Martijn Dekker writes:
>hi,
>
> I have a modem connected to my stfm and I want to write a program
>that waits until the phone rings and then starts doing something. How do I
>check whether the phone rings? What register/adres/bit is used for this?
>I couldn't find any useful information in any of my books about this :(

Try looking in your modems manual.
If you've got response words turned on, the modem will send the
word "RING" to the computer for every ring.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1627. Re: STE<->STE Network?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 02:55:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg._tYZBSxlX9I@yonder.equinox.gen.nz>
Source record: 194425

In <2d4118ec@troed.ct.se>, Rickard Troedsson writes:
>Is there a fast network available for an STE<->STE setup?
>
>(One machine being 16Mhz/Cache, connected to several harddrives, 4Mb RAM ....
>the other one a normal 1040STE, 1Mb RAM)
>
>If so, what's the fastest transfer speed?
>
>Costs?
>
>Available from where?
>
>Using: MIDI, Cartridge, DMA, Floppycable .. what?
>
>Running in the background - without disturbing serialtransfers?

Probably not the best solution, but certainly the cheapest.... there's
a couple of programs available from the FTP sites that let you
network 2 ST's via the midi ports. They run in the background, but
there's the risk of damaging files if you crash while writing files
using this system!
I think one is called midinet or something like that.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1628. Re: Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 03:04:08 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2hvdr8$170@news.dmpe.CSIRO.AU>
Source record: 194389

>2,5" IDE drives are way cheaper than their SCSI brothers, and that's what
>you need _in_ Falcon030.
>
>btw, in the meantime, the 3,5" externals are cheaper again. Since there's
>almost no supply of 2,5" IDE drives, prices went back up.

Lucky you - down here a 240mb 2.5" IDE = $950 AUS = DM970 = $620 US

whereas an external SCSI II MAC 240mb HD with cable, even soft for the mac is
way cheaper = $600 AUS = DM600 = $390 US

or about that - so here I am thinking of buying a SCSI II external - it's
faster anyway ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1629. Re: HD partitions >32Mb

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 04:23:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hvig8$qmi@mailer.fsu.edu>
Source record: 194420

Stephen Mulrine (am136@FreeNet.Carleton.CA) wrote:
> Can anybody tell me if it is safe to have partitions >32Mb on my hard
> disk? I am using TOS 1.6. Somebody told me I might have "problems" but
> couldn't be more specific, and the manual makes no mention of problems at
> all (except that the boot partition must be within the operating system's
> normal limit, i.e. 16Mb for ST, 32 for STE).

Some programs were written to assume a 32mb maximum size (in fact, some only allow for 16mb from <= TOS 1.2). To get a partition bigger than 32mb, you will have to increase the disk block size. The "normal" size is 512 bytes per block. Anything higher would be labeled a BGM partition. Some programs don't like this (most notably Cheetah, which will severely fry a BGM partition). The 32mb max non-BGM partition size applies to any TOS version >= 1.4 (ST verses STE has nothing to do with it).

Just about anything that was written or updated in the last 3 years or so should be able to handle BGM partitions just fine. Only old low level hard disk utilities are suspect, as most applications did not need to be updated specifically for BGM partitions. If you have any old ones around, I would be very cautious about using them on a BGM partition. Better is to purchase a new one like Diamond Edge.

Also, if you are using an ICD host adaptor, you should be sure that your ICD software is not really old. ICD will update the software for about $15, and I am hoping that soon it will be available via ftp. If you have version 5.x or 6.x, you are probably OK.

Now, with all that said, I personally don't use very many BGM partitions. Increasing the block size to greater than 512 bytes will result in more wasted space, as the block size is the smallest allocation unit on a hard disk. So far, I have not needed more than 32mb in a hunk for anything. I have one BGM partition for MOD files, as they tend to be quite large (thus minimizing lost space due to larger block size). Also, every since I, er, verified Cheetah's destructive tendancies on BGM partitions I have been a bit leery of them. YMMV.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1630. RIP

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 04:34:35 UTC
From: ar445@yfn.ysu.edu
Message-ID: <2hvj4r$902@news.ysu.edu>
Source record: 194421

Is there a way to get RIP graphics on the Atari ST?

1631. Re: Interphase

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 04:57:14 UTC
From: Lexicor@world.std.com
Message-ID: <CK4B3F.9Iw@world.std.com>
Source record: 194422

In article <tfqcelfe0lk@moacs11>, Waldi Ravens <walra%moacs11@NL.net> wrote:
>In <CK189E.9MC@world.std.com>, Lexicor Software Corporation wrote:
>
>> You mean the resource editor Interface? Version 2.0, I think that product
>> is being sold via some German Distributors, maybe you should ask in maus
>
>SHIFT GmbH
>Kompagniestrasse 13
>D-2390 Flensburg
>
>tel +49 461 22828
>fax +49 461 17050
>
>

But didn't SHIFT go bust in Germany?

1632. Re: Falcon 486 emulation & 040 status?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 06:36:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK4FoD.462@cix.compulink.co.uk>
Source record: 194442

In message <2hv9ei$79h@news.bu.edu>, selick@acs.bu.edu said:
>
>What is the status of the Falcon these days? Is there an 040 option in the
>works? Is there a 486 emulator (onboard 486 processor) available or in the
>works? Is there a tower case with external keyboard available or in the
>works? Any word on the software based modem?

A 486 is in the works (Compo/Zack). Tower case and external keybd are no
problem with several makes to choose from. No news on sodftware based
modem. Voice Mail systems should be available shortly.

Ofir ogal@cix.compulink.co.uk

1633. RE: Colour Ansi?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 06:46:18 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <24JAN94.00461846@meena.cc.uregina.ca>
Source record: 194428

Check out a program called "Ansiterm". Shareware vt102 16 colour ansi terminal program. Available from a.a.u.e

1634. MultiTOS Gemini 1.99 console interaction problem

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 07:50:15 UTC
From: tvoverbe@estwk5.estec.esa.nl
Message-ID: <CK4J3s.46K@wm.estec.esa.nl>
Source record: 194427
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

When trying out Gemini 1.99 together with MultiTOS 1.0 (Mint 1.04 + AES 4.0)
on my TT I noticed the following problem.
When running a TOS/TTP program in the console window both Gemini and the TOS/TTP
program are competing for keyboard input. Very annoying when running something
like more and you have to hit the space bar a number of times till the next
page appears. After exiting more you then get all the 'missed' spaces echoed.
I suppose this is a generic problem when running any TOS/TTP program in
Gemini's console window.
Has anybody else noticed this ? Any explanation and/or fixes or workarounds
known ? Does any of our German friends have some more info from the
Gemini MAUS group ?

Ton van Overbeek, tvoverbe@wk.estec.esa.nl

1635. Re: Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 08:30:55 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2i00vvINNp2u@tom.rz.uni-passau.de>
Source record: 194429
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations

In article <qVumgc1w165w@sys6626.bison.mb.ca> titan@sys6626.bison.mb.ca (Titanium Knight) writes:
>Okay, why would an Amiga user want an ST emulator? Novelty, I guess. (I
>collect emulators) So, are there any ST emulators for the Amiga? A few
>years ago I came across one 200K+ executable file called ATARI1. It
>worked well on my Amiga 500/2 drives, and I was able to run full colour
>programs with no noticable slowdown. However, the executable most likely
>had a copy of TOS in it, so I doubt it was very err.. legal. Or have
>things changed now since Atari has stopped making the ST? Does anybody
>have a version of any ST emulator which doesen't require two disk drives?
>(like ATARI1 did for some odd reason)

To tell the truth, only ATARI emulators with ROM sockets for original
TOS ROMs are legal, due to the fact that the ATARI OS is (c) ATARI corp.
(surprise) and one can only get it in ROMs.

One commercial ATARI emulator is available in Germany, it's called Amtari
and the price is somewhere around 200 US$.

And btw, ATARI corp. may not longer produce the ST, but they still DO
produce TOS based computers.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

1636. MEGA STE Hard drive

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 08:35:46 UTC
From: lonsdale@acri.fr
Message-ID: <1994Jan24.083546.4943@acri.fr>
Source record: 194213

Is there a guide to fitting a hard drive to a Mega STE
on the net.

I need to know where I connect it, and if I need any extra
interface board?

Thanks
Andrew

1637. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 09:11:28 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ei.XFHmm_0TDQ6@nathan.do.open.de>
Source record: 194310

In <1994Jan22.103307.856@cathy.ijs.si>, Grabnar Matija writes:

Hi Gabnar,
>Here is his receipe for refueling from a gass giant. Get the fuel scoop and
>cargo scoop conversion.
huh? I thought you only need the cargo scoop conversion in order collect
cargo from ships and dummy mines (manual page 75). I was able to scoop
from a gas giant without the conversion.

/s/Udo, still competent :-(
--
Note: The above adress ue@nathan.do.open.de won't work after 1.2.1994.
After this date, please use ue@icmp.ping.de

1638. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 09:31:54 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Jan21.145718.36505@ucl.ac.uk>
Source record: 194433

steve@earth.ox.ac.uk (Stephen Usher) writes:

>In article <94018.160207ILAWSON@esoc.bitnet>, <ILAWSON@ESOC.BITNET> wrote:
>>Am I the only person in the world to own Frontier on the ST?
>>
>>If not can someone tell me if I am the only person who has problems with
>>military drives. I buy one, and then the program wont let my ship leave the
>>station/base it is at. Or I can leave and the guns dont work. Or the speed

>You've hit one of the bugs which is in all versions. Once you've got your
>military drive go into repairs and make sure you don't need to repair
>anything, then make sure you hit the refuel button, even if you've got an
>auto-refueller fitted.

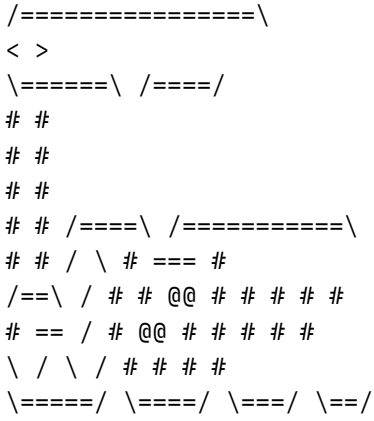
Is this a bug? After all, the ship does tell you that the internal fuel tank's empty when you change engines, and I don't think the auto-refueller (a waste of space IMHO) works when docked on either type of engine.

>>timer locks at normal speed (regardless of icon position). Sorry to moan but
>>I've got a Panther with 2 million credits+ and I want to start FIGHTING rather

>I've not had that problem, other than when a nasty pirate is hanging just
>out of range.

Nor I. And, IMHO, the best way to go fighting is in an Imperial Courier with naval missiles, 4MW beam laser, hull auto-repair and loadsa shields. Endless fun (try the disputed systems around -3,0 for lotsa things to kill)

Cheers



spbcajk@ucl.ac.uk

1639. Re: Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 09:42:03 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2i055b$oqe@info2.rus.uni-stuttgart.de>
Source record: 194434

Michael Baffoni (mbaffoni@farad.elee.calpoly.edu) wrote:
: In article <CJsCDF.522@cix.compulink.co.uk>,
: Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
: Where do we find 1.05?

There is a version of Deskpic which handles GIFs, IMGs etc. on
ftp.uni-kl.de in pub/atari/graphics and
ftp.uni-paderborn.de in pub/atari/tools/screen

This program is great, only one problem: all demo-pics are changing the
colors, so my color icons are looking weird.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

1640. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 09:44:11 UTC
From: atari@cs.ruu.nl
Message-ID: <CK4oDo.16H@cs.ruu.nl>
Source record: 194435

In <CK23ss.JoF@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>I've tried copying them into my compile directory, but don't really know
>how to use 'patch'. I've tried all the obvious:
[...]
>patch < diff1819.txt
This is the right way.

>Only the last does anything remotely sensible, but this fails at the first
>'hunk'.
I had the same problem. But then I changed the sources and the patch files
to Unix format (LF as end-of-line instead of CR+LF). After that patch
worked fine.

- Ate -

--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

1641. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 09:57:42 UTC
From: sys1@exnet.com
Message-ID: <CK4p08.GJ9@exnet.com>
Source record: 194441
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <CJzJuG.DoC@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
><woes with Lattice deleted>
>I'm very surprised to hear of your problems. I got 5.6 several months ago direct
>from Hisoft and apart from a bad disk, it installed fine. The manuals are a
>different kettle of fish though. Awful. Perfect binding is a mad thing to do with
>programming manuals. I still use the old set I have as the new ones are a pain to
>use and very badly laid out.
>

I talked to hisoft every 7-14 days about lattice C 5.6---they were
very apologetic about it's delay but htey were adamant that it was
not available. I think they got sick of the phone calls in the end.

BTW, you are right about the manuals. Ringbound would have been much
better.

Xavier

1642. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 10:01:09 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan24110109@issan.informatik.uni-dortmund.de>
Source record: 194436

In article <CK23ss.JoF@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:

|> Also I've had no luck patching my 1.08 code to 1.09. The
|> diffs are called something like:

|> diff1819.txt
|> diff1819.spp

|> and came in a file called:

|> diff1819.zip

|> I've tried copying them into my compile directory, but don't really know
|> how to use 'patch'. I've tried all the obvious:

|> patch diff1819.txt

|> patch *.c diff1819.txt

|> patch < diff1819.txt

|> Only the last does anything remotely sensible, but this fails at the first
|> 'hunk'.

The last one is the right one. If it fails, then usually because of
different line endings (CRLF vs. LF). Try to make them consistent
(either by removing CR's from both the sources and the patch, or by
adding them).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1643. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 10:26:25 UTC
From: djs@jet.uk
Message-ID: <1994Jan24.102625.11630@jet.uk>
Source record: 194351

In <H.eg.MnJnMpyRfkI@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CJnAn4.7nx@cix.compulink.co.uk>, "Roland Givan" writes:
>>...
>> I know what you mean. I had to compile 1.04 myself and it took a lot of
>> effort. I'm stuck on 1.08. I can compile a MiNT kernel, but not an MTOS
>> kernel.

>Uh, putting:
>INIT=c:\multitos\gem.sys
>in your mint.cnf turns your MiNT kernel into a MultiTOS kernel.
>Remember to substitute the real path on your system for "c:\multitos\".

>Doesn't it?
Using -DMULTITOS has a couple of other minor tasks, but does not make large differences to the kernel. I built a non-Multi kernel for use in my programming set-up, then rebuilt with the Multi flags for a 1.09 MultiTOS kernel. This did not work at first, but was a configuration problem: I did not have a mint.cnf file, and 1.04 did not mind that. For 1.09, I had to create such a file, otherwise it could not find the multi version of GEM.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1644. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 10:29:56 UTC
From: djs@jet.uk
Message-ID: <1994Jan24.102956.11720@jet.uk>
Source record: 194352

In <CK23ss.JoF@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>I've tried copying them into my compile directory, but don't really know
>how to use 'patch'. I've tried all the obvious:...
I downloaded the recommended versions of patch, and couldn't get them
to work; they had problems trying to create filenames of greater than 8.3
in my tmp directory. This *might* have been solved, perhaps, by a correct
setup of UNIXMODE or whatever, but in the end I just printed off the files
and did the patch manually.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1645. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 10:37:09 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2i08cl$pcn@bambam.cs.city.ac.uk>
Source record: 194437
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CK09p2.AKt@usenet.ucs.indiana.edu>, dvasilef@copper.ucs.indiana.edu (David Alan Vasileff) writes:
|> Is anybody out there developing GEM/TOS applications in C on a
|> non-atari unix box with GCC/G++? I'd like to write some C programs
|> for my ST, but since I don't have a hard drive, a compiler, and only
|> 1meg of memory I'm sort of limited that way. on the other hand, there
|> are several nice and fast unix machines here on campus.

The Sozobon compiler can be built to be a cross compiler under unix. It certainly compiles under unix if you set the right flags, but I don't know how well the code runs. Also the stdio library has a serious memory leak.

|> thanks.. and any recommendations for a good book on GEM/TOS
|> programming would be helpful, too. I have the atari compendium btw.

The Compute series by Sheldon are quite useful if you can get them. Also the "Pro GEM Programming" series of articles ftpable from atari archive are good. The DataBecker GEM book should definitely be avoided.

Steven

1646. postscript driver for gdos ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 11:27:05 UTC
From: lesch@kom.sietec.de
Message-ID: <2i0ba9$100@siet02.sietec.de>
Source record: 194440

Hi !

I'm looking for a postscript driver for gdos, preferable one, which
can also write to a file.

Any ideas ?

Holger
--
\ Holger Lesch \ lesch@kom.sietec.de \ Sietec Systemtechnik \
\ Nonnendammalle 101 \ 13629 Berlin \ Germany \ +49.30.386.28312 \
\ privat: Sybelstrasse 23 \ 10629 Berlin \ Germany \ +49.30.3243615 \

1647. Re: *bsd for TT! [Was: Re: Linux for TT/Falcon?? : WE NEED IT.]

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 11:59:06 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2i0d6a$fdb@news.rhrz.uni-bonn.de>
Source record: 194443

In article <1994Jan21.220446.14692@news.csuohio.edu> llunch@knuth.cba.csuohio.edu (Jason Baker) writes:
> If the pmmu code already exists, what is nessicary for an
>atari port?

I think it would be very good if someone could sit down and make a list of what is necessary for an Atari 030 port.

A lot of hardware device drivers come to mind ...

-- Volker

--

Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

1648. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 12:00:34 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2i0d92$5q3@sol.ctr.columbia.edu>
Source record: 194446

A few questions...

The box boasts 80-odd missions - surely these aren't the bbs tasks
that you can get from the military - these seem to be pretty standard
fare to me (ie: they're standard sentence with varying parameters)

Is the protection case-sensitive ?

And a few observations...

I don't object to the protection - I think it's quite a good idea
actually - the more you play the more it trusts you. What I found
pretty bloody annoying was that you need a monitor to get it right
reliably. Playing on a TV and trying to sort the difference between
a 3 and an 8 is impossible. A larger font for these would have been
nicer.

I don't think you ought to be able to select targets for homing in on
when the game is paused ... Makes fighting too easy.

If a game like this comes out for the Jag, I'll buy the Jag to get it.
Can you imagine what the Jag's real-time texture mapping etc. would
do to Frontier ??? Wow!

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1649. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 12:03:03 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2i0ddn$fgp@news.rhrz.uni-bonn.de>
Source record: 194444

In article <1994Jan21.215504.14290@news.csuohio.edu> llunch@knuth.cba.csuohio.edu (Jason Baker) writes:
> I have an st so for me this discusion is completely
>hypothetical. What is so great about linux!? I know very little
>about this, but it seems like it would be a lot easier to port BSD,
>and more useful to port mach. Perhaps mach + mint .95 would allow you
>to have good tos emulation from within unix.

This is a good idea. Also, there is a bsd server out that runs atop Mach on PCs ... maybe this could be made to work.

Z Why is it that every few
>months I see a thread about porting linux, but I have never seen a
>thread about porting other unix-like systems? Is linux faster than
>the others? Is it more stable? Is it better (or more often)
>actualized? What does "It's FREE and often actualized" mean exactly?
>What are linux's advantadges over bsd-386 mach386 and hurd on pcs?

IMHO none for our purposes. So, I agree with Jason.

-- Volker

--
Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

1650. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 12:03:17 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan24.120317.28314@unix.brighton.ac.uk>
Source record: 194321

To apply thediffs for MiNT 1.09 to MiNT 1.08 I think you do

patch -l < <name of diff file>

The -l applies the patch loosely(?) and should work right then, without -l
it looks for the exact pattern over which to apply each line of the diff and
because of cr/lf or spaces, etc it fails to do this. Hope this works better
for you.

Also, apply the diffs to an untouched copy of the 1.08 source.

Michael

--

____
Desk File Options

| Info | --
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |

1651. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 12:05:31 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2i0dib$fgs@news.rhrz.uni-bonn.de>
Source record: 194445

In article <2hr63b$3mr@nz12.rz.uni-karlsruhe.de> ukra@rzstud1.rz.uni-karlsruhe.de (Hermann Samso) writes:
>Jason Baker (llunch@knuth.cba.csuohio.edu) wrote:
>: In short, why linux?
>
> It's FREE, kind of PD with some copyrights by Linus...
> It works fast and is reliable (to an extent...version 1.0 is still
> not out)
> Lots of people freely porting aplications for it... it's a
> net group work, no big company behind it just thinking of
> getting the bucks of our pouches, just good programmers.
> I think it's great.

Aw come on Hermann! Jason asked "why linux instead of the other fast reliable kind of PD Unixes where lots of people freely port applications in a net group effort" ...

My answer: Check out the work already done on NetBSD for other 68030 machines and then see for yourself.

--

Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

1652. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 12:12:27 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan24.121227.28805@unix.brighton.ac.uk>
Source record: 194320

The things about getting stuck in the station as you try to leave can be solved by going back in (ie. request landing again and then autopilot), and buying some fuel and refuelling. If you have some fuel you don't have to go back I don't think.

I have only tried this once as it has only happened once recently.

At the time I had an auto refueller, but I had to manually refuel.

Pads

--

_____
Desk File Options

| Info | ----------------------------------
|_____| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |

1653. Re: modems for Atari 520st

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 12:19:06 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1994Jan24.121906.10915@htsa.aha.nl>
Source record: 194447

Keywords:

In article <2hhfguINNq1d@no-names.nerdc.ufl.edu> minzhujj@pine.circa.ufl.edu writes:
>Hello, there:
>I have just got an Atari 520st. I want to use it to access mainframes on campus. Can any kind experts tell me what kind of modem and software I need to
>make it work? Any help would be appreciated.
>
Hi!
Sorry, but when I want to login on the school mainframes, I just use Rufus v1.04, I know there is v1.35 but that one doesn't work properly when using Rufus as accesoiry, which I usseaully do. When I login I set the terminal at vt100, and the schoolterminal also, and Rufus doesn't know better than it is just another BBS. If I want to transfer file's I use Kermit.

I have an Atari 520ST+ and a Tornado 9696 fax/modem, Rufus v1.04. The school has a UNIX system.

Greetz,

Crazy AjM

******** Not handsome, not smart, only Crazy ********
******** Reach me at: arjanvdm@htsa.aha.nl ********

1654. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 12:42:51 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CK4wnH.K0J@cen.ex.ac.uk>
Source record: 194449

In article <H.ei.vjJvvbk5OP_@nathan.do.open.de> ue@nathan.do.open.de (Udo Erdelhoff) writes:

>>Ah, my panther is invulnerable to you. I have enough sheilds and an energy
>>booster that a 4MW beam laser can't get through before it over heats, & they
>>recharge before it can fire again. Although if you've got a cooler...

>Yes, I do have one, life would be impossible without it. It depends only on
>the number of shields you have. A 26 shield ship suffers hull damage after
>15 seconds of fire from a 4 MW beam laser. Since this was a computer ship I
>do not know wether it was equipped with an energy booster or not.

Use the radar mapper to find out.

>Just one question about the panther: I know that it has a class 8 drive
>built in. What happens if this one is destroyed? Are you able to replace
>it or do you have to buy a new ship?

You can replace/repair it if you find somewhere that sell class 8's. Or you can replace it with a class 7, but you get much less range. I decided it wasn't worth risking getting it damaged and fitted 100 shield generators and an energy booster.

>>Then again, my turrets both have 20MW beams, and I'm expert with them...
> You are expert with you lasers, the computer is not. And this is the main
> problem, a real ship comparision needs equal players; not a player and a
> dump computer. I DO WANT a multiplayer frontier right now ;-)

Yes, that would be brilliant. The only time my panther has been destroyed was when I collided with a large planet whilst dogfighting someone I was supposed to assassinate. (Imperial courier - 30g + 20MW laser... could have done me some damage...)

>> - bottom turret doesn't work on Boa freigter - trying to use it causes
>>the top turret to fire down through your ship... BOOM!
> Are you sure you've switched to the buttom turret before? The game doesn't
> switch automatically from top turret to bottom turret. This would be the
> worst bug in the game...

The game does automatically switch from top to bottom turret (with my panther anyway) and there is no way to do it manually.

> While talking about ships, the manual states that a tiger trader has 1 gun
> mounting, in the game, it has 3+F...

It also states that an imperial trader requires 6 crew, in the game it needs one. There are also discrepancies in the main thrust stats.

> Grin, ever tried to use the german version of frontier? It's full of bugs

No, I have the English version.

>> - If you head fast at a space station and hit max star dreamer you can
>>fly through the station with only minor damage - helpful sometimes.
>This bug is extremly useful while docking/landing because this is the only
>possibility to get into the port without crashing

It was useful when I realised the auto-pilot had misaligned (I went to get
a drink while it docked) and I had about 10% hull and falling. hitting max
star-dreamer put me completely through the station without docking and no
further damage.

> Another bug:
> - missiles are only reliable if you select max star dreamer...

I have no problems blowing things away with naval missiles. Although I
rarely use missiles because it's easier to leave the autopilot set on
where you are going and blow em away with the turrets.

> - Anyone found an ESCORT mission on the BBS (found in the binary)? Which
> rating do I need in order to get these missions? What's your duty on thes

Nope, I've only had deliveries so far. (Competent + sir)

>/s/Udo, ASP explorer NE-085, still clearing ZEAEX (boosted from below average
> to competent in one evening)

Panther Clipper (ZQ-733, Zebra Queen) Competent, working rapidly on deadly...
{{{ Dan }}}

P.S. oh yes, and 4.5 million credits. :)
--
{{{ Dan }}}

| InterNet: cs93dlh@dcs.exeter.ac.uk |
| Disclaimer: "It's not my fault." |

1655. Re: Need a grammar checker

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 12:43:40 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jan24.124340.10538@dct.ac.uk>
Source record: 194448

In article <1994Jan20.093235.3855@mtroyal.ab.ca>, ppospis@mtroyal.ab.ca writes:
> Does anyone know of a good grammar checker for the ST?
> PD would be preferred, but any info would be appreciated.

Calligrapher Gold III has a grammar checking pack. It works in a very similar way to a spell checker. It scans through a document highlighting anything it doesn't like. You then if you like have the change to alter or correct the highlighted text. There are four or five main grammar checking sections of the pack :
error - Speaks for itself
reduction - reduce wordy parts
formal - suggests formal alternatives
ise and ize - checks the ending of different words

Like a word processor you can add or ammend the rules which Calligrapher uses to check the text.

Also as part of the pack there is a word length frequency bar chart which is useful for seeing which lengths of words are most frequently used. Another window gives a list of all the words used in the document and the number of times used (see below).

the 2 a 14
in 6 Atari 56

If you need a grammar checker than I would recommend Calligrapher although it is hardly PD at about 109.00 pounds.

Simon Wilkinson

>
> Thanks
> Paul
> ppospis@MtRoyal.ab.ca

1656. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 12:55:25 UTC
From: hruegg@nyx.cs.du.edu
Message-ID: <1994Jan24.125525.8938@mnemosyne.cs.du.edu>
Source record: 194450
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sozobon runs just fine on a 1meg system. It was developed on a 1meg system with no hard disk and a 1/2 meg ram disk. This is probably a lot easier than cross compiles and downloads for testing...

Also, what is the 'stdio memory leak'? Lets fix it!

Johann Ruegg
Sozobon Ltd.

1657. ST Hi Res Monitor /520STFM compatibility problems.

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 13:04:46 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <1994Jan24.190447.830@nhqvax.hq.nasa.gov>
Source record: 194388
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Message-ID: <CK5DzF.88@info.bris.ac.uk>
Lines: 76
Sender: tjl@brspva.bristol.ac.uk (Tim Llewellyn)
Nntp-Posting-Host: siva.bris.ac.uk
Reply-To: tjl@bristol.ac.uk
Organization: Bristol University HEP / ZEUS Online
X-Newsreader: mxrn 6.18-4
Date: Mon, 24 Jan 1994 18:57:15 GMT
Xref: skates.gsfc.nasa.gov comp.sys.atari.st.tech:6937 comp.sys.atari.st:19993

Greetings, I hope someone can help me with this:

I have an Atari 520STFM, quite a late one with surface mount MMU chip
etc, and Frontier/Marpet XtraRam Deluxe with 2 mbyte installed.

This machine has been working perfectly for 3 years know, I had
the PSU replaced under warranty (wish I hadn't, but thats another
story) and use the MIDI ports extensively, and the serial port
occasionally. I have been running with a TV as the monitor.

I decided to take the plunge and go hi-res. I purchased a SVGA
Mono monitor with Atari adaptor from Ladbroke computing. I could
not get this monitor to work with my ST. The speaker on the ST adaptor
emitted a constant frequency (and quite loud, not just pickup) tone
when enabled. The monitor did not synch properly, nothing resembling a
desktop appeared. I tried booting in several different ways including without
a disk present. The system booted but no desktop (I know it booted cause
it stopped accessing the drive). I tried plugging the TV in while booting
with the monitor connected and there WAS a desktop on the TV screen but it
wouldn't synch and it was all screwed up (menus/icons in wrong place,
only a small portion of the screen visible).

I suspected a problem with ST adaptor. Ie line-out connected to
a synch line. Ladbroke suggested
trying the monitor with another ST. I did this. My friends "vanilla"
520STFM produced EXACTLY the same symptoms.

I shipped the monitor back to Ladbroke as doa. Today they have finally
got round to testing it and claim it works PERFECTLY on a 1040 STF they
have. Also, they claim there is no constant tone from the ST adaptor. We
quickly discounted the theory that the adaptor was damaged in transit and
miraculously cured by the journey back to Ladbroke. Their engineer suggested
some tolerance problem.

I am going to try my ST with a friends SM124 tonite. I THINK I did this a few years ago and it worked. Its possible the Mono output has become broken in the meantime I guess. But then my friends STFM gave the same symptoms.

So, I have the following questions for all you Atari experts out there on Usenet.

(1) Has anyone else experienced problems connecting a hi-res monitor to an 520STFM, or any other Atari? I believe mine to be quite a late model, surface mount MMU, soldered in shifter etc. It was part of a Discovery pack (ie sold
as a games machine).

(2) Has anyone ever experienced the sort of symtoms I describe with a any hi res monitor? If so how did you fix it.

I'd appreciate replies by e-mail as I have to decide what to do asap. Ladbroke have been quite reasonable and offered to either have a look at my ST or let me have an SM124 that they use for testing instead. I'd prefer to have a more future-proof SVGA than a used SM124, and I'm also reluctant to let others inside my machine and to loose it for several days/weeks.

Thanks a lot in advance for any information.

(and I wish I'd just brought it into the lab and got the guys here to help me sort it out, but it was a NEW monitor. As a colleague said, "did they get it right first time?".
--
--+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
--+---------------+
If that ain't clear I speak for me and noone else OK (and I might even change my mind sometimes!). For the extra 4 lines in my .sig blame the ***** (insert expletive(s)) who is sueing my ex-colleague for libel on USENET. Hey, and get wise to Soukous, Makossa, N'daga. Seen.

1658. Too big file problem!!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 13:05:45 UTC
From: rtla@network.cc.jyu.fi
Message-ID: <2i0h39$rvr@tukki.cc.jyu.fi>
Source record: 194353

I have problem with these BIG files at FTP sites. I don't have harddisc
yet, so is there any way to uncompress these over 600 Kb files
to 2 or more discs? For example, I can't find any commands from
lharc or arc programs for this. Help help.

thanx Ricu

1659. Re: m1_banks

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 13:15:10 UTC
From: sam_garforth@hursley.ibm.com
Message-ID: <1994Jan24.131510.69621@hursley.ibm.com>
Source record: 194201

In <2hlvd5$t9f@bambam.cs.city.ac.uk>, steve@snark.cs.city.ac.uk (Steven Eker) writes:
>Several people emailed me to say m1_banks works well
>for them.

Could I have the names of these people? Perhaps they'd like to swap
sounds.

Sam

1660. Stacy Laptop for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 13:17:59 UTC
From: stvj@pan.com
Message-ID: <9401240819092.stvj@pan.com>
Source record: 194376

```
Pristine Stacy Laptop
4 meg ram, 20 meg int HD, TOS 1.4
internal floppy dr.

No smoke, travel, problems, one owner.
Recording studio use only, midi.

$1000

Or Will Trade This Stacy For A
Mega4 STe 4/50+, 1.44FDHD, TOS 2.06,
(kybd & cpu only) and $400. US

SteveV. Johnson, email here or
(812) 333-1249
```

1661. Octalyser 0.90 STE SHAREWARE -- THE Tracker

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 13:48:41 UTC
From: di3dah@beatles.adbutb.hks.se
Message-ID: <1994Jan24.134841.15333@gdunix.gd.chalmers.se>
Source record: 194358

Well, hello world!

Have you tried out the fantastic tracker OCTALYSER? It's a tracker for
all Atari STE/Falcon (8bit tracker). It can handle 4, 6 or 8 channels,
and on a ordinary STE it can preform:
4 channels true 50 kHz replay
8 channels multiplex 50 kHz replay!

It handles ALL Amiga ProTracker-commands!

Well, I'm one of the coders of the Octalyser STE, and if you have
any problem with it, please let me know!

The Octalyser is shareware, and the registred users will recive
a newer version (0.94).

CD

1662. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 14:06:19 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jan24.140619.10547@dct.ac.uk>
Source record: 194354

In article <CK4p08.GJ9@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
> In article <CJzJuG.DoC@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>><woes with Lattice deleted>
>>I'm very surprised to hear of your problems. I got 5.6 several months ago direct
>>from Hisoft and apart from a bad disk, it installed fine. The manuals are a
>>different kettle of fish though. Awful. Perfect binding is a mad thing to do with
>>programming manuals. I still use the old set I have as the new ones are a pain to
>>use and very badly laid out.
>>
>
> I talked to hisoft every 7-14 days about lattice C 5.6---they were
> very apologetic about it's delay but htey were adamant that it was
> not available. I think they got sick of the phone calls in the end.
>
> BTW, you are right about the manuals. Ringbound would have been much
> better.
>
> Xavier
I have Lattice C 5.5 and have found it tough going. I know GFA Basic reasonably well and thought it would be quite easy to port some of my programs. How wrong could I be!

As noted above ring binders would be much better (GFA Basic style).

Also how about a GFA editor. i.e. automatic indenting, syntax checking, folded down procedures and functions, etc. Has anyone noticed that clicking to the right of a line leaves the cursor dangling in mid air? A good editor would take the cursor back to one character to the right of the end of the current line.

1663. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 14:54:35 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2i0nfb$q48@nz12.rz.uni-karlsruhe.de>
Source record: 194356

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <2her4u$sqh@nz12.rz.uni-karlsruhe.de>, Hermann Samso writes:
: > I have been lurking the 680x0 Linux mailing list for quite a while hoping
: > there would some linux developement for the atari computers going on...
: > as I haven't seen any, I am asking here if there is any group of people
: > interested in porting Linux for the TT and Falcon... Wouldn't it be nice
: > to have a real Unix in your Falcon?
: I don't think it would be. *Painful* probably, but I doubt it'd be
: "nice"... X would CRAWL in 15-bit colour on the Falcon (essentially the
: same speed as a '385sx/20... ow! _Windoze_ is too painful on such a
: machine!)
: It might be more reasonble on a TT, but not much.

The Linux I have seen until now on amigas 3000 didn't _crawl_...
is a TT much slower than an amiga 3000?

: I think we need to face it. If you want to run Linux, a '486 is your
: best bet. :-\

Well, it's really a pity, 'cause I know of a _lot_ of people
who would reconsider buying a TT or falcon if it had Linux...
I suppose I will wait for the PowerPcs or buy a 486 then...


```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+-----------------------------------------`----------+
```

1664. Linux for Atari TT/Falcon (680x0 x >= 3)

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 15:05:11 UTC
From: robert@and.nl
Message-ID: <CK538o.38p@and.nl>
Source record: 194359

Hi,

Now it's time to make an end to all speculations on the status of Linux
on the Atari TT/Falcon platform.

I am one of the developers of the low-level device drivers for the
Atari.
There are three other people working on the project.
One coordinator who should be making the interrupt handling code.
One person does the console driver (screen output)
One person does the SCSI driver.
I do the keyboard/mouse/joystick driver, and I was just starting work
on the serial port driver.

The status is relatively to the Amiga several months behind.
My personal main problem is that I did not have a decent development
environment. My falcon is a prototype and is not too fast. I can't
get the minix fs extension for MiNT to work, so files with long names
get clobbered.
In the meantime I bought a second hand 386-PC, put in a big harddisk,
and I am now working on installing a cross-compiler. When all this
works, I can continue my work.

I haven't heard from my fellow developers for a long time. I think
the coordinator is no longer on the net. Perhaps it's time for me
to volunteer to be the next one. The only problem is that my
system is not really on the internet. We only have a uucp-connection.

So if someone is interested in putting some effort in writing the real
low-down bare-metal stuff, mail to me and I will give you all information
you want.

In the meantime you can plug in on the linux-activists mailing list.
There is a special interest group (channel) called 680x0.

FAST [hacker's] way to subscribe or unsubscribe:

Send mail to:

linux-activists-request@niksula.hut.fi
^^^^^^^

Subscribe (means JOINING etc):

Your mail HEADER or FIRST line must contain the line:

X-Mn-Admin: join 680x0

Unsubscribe (means LEAVING,EXITING,SIGNING OFF, etc):

Your mail HEADER or FIRST line must contain the line:

X-Mn-Admin: leave 680x0

"echo X-Mn-Admin: join 680x0 | mail linux-activists-request@niksula.hut.fi"

Robert
--
+--------------------+---------------+-----------------+-------------+
| Robert H. de Vries | robert@and.nl | AND Software BV | 010-4367100 |
+--------------------+---------------+-----------------+-------------+

1665. Linux Mailing List

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 15:17:22 UTC
From: lannie@picard.infonet.net
Message-ID: <2i0oq2$ogg@insosf1.infonet.net>
Source record: 194357

am subscribed to the mailing list for Linux.
Their address is:linux-activists@joker.cs.hut.fi

I think you send them a message with help or subscribe, can't recall
how I did it!
Hope this helps.

Lannie
lannie@ins.infonet.net

1666. GFA Programming Help

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 15:49:14 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <2i0qlq$dui@olivea.ATC.Olivetti.Com>
Source record: 194360

Hi there,

I need some help from you net-gfa-programmer-guru:

I need to run a TOS (ttp) prohram from GFA-Basic and redirect the output of
the program in a certain area of the screen , such as a window of the program
from where I launched the ttp.

Is it possible ? and How ?

Since I have the source of the ttp program can I compile the gfa-prog and the
C module and call the module as a procedure from the gfa prog ?

Thanks in advance!!

Savino

1667. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 15:52:18 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2i0qri$qgs@bambam.cs.city.ac.uk>
Source record: 194361
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994Jan24.125525.8938@mnemosyne.cs.du.edu>, hruegg@nyx.cs.du.edu (Hans Ruegg) writes:

|> Also, what is the 'stdio memory leak'? Lets fix it!

As far as I can remember, it goes like this:

fopen() checks to see if there is already a buffer for the file handle it is about to allocate and if not malloc()'s one.
fclose() does not free() the buffer but does set the buffer pointer to zero, losing track of the memory and causing fopen() to malloc() a new buffer next time around.
Thus if you open and close enough files you eventually run out of memory.

This bug existed at least up to the point where HSC spun off from Sozobon C because it bit me under HSC 1.40 as well as an old version of Sozobon (my sequencer grabs all but 8K of RAM for itself so the memory leak kills it relatively quickly if not painlessly :-(). It's easy to fix though - I just commented out the offending line from fclose() & recompiled.

BTW where is Ian Lepore these days? - I've not seen him post for months.
And whatever happened to HSC 2.0 ?

Steven

1668. Re: HD partitions >32Mb

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 15:55:22 UTC
From: walra@moacs11
Message-ID: <7qe2q0s3ble@moacs11>
Source record: 194364

In <2hvig8$qmi@mailer.fsu.edu>, Mickey Boyd wrote:

> Now, with all that said, I personally don't use very many BGM partitions.
> Increasing the block size to greater than 512 bytes will result in more
> wasted space, as the block size is the smallest allocation unit on a
> hard disk.

Nope, the smallest allocation unit is a cluster (maybe you were thinking
of Unix instead of Gemdos?). The advantage of increasing the clustersize
is better speed, the disadvantage (like you said) wasting space.

The three Gemdos filesystems I have use one logical sector per cluster,
but on most systems clusters consist of two or four logical sectors.

> So far, I have not needed more than 32mb in a hunk for anything.

Partitions <= 32MB can still be BGM. My boot partition is just under 32MB
with 4KB logical sectors and one sector per cluster.

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

1669. Re: New GEMini CDROM for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 16:09:01 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i0rqt$h7f@percy.cs.bham.ac.uk>
Source record: 194362

klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>In <2hf1om$gd2@agate.berkeley.edu> rab@sprite.berkeley.edu (Robert A. Bruce) writes:
>
>>The disc is available for FREE to anyone that has contributed any of their
>>own work. Just email me your name, address, and the name of the program(s)
>>that you wrote. Overseas addresses are ok.
>
>And how o you know whether there is stuff on the CDROM you contributed
>to the public domain? No table of contents is given...
>

The article says to anonymous ftp to ftp.cdrom.com, get the file
/pub/cdrom/cdroms/atari/index.txt.

/Most/ of the CD is a copy of atari.archive, the files even have the
same comments as the a.a index file...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1670. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 16:38:02 UTC
From: avg@cwi.nl
Message-ID: <CK57JE.6Br@cwi.nl>
Source record: 194363

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>I don't think it would be. *Painful* probably, but I doubt it'd be
>"nice"... X would CRAWL in 15-bit colour on the Falcon (essentially the
>same speed as a '385sx/20... ow! _Windoze_ is too painful on such a
>machine!)

>It might be more reasonble on a TT, but not much.

Bollocks. If a diskless 68030 16MHz UNIX workstation (HP9000/330) can
run X without problems (I have worked on those for years) then a Falcon
should be quicker at it, because it doesn't need to send everything
over an Ethernet connection.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740
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1671. Re: Moniterm Monitors (Help!)

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 16:43:34 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.pirfsw2_nWQ@sanity.tdkcs.waterloo.on.ca>
Source record: 194323
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2hssc4$5i6@mailer.fsu.edu>, Mickey Boyd writes:
}Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
}
}> I found a surplus store today that had Moniterm VY1000 19" mono monitors
}> for $100. They have a 9 pin "joystick" connector on the back and come
}> with some manuals, etc. They say a UNIX driver is needed.
}>
}> IS this the same monitor they sold for the ST? Is there any other hardware
}> needed for the ST to drive it or is the software driver all that is necessary.
}> They have 3 monitors so I would like to hear from people if they know
}> anything about this - I could probably send someone else a monitor if they
}> really wanted one. Any help would be greatly appreciated - $100 would
}> be a real bargain for a 19" monitor.
}
}The Viking Moniterm 19" monitors for Mega series computers required a board
}that plugged into the expansion bus present only on Mega's (this was before
}the STe, MegaSTe, TT, Falcon, so I'm not sure about those). Thus, if you have
}a MegaST you would need to procure an addition board at the very least.
}
}Incidentally, they sound like old Sun2 or Sun 3/50-60 monitors. There has
}been discussion in the past of hooking such monitors to STs, but I don't
}remember any positive experiences being related.
}

OK, I know it's a TT, not an ST, but...

a few months ago, we modified a Sigma Designs L-View 19" monitor to work
with my TT. It wasn't much more than making a cable to go from the 15 pin
VGA jack to the 9 pin monitor jack. Also had to make a little circuit to
invert either the horizontal or vertical sync (can't remember). And then
adjusting the horizontal sync inside the machine to match the TT.

It works great and it was free to boot. Barely use the other monitor these
days, I don't think it's been plugged in since maybe November..

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Alpine |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
----------Bleh V1.0----------

1672. Re: Any RIP Readers for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 17:19:14 UTC
From: Merz@mm.sh.sub.org
Message-ID: <Up-EAYOFFVI@mm.sh.sub.org>
Source record: 194240

In <esoreCK3HGs.I95@netcom.com> Steve Rosenberg wrote :

> Are there any free/share/commercial programs out there for the ST
>which allows one to view .RIP graphics from a PC board? Even an off-line
>reader would be terrific, as I have access to lots of RIPs and would like
>a quick look.
>

Hi Steve,

as far as I know there is only one ST-RIP-Terminal available.

I quote from the english documentation (YES!):

>>> STrip <<<

Copyright (c) 1993 by Lars Kupferschlï¿½ger

The first terminal program for the
Atari ST series of computers that
supports the Remote-Imaging-Protocol (RIP)
...
1 What's STrip?

STrip is the first terminal program for the Atari ST which
supports the Remote-Imaging-Protocol (RIP).

RIP has been developed by TeleGraphics, a USA Company and is a
7-bit ASCII transfer protocol for color graphics, mouse control
and more.

RIP requires a graphics resolution of 640 * 350 pixels in 16
colors, which is provided by an IBM compatible PC with EGA
compatible graphics card.

The monochrome mode of the Atari ST offers an appropriate
resolution(640 * 400 pixels min.) but only two colors, namely
black and white.

This means that a 100% implementation of RIP isn't possible on
the ST because the necessary hardware requirements are not
available.

From the software developer's point of view, this lack is the
special challenge of implementing RIP on the ST: To represent
RIP codes as good as possible on a black-and-white plane.

Those who have dealt with this problems a little bit closer will
have recognized that this isn't an easy task and should not be

underestimated.

With "STrip" I have developed an application which achieves very good results on this matter. But because of the technical reasons cited above it can't come up to the standard of a real color implementation.

To date, this version of STrip v0.95 supports appr. 90% of all RIP functions.

Of course, STrip will be expanded further and adapted to the developing standard.
...
2 Hardware requirements

STrip has been designed for the monochrome resolution of the Atari ST (640*400 pixels).

A higher monochrome resolution could not be tested but should be possible.

Color graphics cards or the two color modes of the Atari ST are currently not supported.
...
6 Contact address

If you have any questions regarding STrip you may contact me at one of the following addresses:

Lars Kupferschlï¿½ger
Wolfsgasse 15
52499 Baesweiler
Germany

Internet: lars_kupferschlaeger@solaris.oche.de
...

Hope I could help ...

Markus

--

--------- Achtung Anfï¿½nger! ----------

>>>> Markus Merz, voice or fax: (+49 40) 24 98 50 <<<<

1673. HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 17:36:16 UTC
From: vij@vnet.ibm.com
Message-ID: <2i10ug$fer@tornews.torolab.ibm.com>
Source record: 194239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

I've got some questions regarding the usage of
Atari's hard disk drivers and their features...

Some background: I've got a Mega STE with TOS 2.06
and am currently using ADHI 5.00 and HDX 5.00
I've recently downloaded HDX 503C, HDX 504,
ADHI 605C, AHDI 606, and ADHI 6061.

I'd REALLY appreciate ANY answers to the following
questions. I know that there are others out there
with similar questions too...

1) What is the "best" ADHI and HDX to be using?
Are there any versions to stay away from?

2) I assume it's ok to use the latest HDX with
my MSTE, but how about AHDI? In one of the
readme files, they mention the Falcon but not
the MSTE. Is AHDI 6061 Mega STE friendly???

3) What are the differences between AHDI 606
and 6061??? (ie: was something in 606 broken).
There was no readme with AHDI 6061.

4) Assuming I'll move up to ADHI 6061 (or whatever),
how do I do it? Do I just use HINSTALL to
de-install the current driver and install the
new one? Do I need to reformat or anything,
or is it as easy as copying SHDRIVER.SYS to
by boot partition?

5) What's the relationship between SHDRIVER.RAW,
SHDRIVER.SYS, and AHDI.PRG? For a given version,
all three files are the same size. Are they
just renamed versions? It's my impression that
HINSTALL uses SHDRIVER.RAW to create a SHDRIVER.SYS.
I'm not sure what ADHI.PRG is used for...
The reason I ask is that AHDI 6061 just comes with
ADHI.PRG (ie: know SHDRIVER.RAW).

Thanks in advance to anyone who can help. I'm kinda
living on the edge 'cause I haven't backed up my
hard drive yet (I know, I know) and I don't want to
trash my drive when upgrading...

VIJ...

1674. Re: More MegaSTE questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 17:53:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d440f67@p2.stacken.ct.se>
Source record: 194166

> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
>
> 3. Mine has TOS 2.06. Is there any better that can be installed
> without additional boards/weird hacks? Any bugs I should worry about?
> Any "must have" patch programs?

TOS 2.06 is the best and latest official ROM for your computer, but there exists a nice program called WINX that offers movable windows in the background (like MultiTOS) and a number of other useful bugfixes and improvements over standard TOS. You can even make a new EPROM out of it thus saving some RAM space.

NVDI is yet another of those "must haves". It will speed up most GEM operations tremendously and offers a built in GDOS.

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet

1675. Mega STe Coprocessor and Spectre

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 17:58:57 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CK5BA9.MCn@watserv2.uwaterloo.ca>
Source record: 194365
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Mega STe without a coprocessor and I have a Spectre 3.0:

1. Will both the 68881 or 68882 work (are they pin compatible?)
2. What package type is the Mega STe socketed for?
3. The Spectre manual says it will recognize the coprocessor in
a TT but doesn't mention the Mega STe (it probably wasn't out
when the 3.0 Spectre was released). Has anyone with a Mega
STe and coprocessor confirmed it works?

How much should I pay for a coprocessor? Every place I called in
Toronto does not have 68881 anymore - they say they're being phased
out. A 68882 costs $122. Is this reasonable?

Thanks,

+---+
| Samy Mesbah "I am evil hoMER, I am evil HOmer" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+---+

| Pressed up against the glass I found myself wanting SYMPATHY but to be |
| consumed again oh I know would be the DEATH of me & there is a LOVE that's |
| inherently given a kind of BLINDNESS offered to appease in the light of |
| forbidden JOY - oh I know I won't receive it. |
| - Sarah McLachlan, _Wait_ |
+---+

1676. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 18:18:21 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <JRCLBLPR@isys-hh.hanse.de>
Source record: 194390

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <2her4u$sqh@nz12.rz.uni-karlsruhe.de>, Hermann Samso writes:
> [...]
>I don't think it would be. *Painful* probably, but I doubt it'd be
>"nice"... X would CRAWL in 15-bit colour on the Falcon (essentially the
>same speed as a '385sx/20... ow! _Windoze_ is too painful on such a
>machine!)

Who cares about colour? 25 lines by 80 cols. plain text will suit me fine!

>It might be more reasonble on a TT, but not much.

>I think we need to face it. If you want to run Linux, a '486 is your
>best bet. :-\

Ha! Bring along your '486 (unless it is >40MHz clock) and I'll show you,
how a TT outruns it...

Rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

1677. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 18:29:52 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2i1430$s3o@nz12.rz.uni-karlsruhe.de>
Source record: 194366

Volker A. Brandt (volker@sfb256.iam.uni-bonn.de) wrote:

: In article <2hr63b$3mr@nz12.rz.uni-karlsruhe.de> ukra@rzstud1.rz.uni-karlsruhe.de
(Hermann Samso) writes:
: >Jason Baker (llunch@knuth.cba.csuohio.edu) wrote:
: >: In short, why linux?
: >
: > It's FREE, kind of PD with some copyrights by Linus...

:My answer: Check out the work already done on NetBSD for other 68030 machines
:and then see for yourself.

Sorry, but I really haven't seen other free PD unixes running
so I can't comment on them... I've just seen Linux.
Please, could you give your impressions over other free unixes
you might know? Are they better than Linux?

+---+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+---`----------+

1678. Speedo Problems with SLM804

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 18:37:29 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CK5D2H.1Ky@watserv2.uwaterloo.ca>
Source record: 194367
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PLEASE NOTE: THIS IS POSTED FOR A FRIEND - PLEASE REPLY TO THE
ADDRESS AT THE END (OR POST REPLIES) -THANKS

Your article follows:
Path: kilo.engr.mun.ca!apaul
Date: 24 Jan 94 14:46:13 GMT
Message-ID: <apaul.759422773@kilo.engr.mun.ca>
Newsgroups: comp.sys.atari.st
Subject: Speedo w/SLM804 and MSTE
Summary: won't work?
Keywords: Speedo, SLM804
Organization: Faculty of Engineering, Memorial University of Newfoundland

I have Speedo, but can't get anything to print on my SLM804. If you
bring up the devices (or printers?) acc, is says printer for the
port to use. It should be DMA, but this option is not selectable.
This can't be an oversight by Atari, can it?

Any body have any ideas? I have tried to print with both Works, and
STraightFAX 2.0, both Speedo prgs. neither will print.

I have never been able to get LaTeX to print with the SLM804 either...
I'm going to have another try at that soon, though...

thanks

Anthony Paul

apaul@kilo.engr.mun.ca
avp@garfield.cs.mun.ca

1679. Re: Timworks Publisher needed!

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 18:47:45 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan24.184745.25570@newshost.lanl.gov>
Source record: 194377

In article 2hk7c3INN3ep@clinet.fi, alien@clinet.fi (Risto Juvonen) writes:
> I've been trying to get Timeworks Publisher, but 'cause Electronic
> Arts no longer carry any ST titles and GST no longer exists, I've to
> get this software another way. Any ideas?

Well, you could always steal it since many others seem to think that that's perfectly OK with discontinued software. <bad joke, I admit>

But GST no longer exists? Are you sure?

At any rate, you could always post a 'WANTED TO BUY' notice as I'm sure someone out there has a copy they would be willing to sell you.

-Hutch- @ Fair Dinkum Tech

1680. RIP

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 18:54:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d441982@troed.ct.se>
Source record: 194326

In a message of 24 Jan 94 05:34:35, Benjamin Hoppe wrote:

BH> Is there a way to get RIP graphics on the Atari ST?

There is a terminal program, though only mono .. I guess some TT/Falcon owners
should start porting one ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1681. ST Hi Res Monitor /520STFM compatibility problems.

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 18:57:15 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CK5DzF.88@info.bris.ac.uk>
Source record: 194368
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Greetings, I hope someone can help me with this:

I have an Atari 520STFM, quite a late one with surface mount MMU chip etc, and Frontier/Marpet XtraRam Deluxe with 2 mbyte installed.

This machine has been working perfectly for 3 years know, I had the PSU replaced under warranty (wish I hadn't, but thats another story) and use the MIDI ports extensively, and the serial port occasionally. I have been running with a TV as the monitor.

I decided to take the plunge and go hi-res. I purchased a SVGA Mono monitor with Atari adaptor from Ladbroke computing. I could not get this monitor to work with my ST. The speaker on the ST adaptor emitted a constant frequency (and quite loud, not just pickup) tone when enabled. The monitor did not synch properly, nothing resembling a desktop appeared. I tried booting in several different ways including without a disk present. The system booted but no desktop (I know it booted cause it stopped accessing the drive). I tried plugging the TV in while booting with the monitor connected and there WAS a desktop on the TV screen but it wouldn't synch and it was all screwed up (menus/icons in wrong place, only a small portion of the screen visible).

I suspected a problem with ST adaptor. Ie line-out connected to a synch line. Ladbroke suggested
trying the monitor with another ST. I did this. My friends "vanilla" 520STFM produced EXACTLY the same symptoms.

I shipped the monitor back to Ladbroke as doa. Today they have finally got round to testing it and claim it works PERFECTLY on a 1040 STF they have. Also, they claim there is no constant tone from the ST adaptor. We quickly discounted the theory that the adaptor was damaged in transit and miraculously cured by the journey back to Ladbroke. Their engineer suggested some tolerance problem.

I am going to try my ST with a friends SM124 tonite. I THINK I did this a few years ago and it worked. Its possible the Mono output has become broken in the meantime I guess. But then my friends STFM gave the same symptoms.

So, I have the following questions for all you Atari experts out there on Usenet.

(1) Has anyone else experienced problems connecting a hi-res monitor to an 520STFM, or any other Atari? I believe mine to be quite a late model, surface mount MMU, soldered in shifter etc. It was part of a Discovery pack (ie sold

as a games machine).

(2) Has anyone ever experienced the sort of symtoms I describe with a
any hi res monitor? If so how did you fix it.

I'd appreciate replies by e-mail as I have to decide what to do asap.
Ladbroke have been quite reasonable and offered to either have a look
at my ST or let me have an SM124 that they use for testing instead.
I'd prefer to have a more future-proof SVGA than a used SM124, and I'm
also reluctant to let others inside my machine and to loose it for several
days/weeks.

Thanks a lot in advance for any information.

(and I wish I'd just brought it into the lab and got the guys here
to help me sort it out, but it was a NEW monitor. As a colleague said,
"did they get it right first time?".
--

---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
---+---------------+

If that ain't clear I speak for me and noone else OK (and I might even
change my mind sometimes!). For the extra 4 lines in my .sig blame the
***** (insert expletive(s)) who is sueing my ex-colleague for libel on
USENET. Hey, and get wise to Soukous, Makossa, N'daga. Seen.

1682. Spectrum emulator

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 19:35:55 UTC
From: aesd2pak@dct.ac.uk
Message-ID: <1994Jan24.193555.10567@dct.ac.uk>
Source record: 194370

I have just got the spectrum (8-bit computer) emulator and i am wondering has anyone got any old spectrum games uploaded to work with it.

As i have got rid of my spectrum years ago i cant get any software fot the emulator.

If someone has got games for it can you get in touch.

cheers
Philip

1683. Re: Wanted: STFM power supply

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 19:37:54 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CK5Fv6.oC@info.bris.ac.uk>
Source record: 194371

In article <1994Jan22.190505.11233@bradford.ac.uk>, P.A.Booth@bradford.ac.uk
(pPaul Booth) writes:

|>
|>Now why would you want another power supply????
|>You didn't stick a screwdriver in it while it was still on and blow it up
|>did you?????
|>
|>Tut tut.
|>
Paul you are being a bit hard on the guy. The PSU in my Atari STFM went
before I'd ever even lifted the cover off it. Now I am always very careful not
to cover up the air-vents in the top cover, ESPECIALLY on the left
hand side where the PSU is.
|>
--
---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
---+---------------+
If that ain't clear I speak for me and noone else OK (and I might even
change my mind sometimes!). For the extra 4 lines in my .sig blame the
***** (insert expletive(s)) who is sueing my ex-colleague for libel on
USENET. Hey, and get wise to Soukous, Makossa, N'daga. Seen.

1684. Re: Spectrum emulator

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 20:00:18 UTC
From: R.N.Hunt-93@lut.ac.uk
Message-ID: <CK5GwI.KFq@lut.ac.uk>
Source record: 194378

In article <1994Jan24.193555.10567@dct.ac.uk> aesd2pak@dct.ac.uk writes:
>I have just got the spectrum (8-bit computer) emulator and i am wondering has
>anyone got any old spectrum games uploaded to work with it.
>
>As i have got rid of my spectrum years ago i cant get any software fot the
>emulator.
>
> If someone has got games for it can you get in touch.
>
>cheers
>Philip
>

Check out the user group Comp.sys.sinclair! For an FTP site ftp.nvg.unit.no is
gradually building up it's collection of .SNAs.

+------------------+---+
Richard Hunt	Thinking about what you can't control only wastes
elrnh2@lut.ac.uk	energy and creates it's own enemy.
	Worf, "The Coming of Age"
+------------------+---+

1685. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 20:08:43 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CK50pw.Mr5@ryn.mro4.dec.com>
Source record: 194355
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994Jan24.125525.8938@mnemosyne.cs.du.edu>, hruegg@nyx.cs.du.edu (Hans Ruegg) writes...

>Also, what is the 'stdio memory leak'? Lets fix it!

Ah, but I bet there is no memory leak if you use the mintlibs is there?

> Johann Ruegg
> Sozobon Ltd.

What? There is a company with the name sozobon?

Erlend.

1686. Atari Videos

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 20:24:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940124152434MIS0160@MVS.UDEL.EDU>
Source record: 194382

I just received a catalog from a company called Video Yesteryear. They have quite a few specialty videos for only $2.99 each. Two of them may be of interest to this newsgroup.

Stock # Title Description
13204 The Amazing Atari ST The home computer is demonstrated
13303 My Computer Shop-Part 3 Nintendo, Atari and Commodore 64 reviewed.

Their toll-free order line is 1-800-243-0987. They charge a flat $3.95 shipping and handling per order.

1687. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 20:27:36 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <759443255@amazon.cs.duke.edu>
Source record: 194372
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

From the Holy Book of <CK50pw.Mr5@ryn.mro4.dec.com>
as spake by nagel_e@cecehv.enet.dec.com (Besiktas...) :

>In article <1994Jan24.125525.8938@mnemosyne.cs.du.edu>, hruegg@nyx.cs.du.edu (Hans Ruegg) writes...

>>Also, what is the 'stdio memory leak'? Lets fix it!

>Ah, but I bet there is no memory leak if you use the mintlibs is there?

Not as far as I know [knock on wood ;)]. A 'stdio memory leak' does sound like a bug in dLibs rather than the compiler proper. I know of a few bugs in dLibs, but I hadn't heard of this one.

On the cross-compiling issue: I'm not sure how different HSC 1.40 is from Sozobon 2.0 (which I presume is what you're using), but it's quite possible that you can use the MiNTlibs as a drop-in replacement for dLibs. If not, you should be able to build it from the sources without problem.

>> Johann Ruegg
>> Sozobon Ltd.

>What? There is a company with the name sozobon?

Sozobon Ltd. is, I believe, the name of the group that made the Sozobon compiler in the first place.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

1688. ST Hi Res Monitor /520STFM compatibility problems.

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 20:47:16 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <1994Jan24.154716.494@cup.edu>
Source record: 194049
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Message-ID: <CK5DzF.88@info.bris.ac.uk>
Lines: 76
Sender: tjl@brspva.bristol.ac.uk (Tim Llewellyn)
Nntp-Posting-Host: siva.bris.ac.uk
Reply-To: tjl@bristol.ac.uk
Organization: Bristol University HEP / ZEUS Online
X-Newsreader: mxrn 6.18-4
Date: Mon, 24 Jan 1994 18:57:15 GMT
Xref: toads.pgh.pa.us comp.sys.atari.st.tech:6057 comp.sys.atari.st:16653

Greetings, I hope someone can help me with this:

I have an Atari 520STFM, quite a late one with surface mount MMU chip
etc, and Frontier/Marpet XtraRam Deluxe with 2 mbyte installed.

This machine has been working perfectly for 3 years know, I had
the PSU replaced under warranty (wish I hadn't, but thats another
story) and use the MIDI ports extensively, and the serial port
occasionally. I have been running with a TV as the monitor.

I decided to take the plunge and go hi-res. I purchased a SVGA
Mono monitor with Atari adaptor from Ladbroke computing. I could
not get this monitor to work with my ST. The speaker on the ST adaptor
emitted a constant frequency (and quite loud, not just pickup) tone
when enabled. The monitor did not synch properly, nothing resembling a
desktop appeared. I tried booting in several different ways including without
a disk present. The system booted but no desktop (I know it booted cause
it stopped accessing the drive). I tried plugging the TV in while booting
with the monitor connected and there WAS a desktop on the TV screen but it
wouldn't synch and it was all screwed up (menus/icons in wrong place,
only a small portion of the screen visible).

I suspected a problem with ST adaptor. Ie line-out connected to
a synch line. Ladbroke suggested
trying the monitor with another ST. I did this. My friends "vanilla"
520STFM produced EXACTLY the same symptoms.

I shipped the monitor back to Ladbroke as doa. Today they have finally
got round to testing it and claim it works PERFECTLY on a 1040 STF they
have. Also, they claim there is no constant tone from the ST adaptor. We
quickly discounted the theory that the adaptor was damaged in transit and
miraculously cured by the journey back to Ladbroke. Their engineer suggested
some tolerance problem.

I am going to try my ST with a friends SM124 tonite. I THINK I did this a few years ago and it worked. Its possible the Mono output has become broken in the meantime I guess. But then my friends STFM gave the same symptoms.

So, I have the following questions for all you Atari experts out there on Usenet.

(1) Has anyone else experienced problems connecting a hi-res monitor to an 520STFM, or any other Atari? I believe mine to be quite a late model, surface mount MMU, soldered in shifter etc. It was part of a Discovery pack (ie sold
as a games machine).

(2) Has anyone ever experienced the sort of symtoms I describe with a any hi res monitor? If so how did you fix it.

I'd appreciate replies by e-mail as I have to decide what to do asap. Ladbroke have been quite reasonable and offered to either have a look at my ST or let me have an SM124 that they use for testing instead. I'd prefer to have a more future-proof SVGA than a used SM124, and I'm also reluctant to let others inside my machine and to loose it for several days/weeks.

Thanks a lot in advance for any information.

(and I wish I'd just brought it into the lab and got the guys here to help me sort it out, but it was a NEW monitor. As a colleague said, "did they get it right first time?".
--
---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
---+---------------+
If that ain't clear I speak for me and noone else OK (and I might even change my mind sometimes!). For the extra 4 lines in my .sig blame the ***** (insert expletive(s)) who is sueing my ex-colleague for libel on USENET. Hey, and get wise to Soukous, Makossa, N'daga. Seen.

1689. Re: RTF reader?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 20:47:53 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <2i1c5p$hs4@rs18.hrz.th-darmstadt.de>
Source record: 194373

In article <16F478EB4.SPERNA1@ua1vm.ua.edu> SPERNA1@ua1vm.ua.edu writes:
>In article <2hk23e$9fd@golem.wcc.govt.nz>
>wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>
>>] Which programs (eg. word processors, converters, readers, etc) can read
>>] Microsoft RTF files (Rich Text Format)?
>>
>>Atari-Works. And probably Calamus SL (Which no-one can afford right!?)
>Protext 5.5 and up can import and export RTF files.
>
Tempus Word 2.8 is supposedly quite good ad importing RTF. Also
has now 600dpi support (har)

Nat!

--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
"Auf- auf- aufsteigen wir / eine Klasse besser / als der S04"

1690. Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 21:03:39 UTC
From: gstewart@cs.strath.ac.uk
Message-ID: <2i1d3c$sp3@dunlop.cs.strath.ac.uk>
Source record: 194374

I've just sifted through the hundreds(!) of letters in this newsgroup.
Most of them were so Tech that I just skipped them, so I know that
I'll get a slagging for this but...

Does anyone out there use STOS?

Yes, yes I know its not a proper language and that real programmers do
it in C/C+/C++/GFA/ADA etc etc but I'm looking for a contact to exchange
ideas with.

Please e-mail me directly (gstewart@cs.strath.ac.uk) and I'll write back
first Practical Session I get. No FAQs. No Flames.

```
_______ _______
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/_______/raham /_______/tewart
```

1691. Re: 68K/3 Pack

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 21:51:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <A5959@PE2.maus.de>
Source record: 194337

MS>The best solution is to get the patches for a TOS 3.06 - the patch
MS>file is available for free, but it is not allowed to upload it to any
MS>server other than the german 'Maus PE' BBS.
Since the Patches are released from the c't, they may be uploaded to
other BBS's.

The version not to be uploaded somewhere else, was a last beta and for
saving the right of publishing in the c't.

So the next versions will be free for anywhere.

By the words: there are some minor changes to the Patches (IDE-Boot, a
little Bug, Mega STE adjustments) coming the next days.

MS>but it should be possible to change it for a different language TOS -
MS>it would require some assembly knowledge.
I believe ther are no changes to be made, because the TOS should be the
same, except for the different resources at the end of the TOS.

I'm sorry, I can't check for it, because I do not have an english version
of TOS 3.06.

MS>If you are interested, send me a mail, I will then send you a copy via
MS>mail (I think that's allowed).
Not this Version from MAUS PE, please, because it's an undocumented
version. The version from c't is full documented and with the assembly-
sources.

Bye, Steffen

```
*****************************************************
* *
* No mails over 20 kB to my site, please *
* *
*****************************************************
```

1692. GEMAR 2.x in the US?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 22:12:38 UTC
From: saj@chinet.chinet.com
Message-ID: <CK5n13.Jo2@chinet.chinet.com>
Source record: 194383

This may be several layers deep in misunderstandings. I want to try out GEMAR 2.x on my Falcon. I fetched the most recent version that I could find using archie (1.2, I believe, from uni-kl). I then emailed Steffen Engel and asked how I could get a current version (I may not have been entirely clear. I'm offering to pay money for disks and registration). He answered that he didn't know.

So here I am with a Falcon030 and a BMS tape backup unit. The Beckemeyer driver for the tape is 68000-specific. I'd like to be able to use the tape again, and tar format would be nice. Any suggestions, using short words and short sentences for a person who gets confused himself as easily as he confuses others?
Steve saj@chinet.chinet.com

1693. Re: Timworks Publisher needed!

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 22:36:27 UTC
From: rsnyder@panix.com
Message-ID: <2i1ihb$bl3@panix2.panix.com>
Source record: 194380

In <1994Jan24.184745.25570@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 2hk7c3INN3ep@clinet.fi, alien@clinet.fi (Risto Juvonen) writes:
>> I've been trying to get Timeworks Publisher, but 'cause Electronic
>> Arts no longer carry any ST titles and GST no longer exists, I've to
>> get this software another way. Any ideas?

>Well, you could always steal it since many others seem to think that that's
>perfectly OK with discontinued software. <bad joke, I admit>

>But GST no longer exists? Are you sure?

GST still exists. A update to Timeworks Publisher (TWP II) was released
last year. One of the mail order places should have it, or as Hutch says
go for a used one. I see them for sale every so often

--Roger

1694. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 22:39:59 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2i1inv$lm6@news.rhrz.uni-bonn.de>
Source record: 194379
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
|> The Sozobon compiler can be built to be a cross compiler under unix. It certainly
|> compiles under unix if you set the right flags, but I don't know how well
|> the code runs. Also the stdio library has a serious memory leak.
```

The Sozobon compiler can be used even on an st with a single floppy and 1MB RAM (although this will be slow and floppy switching is a pain.) You'll need a comman line shell. For such a small system i'd recommend gulam because it has all the necessary functionality builtin and is fast.

M. Ritzert

1695. Re: STE<->STE Network?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 22:42:17 UTC
From: rsnyder@panix.com
Message-ID: <2i1is9$c0j@panix2.panix.com>
Source record: 194381

>In <2d4118ec@troed.ct.se>, Rickard Troedsson writes:
>>Is there a fast network available for an STE<->STE setup?
>>
>>(One machine being 16Mhz/Cache, connected to several harddrives, 4Mb RAM ....
>>the other one a normal 1040STE, 1Mb RAM)
>>
>>If so, what's the fastest transfer speed?
>>
>>Costs?
>>
>>Available from where?
>>
>>Using: MIDI, Cartridge, DMA, Floppycable .. what?
>>
>>Running in the background - without disturbing serialtransfers?

LittleNet, which uses MIDI cables, comes highly recommended by some. (I have it but have not set it up for use yet.) It sets up the other computer like a disk drive for file transfers, running programs, etc. I believe it is freeware.

--Roger

1696. The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 22:52:59 UTC
From: alberto@terapin.com
Message-ID: <alberto.2cun@terapin.com>
Source record: 194400

Hi everyone. Well I've been keeping up with ATARI for a number of years. I now own an ATARI 1040 STE, although I started out with an old ATARI 8-bit. I have been considering selling this system but don't think I would get what its really worth since it hasn't been used much and is in excellent condition.

I've been thinking about upgrading it, ram/speed/graphics. It seems as though ATARI is more than ready to faze it out though.. I was at one point thinking of getting a Falcon030. I decided against it, because as it looks now, the bird is dead.(No flames please!).

I consider the TT/030 a superior machine to the Falcon030. I think the Falcon is just a slow TT with a "fancy" graphics board. I am considering getting a TT. I'm mainly into programming, and want to develop ATARI software. I think the best machine would be the TT. It has good speed/graphics boards upgradibility, the power needed. Although I'd like to make programs only for the TT and its graphics card, making these programs compete with the ones on say MAC and IBM platforms. I'm not sure yet, but am considering my options.

What do you guys think about this? Just would like to hear opinions, suggestions.

Thanks,

alberto@terapin.com

1697. GEMAR 2.x in the US?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 23:12:38 UTC
From: stephen.jacobs@f998.n3603.z1.fidonet.org
Message-ID: <672_9401261731@dswhq.omahug.org>
Source record: 194089

Date: Mon, 24 Jan 1994 22:12:38 GMT

This may be several layers deep in misunderstandings. I want to try out GEMAR 2.x on my Falcon. I fetched the most recent version that I could find using archie (1.2, I believe, from uni-kl). I then emailed Steffen Engel and asked how I could get a current version (I may not have been entirely clear. I'm offering to pay money for disks and registration). He answered that he didn't know.

So here I am with a Falcon030 and a BMS tape backup unit. The Beckemeyer driver for the tape is 68000-specific. I'd like to be able to use the tape again, and tar format would be nice. Any suggestions, using short words and short sentences for a person who gets confused himself as easily as he confuses others?
Steve saj@chinet.chinet.com

1698. EliteII: Some questions, before I go buy it.

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 23:21:12 UTC
From: wilsont@rahul.net
Message-ID: <CK5q7D.ELI@rahul.net>
Source record: 194387

Could someone explain the control method in frontier? some one
mentioned "like star glider II" earlier, but while it was a good idea
to have throttle and guns on the mouse, I found some problems with
SG2. One, the shots never went to the cursor, only straight ahead.
Also, every thing was on a plane, much like epic. if you pointed 'down'
it acted like an airplane, not a true space craft. At least in the
first elite and wing commander the ships can go in all directions
easily. (on all axies even)

I didn't really like Elite I, because it was nothing but trading,
and every other time i'd warp, those alien motherships would kill me.
There didn't seem to be an immediate goal either. Docking killed me
the other half of the time, it was just too lame...why would the docking
bay rotate?!?

does Frontier have a goal? a plot?

Please tell me all about this game, thanks.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~Falcon030, Unix and MS-DOS.

1699. Re: Timworks Publisher needed!

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 23:36:27 UTC
From: roger.snyder@f998.n3603.z1.fidonet.org
Message-ID: <670_9401261731@dswhq.omahug.org>
Source record: 194091

Date: 24 Jan 1994 17:36:27 -0500

In <1994Jan24.184745.25570@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 2hk7c3INN3ep@clinet.fi, alien@clinet.fi (Risto Juvonen) writes:
>> I've been trying to get Timeworks Publisher, but 'cause Electronic
>> Arts no longer carry any ST titles and GST no longer exists, I've to
>> get this software another way. Any ideas?

>Well, you could always steal it since many others seem to think that that's
>perfectly OK with discontinued software. <bad joke, I admit>

>But GST no longer exists? Are you sure?

GST still exists. A update to Timeworks Publisher (TWP II) was released last year. One of the mail order places should have it, or as Hutch says go for a used one. I see them for sale every so often

--Roger

1700. Re: STE<->STE Network?

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 23:42:17 UTC
From: roger.snyder@f998.n3603.z1.fidonet.org
Message-ID: <671_9401261731@dswhq.omahug.org>
Source record: 194092

Date: 24 Jan 1994 17:42:17 -0500

>In <2d4118ec@troed.ct.se>, Rickard Troedsson writes:
>>Is there a fast network available for an STE<->STE setup?
>>
>>(One machine being 16Mhz/Cache, connected to several harddrives, 4Mb RAM ....
>>the other one a normal 1040STE, 1Mb RAM)
>>
>>If so, what's the fastest transfer speed?
>>
>>Costs?
>>
>>Available from where?
>>
>>Using: MIDI, Cartridge, DMA, Floppycable .. what?
>>
>>Running in the background - without disturbing serialtransfers?

LittleNet, which uses MIDI cables, comes highly recommended by some. (I
have it but have not set it up for use yet.) It sets up the other computer
like a disk drive for file transfers, running programs, etc. I believe it
is freeware.

--Roger

1701. Re: Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-24 23:53:29 UTC
From: thwang@cn.ecn.purdue.edu
Message-ID: <CK5rp6.AJ2@noose.ecn.purdue.edu>
Source record: 194386
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations

In article <2i00vvINNp2u@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>
> To tell the truth, only ATARI emulators with ROM sockets for original
> TOS ROMs are legal, due to the fact that the ATARI OS is (c) ATARI corp.
> (surprise) and one can only get it in ROMs.

What about Geneva? If I could recall correctly, it dos not require
TOS. Maybe I am wrong.

1702. Re: More MegaSTE questions

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 00:00:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK5s1D.J6n@cix.compulink.co.uk>
Source record: 194391

Re Mega STE questions:

>2. Speaking of coprocessors, it is claimed that the machine I bought has
>one (independent of the one on the 286 emulation board). I presume this
>would be a 68881.

Most probably. Most weren't shipped with a co-processor fitted, so if yours
has one, its a bonus.

>Must an application be compiled to use the coprocessor

Yes

>How much does one cost (ballpark figure)?

About 70Ukp (probably 70$ as well ;-)

>2. What is the DB-9 jack on the VME bus cover?

A serial port

>3. Mine has TOS 2.06. Is there any better that can be installed without

Plain TOS 2.06 is just fine. There is no better, and no 'must have'
patches.

>4. Is the Atari host adaptor built into the motherboard? If

I'm almost positive that it isn't

>can it easily be replaced with an ICD AdSCSI Micro?

Yes. Mine was shipped from the dealer with a 105Mb drive running off an ICD
MICRO SCSI controller. This was all in the case instead of the Atari drive.

>7. What are some nifty things I could stick in that VME slot? Graphics
>boards? Ethernet (highly desired)? Is it equivalent to the internal
>bus connector present in MegaST's, or is it totally different? If different,

Definately graphics cards. Not much else really, although somebody
(probably in Germany) is likely to have done a network board.

>does the MegaSTE have an internal bus connector as well?

I don't think so. Definatly not a MST one anyway.

:-)

Hope that helps

Roland.

@CiX

1703. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 00:00:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK5s1F.J7A@cix.compulink.co.uk>
Source record: 194392

Frontier:

>The current version 1.05 already says that you must include headings while

This implies there are several versions around? Are bug fix patches being released as well?

Thanks

Roland.

@CiX

1704. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 00:00:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK5s1H.J7v@cix.compulink.co.uk>
Source record: 194393

>>I've tried copying them into my compile directory, but don't really know
>>how to use 'patch'. I've tried all the obvious:

>>Only the last does anything remotely sensible, but this fails at the first
>>'hunk'.
>I had the same problem. But then I changed the sources and the patch files
>to Unix format (LF as end-of-line instead of CR+LF). After that patch
>worked fine.

Thanks.

Its been sugested to me that:

patch -l < <patch_file>

should do the trick. Looks great too, until it bombs :-(

Must try and find more stable software ;-)

Roland.

@CiX

1705. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 00:00:56 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK5s1K.J8J@cix.compulink.co.uk>
Source record: 194394

>In article <1994Jan21.215504.14290@news.csuohio.edu> llunch@knuth.cba.csuohio
>.edu (Jason Baker) writes:
>> I have an st so for me this discusion is completely
>>hypothetical. What is so great about linux!? I know very little
>>about this, but it seems like it would be a lot easier to port BSD,
>>and more useful to port mach. Perhaps mach + mint .95 would allow you
>>to have good tos emulation from within unix.
>
>IMHO none for our purposes. So, I agree with Jason.

Can I just add my thoughts to this too?

AFAICS Linux is just a big excuse in order to compile freely available UNIX software onto a PC. IMO Linux is also *needed* on the PC as DOS is so awful that porting UNIX applications to it is often a non starter.

However, on an Atari things are different. Sure in the past getting any 'foreign' software to run on it was a major PITN. However, with the advent of (firstly) Minix, and now MTOS (especially with the excellent GCC MiNT libraries), it is relatively easy to get much character based UNIX software up and running.

Several major problem.

1) No virtual memory
2) No memory protection
3) No X-Windows

The first 2 are non starters on the ST anyway (and are fixed under MTOS and Outside on the Falcon).

Number 3 is the only one worth bothering about.

Maybe its not a practical propositon, but how about porting X-Windows to MTOS (or even Mag!x)? With a bit of work it could even be done like most X-Windows emlation on the PC :- ie X-Windows in Native Windows (GEM in our case).

X-Windows can't be *too* hard. Most of it seems to have direct comparisons with GEM. I mean, I've even managed to port CBZONE (X-Windows B*TTL* Z*NE game) to GEM/TOS in only a couple of days!

:-)

Roland.

@CiX

(Waiting for the flames ;-)

1706. Re: Need a grammar checker

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 00:00:57 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK5s1L.J94@cix.compulink.co.uk>
Source record: 194395

>Calligrapher Gold III has a grammar checking pack. It works in a very similar
>
>If you need a grammar checker than I would recommend Calligrapher although it
>
>is hardly PD at about 109.00 pounds.

But to be quite honest (IMOHO), I don't think Calligrapher Gold III is
worth buying just for the grammer checker (and yes I *have* bought it).

Roland.

@CiX

1707. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 00:00:59 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK5s1n.J9p@cix.compulink.co.uk>
Source record: 194396

>Using -DMULTITOS has a couple of other minor tasks, but does not make large
>differences to the kernel. I built a non-Multi kernel for use in my
>programming set-up, then rebuilt with the Multi flags for a 1.09 MultiTOS
>kernel. This did not work at first, but was a configuration problem: I
>did not have a mint.cnf file, and 1.04 did not mind that. For 1.09, I had
>to create such a file, otherwise it could not find the multi version of
>GEM.

All my 1.08 MTOS problems were down to sloppy coniguration also. MTOS 1.04
is surprisingly resistant to missing/incorrect mint.cnf ;-)

:-)

Roland.

@CiX

1708. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 00:01:01 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK5s1p.JAB@cix.compulink.co.uk>
Source record: 194397

>>I've tried copying them into my compile directory, but don't really know
>>how to use 'patch'. I've tried all the obvious:...
>I downloaded the recommended versions of patch, and couldn't get them
>to work; they had problems trying to create filenames of greater than 8.3
>in my tmp directory. This *might* have been solved, perhaps, by a correct
>setup of UNIXMODE or whatever, but in the end I just printed off the files
>and did the patch manually.

Anybody got any idea how to set UNIXMODE correctly?

Thanks

Roland.

@CiX

1709. Re: Spectrum emulator

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 00:27:48 UTC
From: woodford@esca.com
Message-ID: <1994Jan25.002748.19869@esca.com>
Source record: 194301

aesd2pak@dct.ac.uk writes:

>I have just got the spectrum (8-bit computer) emulator and i am wondering has
>anyone got any old spectrum games uploaded to work with it.

>As i have got rid of my spectrum years ago i cant get any software fot the
>emulator.

> If someone has got games for it can you get in touch.

Just in case you hadn't noticed, there's now a 'comp.sys.sinclair' group.
There you will currently find a long thread on posting snapshots of old
Spectrum games which were previously published on cover tapes and which,
it is claimed, can be uploaded to ftp sites for general distribution... :-]

Cheers, Steve

1710. AEO: first issue this year, now availible via FTP.

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 01:36:00 UTC
From: wilsont@rahul.net
Message-ID: <CK5wG1.IsC@rahul.net>
Source record: 194398

Atari Explorer Online, issue 1 volume 3 has been sent to atari.archive.

AEO can be FTP'ed now from rahul.net, in the directory pub/wilsont.

There has been a big time gap between the last issue and this one,
so no, you didn't miss any cuz of my tardiness. (not this time anyways :)

Enjoy.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~Falcon030, Unix and MS-DOS.

1711. Latest *AHDI* disk utilities?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 01:47:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2i1tnm$5n4@uqcspe.cs.uq.oz.au>
Source record: 194399

I have seen AHDI 5, and an update from AHDI 6 to 6.06, but is AHDI 6
publicly available?

I zapped whatever AHDI was installed on my TT when I first got it.

I'm currently surviving on AHDI 5, but my CD-ROM arrives today, and I'm not
sure AHDI 5 supports those.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1712. PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 02:35:47 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan24213547@wpi.WPI.EDU>
Source record: 194302

Add me to the list of people getting MegaSTEs finally! (it seems like there are an AWFUL lot of us around here suddenly!)

I'm wondering about the 386sx VME board I heard about... Did it ever get anywhere? I'd like PC emulation better than PC-Ditto (which I have) for the occasional foray back into the world of DBase and Lotus... Yes, I switched from DOS to ST!

Anyway, can someone give some concrete info on PC emulators? I know of the following:

PC-Ditto
slow, software based, XT, 4-color CGA
PC-Ditto II
faster, hardware ????
PC-Speed
XT 4.77MHz, hardware, solder-in, ???
AT-Speed C-16
AT 16MHz, hardware, solder-in, mono VGA/CGA color
Supercharger
XT 4.77MHz, external ACSI, CGA ??

Can anyone fill in more?

thanks,
.s.
--
- lancer@wpi.wpi.edu - - 0{{ "Haus der Luege": -
- Gott hat sich erschossen - Ein Dachgeschoss wird ausgebaut -

1713. Re: Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 03:08:07 UTC
From: rsnyder@panix.com
Message-ID: <2i22en$mqu@panix2.panix.com>
Source record: 194303
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations

In <CK5rp6.AJ2@noose.ecn.purdue.edu> thwang@cn.ecn.purdue.edu (Tommy Kuei-che Hwang) writes:

>In article <2i00vvINNp2u@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>>
>> To tell the truth, only ATARI emulators with ROM sockets for original
>> TOS ROMs are legal, due to the fact that the ATARI OS is (c) ATARI corp.
>> (surprise) and one can only get it in ROMs.

> What about Geneva? If I could recall correctly, it dos not require
>TOS. Maybe I am wrong.

Geneva is not an opperating system (and it does require TOS).

--Roger

1714. Re: MALLOC HELP (GOAL! PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 03:10:36 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <759471302.1@mettav.royle>
Source record: 194311

It was none other than Dino Dini that wrote on the 16 Jan 94 that ,
DD> From: amiga@hosta.dircon.co.uk (Dino Dini)
DD> Organization: Dini & Dini Productions
DD>
DD> Oh calamity! GOAL! has problems with certain (new?) versions of
TOS.

You're telling me !

DD> What happens is it crashes on some of the menus, producing
error
DD> colour bars (Black, Brown, Black). This is due to the failure
to
DD> allocate memory for an 'icon' (box) in the menus (about 70
bytes).
DD> This is even when there is 1/2 MB left!

Eh ? Won't even pass the boot test on TOS 2.06 .Won't autoboot at
all.
just goes to the desktop . Boot's OK on my TOS 1.2 .

And what's the problem with the Printer and MIdi lead's being plugged in
?
Lock's up at the start of the Game when they are attached . My feeling
is
that it's the disk protection that is the problem (With this and the
above)
since this is the usual situation with 'Virgin' released games .
Presumably
it is Their Disk protection method ?

DD> Anyway, an update of the ST version should become available when
this
DD> and some other problems have been sorted out. I will keep you
informed
DD> here.

Indeed ,are you going to include a Centre Circle ,get rid of the
dreadful
reference to DF0 (tut tut) ! ,allow the mouse to work properly , stop
random
lines appearing on the pitch , include the crowd sound's (as I understand
it
it was supposed to include more than just an ooh when a shot went wide).
Sort out the problem that if you choose Black short's you cannot read some of
the Half time stat's which seem to be set with that colour.Include the

pitch and surround's and what about a goal that look's like a goal. Apart from that I'd say that the gameplay is great :-) Pity it feel's and look's like a very poor port from the Amiga ,and one more thing why have you dropped the ability to load in Player Manager Tactic's ? Most dispointed in that .

Sorry to come over a bit strong ,I like the game (honest !) ,although I'm still inclined to play KO2 since I enjoy the tactic's bit . Just think you've underdone us on the features side a bit :-)

Oh and still dead keen to see a version of Player Manager 2 on the Atari :-)

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

1715. For Sale - Atari 520 ST & Tandy model 100 laptop

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 03:47:22 UTC
From: cheesebl@ew.sussex.nj.us
Message-ID: <ZVwogc2w165w@ew.sussex.nj.us>
Source record: 194304
Cross-posted to: comp.sys.atari.st,comp.sys.tandy,misc.forsale.computers.other

```
__FOR SALE__

Atari 520 ST system | Tandy Model 100 Portable Computer
|
- 512 k ram (TOS in rom) | - 24k ram
- Motorola 68000 microprocessor | - rom(basic/text ed./schdlr/adrs/telcom)
- MIDI ports | - 80c85 microprocessor
- sf354 3.5in 360k floppy drv | - built in 300 bps modem
- sc1224 RGB monitor | -w/accoustic coupler & direct
| cable
- several abacus books | - 8 x 40 character LCD
-including ST Internals | - bar code reader port
| - runs on [4] AA bateries or AC adaptor
Everything works just fine on | - even a cassette recorder for storage
both computers except for the | - manual
ST's monitor (blue fades in & |
out) | **sure to be a classic some day, as it
| prosibly the worlds first portable.
_____________________________________________________________________________
I will consider *ALL* offers on these; I want to get rid of them;become
liquid quickly;like velveetta.

Do NOT reply here as I do not have access to this newsgroup.

---Send E-mail to: cheesebl@ew.sussex.nj.us (cheese ball)
```

1716. MetaDOS 2.2 (was Re: using CD-ROM)

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 04:04:03 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Jan25040403@hal.cerfacs.fr>
Source record: 194055

>>>>> On 22 Jan 94 14:20:02 EST, Paul.Civati@mettav.royle.org (Paul Civati) said:

PC> On 13 Jan 94 at 15:59:53 (Denesh Bhabuta) wrote the following:

PC> IIRC there is a bug in the MetaDOS 2.0 drivers that prevents you from coping
PC> files over about 8k, unless you have an alternate copy program that reads in
PC> smaller chunks anyway. Not sure if 2.2 fixes this, I would hope so
PC> though.

I'll have to check this out. Where can one get MetaDOS 2.2? Does it
require MTOS, Mint, or some such? I only have TOS 2.06.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1717. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 04:49:16 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan25.044916.23027@mnemosyne.cs.du.edu>
Source record: 194305

In article <CK4oDo.16H@cs.ruu.nl>, Atari-ST Software <atari@cs.ruu.nl> wrote:
>In <CK23ss.JoF@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
>>I've tried copying them into my compile directory, but don't really know
>>how to use 'patch'. I've tried all the obvious:
>[...]
>>patch < diff1819.txt
>This is the right way.
>
>>Only the last does anything remotely sensible, but this fails at the first
>>'hunk'.
>I had the same problem. But then I changed the sources and the patch files
>to Unix format (LF as end-of-line instead of CR+LF). After that patch
>worked fine.

Those of you out there that don't want to bother with this, can just
get the patch binaries from (I think) a.a.u.e in
atari/Mint/Misc/patch.zoo

The patch archive comes with two programs - patch and bpatch. Use the
bpatch one on the mint diffs.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1718. Atari SM1224 Colour Monitor For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 05:46:53 UTC
From: bmaraldo@ionews.io.org
Message-ID: <2i2bod$brs@ionews.io.org>
Source record: 194306
Cross-posted to: misc.forsale,ont.forsale,tor.forsale,comp.sys.atari.st

I have an Atari SM1224 colour monitor for sale. It is the older
'box' kind. Works fine. Asking $115US plus $15 shipping.

brett maraldo

--
-------- Plexus Productions --------
"Alien Technology Today"
bmaraldo@io.org

1719. Atari Music Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 05:52:15 UTC
From: bmaraldo@ionews.io.org
Message-ID: <2i2c2f$c5v@ionews.io.org>
Source record: 194244
Cross-posted to: misc.forsale,ont.forsale,tor.forsale,comp.sys.atari.st,rec.music.makers.synth

I have a variety of music packages for the atari st for sale. All are original manuals and disks:

CLAB Creator v3.1 - with manual, binder and dongle. ASking $175US
Digidesign Turbosynth v1.0 - great analogue patch -like sample editor. All kinds of variations and modules. Works with most samplers and standard midi sample dump format. Asking $75US
Digidesign Sound Designer - standard sample editor. asking $75US
Quest Midiquest - the ultimate universal patch editor/librarian. Better than Xor in my opinion. v3.0 asking $100US

brett maraldo

--
-------- Plexus Productions --------
"Alien Technology Today"
bmaraldo@io.org

1720. Re: Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 06:50:27 UTC
From: jdrew@cryo.rain.com
Message-ID: <CK6B04.J37@percy.rain.com>
Source record: 194307
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations

Mon, 24 Jan 94 22:48:52 PDT<19940124.873E0D0.14AE7@cryo.rain.com>
In <2i00vvINNp2u@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de
(Thorsten Guenther) writes:
> To tell the truth, only ATARI emulators with ROM sockets for original
> TOS ROMs are legal, due to the fact that the ATARI OS is (c) ATARI corp.
> (surprise) and one can only get it in ROMs.

ROM(s) fall under US copyright laws as 'software', and as such you have a
right to make backup copies of this 'software'. The law is very clear
about this. Some additions were added in 1991 that state the fact that
only one copy of the backup can be used 'at the same time', and that the
backup and the original can not be used at the same time.

Jim Drew - CEO - Product Engineer - Utilities Unlimited, Inc.
jdrew@cryo.rain.com 790 Lake Havasu Ave #16
GEnie: j.drew2 Lake Havasu City, AZ 86403
BBS #:(602) 453-9767 Orders:(602) 680-9004
Tech #:(602) 680-9234 FAX:(602) 453-6407

1721. TT <-> Sun

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 06:55:31 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan25.065531.23332@news.unige.ch>
Source record: 194308

I have my TT linked to a Sun via the MODEM1 port; I use Stalker for terminal emulation. I cannot work out how to download files - it is fine on the STalker end, but can someone tell me how to get the Sun to put a file out on the serial port?
tia, Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1722. Re: Looking for MegaSte

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 07:50:55 UTC
From: lonsdale@acri.fr
Message-ID: <1994Jan25.075055.8835@acri.fr>
Source record: 194058

I know I bought one! Auchan I believe. Do you know where
I can get the hard drive interface kit. If I remeber rightly you
already had the Hard drive or at least the interface in there.

Andrew

1723. Re: PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 07:58:50 UTC
From: Lexicor@world.std.com
Message-ID: <CK6E62.19p@world.std.com>
Source record: 194312

ATonce is another 286/386 Emulator though I forget it's actual specs.

Cheers

Yat

--
* Email to: y.siu@lexicor.com | Full sig available via private email! *
* ---*

1724. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 08:03:30 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.02uPJ6oCk&E@albemuth.equinox.gen.nz>
Source record: 194222

In <1994Jan21.215504.14290@news.csuohio.edu>, Jason Baker writes:
> I have an st so for me this discusion is completely
>hypothetical.

Same here unless I bought a PC. I'll try to answer some of what you ask
from having observed other peoples systems.

>Is linux faster than the others?

Generally yes. It has a kernal which seems to be more optimized for the
PC architechture, compared to other PC unices which are more likely to
be ports from another architecture. Of course this may present problems,
for porting to the TT etc. but it wasn't designed to be run on the much
larger machines that BSD or MACH have in their heritage.

>Is it more stable?

It depends on the release (which come fairly frequently) but generally yes.

>Is it better (or more often) actualized? What does "It's FREE and often
>actualized" mean exactly?

Not sure myself :-) The development pace is _very_ fast and furious. Any
bugs get fixed very quickly. If you're looking for development support,
in that sense Linux offers _better_ support than _any_ commercial Un*x
via the Net.

>What are linux's advantadges over bsd-386 mach386 and hurd on pcs?
>In short, why linux?

One major advantage over all of these, is that it is _more_ standard.
Each of the above have particular idiosyncracies in the way that they
are designed. Linux is also the nearest to being totally POSIX
compliant.

These are my opinions only, based on what I have read and observed (no
personal direct experience though :-( ).
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

1725. Re: Centipede Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 08:06:13 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Jan24.230613.1@aurora.alaska.edu>
Source record: 194318

Sinister Software's version of Centipede works fine on my Falcon.
Have you tried Backward with it?

1726. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 08:13:07 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i2kaj$fc5@cismsun.univ-lyon1.fr>
Source record: 194313

In article <8J9KB4NS@isys-hh.hanse.de> dk3uz@isys-hh.hanse.de (Edmund Ramm) writes:
>
>prose@chopin.uni-koblenz.de (Andreas Edler) writes:
>
>>In article <1994Jan17.223923.25896@alw.nih.gov>,
>>Rick Venable <rvenable@helix.nih.gov> wrote:
>
>>>Is there a better command line shell for TOS, of the 'csh' flavor?
>
>>You may try the Okami-Shell. Contact <wr@bara.oche.de> for more
>>information.
>
>
> While I don't want to degrade Wolfram's fine piece of work (I've used
>his Okami Shell for a number of years), here's a caveat:
>
> As most of the Okami Shell's commands are built in, they can't be com-
>fortably used in a multitasking environment, i.e. MiNT. Doing a 'cp <file1>
><file2> &' will run, albeit not in background. For this reason I changed
>to tcsh on one machine. About 4MB of disc space is now taken up by all those
>commands the Okami Shell includes. Well, not quite, I counted the GCC distri-
>bution into those 4MB.

I totally agree with you... Okami was just fine until I installed MultiTOS.
It refuses to multitask efficiently, and sometimes even behaves strangely.
Avoid it in this case...

>
> If you don't need multitasking and don't plan to need it in the near fu-
>ture :-) , then the Okami Shell is for you. It is relatively small, consi-
>dering the wealth of U**x commands it comprises, and it works nicely together
>with GEM programs, as it has an extra shell function for invoking those .prg
>files.
>
> Rgds, Eddi
>

I tried to install the various TCSH , KSH, etc available
- TCSH works very well but is HUGE !
- alomost all the others have problems like:
requires slashed (/) environment pathnames
doesn't feature history (I find it essential) or full-line
editing (essential, too)
definitely doesn't match with TOS Filesystem.

I'm still looking for something reasonably big, working under TOS FS, secondary under MinixFS (I don't work with it, yet), giving at least line editing + history.

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	

1727. Re: 16mHz Spectre on MegaSTE?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 08:19:19 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i2km7$fga@cismsun.univ-lyon1.fr>
Source record: 194314

In article <2hs3ht$979@mailer.fsu.edu> boyd@math.fsu.edu writes:
>Just a quick question: Can one use Spectre GCR/128 on a MegaSTE in 16mHz
>mode? Also, another question: when in 16mHz mode, does everything run
>at that speed, or just the CPU (i.e. is it really twice as fast in all cases,
>or only with CPU intensive tasks)? Thanks in advance.
>

Only the CPU is at 16 MHz... the rest of the board is still at 8 MHz...
That's why the only speedup you can get is by using the cache. And even
with this, you get about 1.7 times the normal speed (average number).

Patrice LACOUTURE
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____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

1728. Re: MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 08:33:09 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i2lg5$fr8@cismsun.univ-lyon1.fr>
Source record: 194315

In article <1994Jan21.105159.16650@acri.fr> lonsdale@acri.fr writes:
>
>I have just bought a Mega STE with TOS2.5.
>
>It seems to be causing me some problems.

What kind of problems ?
>
>Is this equivalent to TOS2.05?

Yes, it is just the same: the true version number is 2.05.
>
>How can I get an upgrade to TOS 2.06.

Ask your local dealer.. Some of them will change the ROMS for cheap
(here TOS 2.05->2.06 = 140 FF - 1$~5FF)

>
>Are there any other problems I should know about?
>
>Are there any other solutions?
>

???

>Thanks
>Andrew
>
>

Patrice LACOUTURE
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Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

1729. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 08:39:49 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i2lsl$ftg@cismsun.univ-lyon1.fr>
Source record: 194316

In article <CK1Ipr.r9@brunel.ac.uk> ee90grb@brunel.ac.uk (Gareth R Blades) writes:
>
>What exactly is the latest version of the utilities?
>

6.2.3 for non-pro utilities

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

1730. Re: Mega STe Coprocessor and Spectre

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 08:47:06 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i2maa$g42@cismsun.univ-lyon1.fr>
Source record: 194317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How much does Spectre 3.0 cost ? (With ROMS)

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France
____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

1731. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 09:06:49 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <940125.14809.BIBLINSKI@delphi.com>
Source record: 194319

Lexicor Software Corporation <Lexicor@world.std.com> writes:

>For what it's worth, the sysops have deleted it, or prevented the upload of
>S.O.L. 3.XX on both GENIE and Compuserve.
>

And on Delphi, as well.

--Gordie Meyer
Assistant Area Manager
Delphi's Atari Advantage
biblinski@delphi.com

1732. SOBOZON C

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 09:34:29 UTC
From: mpellegrino@ge-serveur.insa-lyon.fr
Message-ID: <mpellegrino.8.2D44E7A5@ge-serveur.insa-lyon.fr>
Source record: 194325

I'm trying to use the sobozon C but I'm a poor beginner , so if
someone could help me .

How to use sobozon C , what are the librairies needed .

And for the rest if there any fileselect like in GFA ... , where can
I find a manual like GFAEXPERT but for the C .

THANKS A LOT FOR ANY ANSWER .....

1733. Re: modems for Atari 520st

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 09:36:14 UTC
From: oprafa@sevaxu.cica.es
Message-ID: <1994Jan25.093614.3480@sevaxu.cica.es>
Source record: 194231

Arjan van der Meer (arjanvdm@htsa.aha.nl) wrote:
: Keywords:

: In article <2hhfguINNq1d@no-names.nerdc.ufl.edu> minzhujj@pine.circa.ufl.edu writes:
: >Hello, there:
: >I have just got an Atari 520st. I want to use it to access mainframes on campus. Can any kind experts tell me what kind of modem and software I need to
: >make it work? Any help would be appreciated.
: >
: Hi!
: Sorry, but when I want to login on the school mainframes, I just use Rufus
: v1.04, I know there is v1.35 but that one doesn't work properly when
: using Rufus as accesoiry, which I usseaully do. When I login I set the
: terminal at vt100, and the schoolterminal also, and Rufus doesn't know better
: than it is just another BBS. If I want to transfer file's I use Kermit.

: I have an Atari 520ST+ and a Tornado 9696 fax/modem, Rufus v1.04. The school
: has a UNIX system.

: Greetz,

: Crazy AjM

: ******** Not handsome, not smart, only Crazy ********
: ******** Reach me at: arjanvdm@htsa.aha.nl ********

Hello all ATARIers!:

Only a few words to dump my own experience over the net... I've
got an ATARI 1040STF since a long time ago; and recently I noted the
need to be able to connect to the big machines at work... I got some PD
software and a modem, and here are the results:

* Connections done through PSTN
* Modem: MultiTech (one of the V32 models, don't remember exactly
the model, but it's an external one, of course.
* Speeds: 9600 bps both RS-232 and modem.
* PD software: UniTerm v2.0e11, VT200 emulation.

Works fine! Note that I've got a monochrome monitor (SM124), so there's no problem if colors do or don't work fine... I can't see them!. Note
also that correctly configuring both modem and software at first is the most important step.

Greetings to all ATARIers and netters :-)->

Rafael Perez Rosales
Sevilla, Spain

1734. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 09:39:28 UTC
From: djs@jet.uk
Message-ID: <1994Jan25.093928.17039@jet.uk>
Source record: 194343
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In <CK4p08.GJ9@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:

>In article <CJzJuG.DoC@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>><woes with Lattice deleted>
>>I'm very surprised to hear of your problems. I got 5.6 several months ago direct
>>from Hisoft and apart from a bad disk, it installed fine. The manuals are a
>>different kettle of fish though. Awful. Perfect binding is a mad thing to do with
>>programming manuals. I still use the old set I have as the new ones are a pain to
>>use and very badly laid out.
>>

>I talked to hisoft every 7-14 days about lattice C 5.6---they were
>very apologetic about it's delay but htey were adamant that it was
>not available. I think they got sick of the phone calls in the end.

>BTW, you are right about the manuals. Ringbound would have been much
>better.
More agreement from me, too! The binding is a bind. The functions reference
are in a strange order, so I have to look in the index first. The functions
aren't started on a new page like they were in the old manuals, so it's not
quite so easy to find something on a quick flick-through. BUT, the biggest
gripes for me are:
1) The command line options for the compiler are not conveniently
listed, I have to wade through stuff on the integrated editor etc to
find them.
2) Although it all claimed to be `up-to-date', the newer functions
(Speedo, AES4 etc) are documented separately (in the Modern Atari
Software book) to the old functions, so one has to consult at least
two manuals at a time.
3) WERCS cannot cope with new resource files with CICONs, eg it cannot
edit DESKCICN.RSC
4) Wrong bindings for several SpeedoGDOS functions.
5) The manuals are shite. I know I mentioned this already, but they're
so shite that I thought it was worth mentioning again.

They never ever mailed me to tell me that the upgrade from 5.5 was available,
I only got it when I asked Alex Kiernan at the Atari show `in' Manchester.

And I had two duff diskettes too :-(
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1735. Re: postscript driver for gdos ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 09:48:12 UTC
From: djs@jet.uk
Message-ID: <1994Jan25.094812.17149@jet.uk>
Source record: 194344

In <2i0ba9$100@siet02.sietec.de> lesch@kom.sietec.de (Holger Lesch) writes:

>Hi !

>I'm looking for a postscript driver for gdos, preferable one, which
>can also write to a file.
Timeworks Publisher 2 comes with a PostScript driver. I do not know for sure, but I suspect that it won't work with other GDOS programs. And it definitely won't use GDOS bitmap fonts.

SpeedoGDOS still, amazingly, has no PostScript driver available. This is outrageous, and means that one can never use a Speedo program for quality output.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1736. Re: Linux for Atari TT/Falcon (680x0 x >= 3)

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 10:09:10 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan25110910@issan.informatik.uni-dortmund.de>
Source record: 194327

In article <CK538o.38p@and.nl>, robert@and.nl (Robert H. de Vries) writes:

|> In the meantime you can plug in on the linux-activists mailing list.
|> There is a special interest group (channel) called 680x0.

AFAIK, it is called 680X0, with a capital X.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1737. help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 10:12:42 UTC
From: censjg@caledonia.hw.ac.uk
Message-ID: <1994Jan25.101242.20467@cee.hw.ac.uk>
Source record: 194328
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi all,

I want to be able to install custom traps/exception
handlers from a C program.

A quick look at an assembler book suggests I should be able to do
something like:

lea _exception_vector, a0
les _exception_handler_func, a1
move.l al, (a0)

in supervisor mode. So, trying to be smart (read naive), I thought I'd
attempt this from C with something like:

8<---------------------------------------------------------------------

#include <stdio.h>

int trapAddr = 0xA8;
void trapFunc(void);

void
main(void)
{
static long install_handler(void);

Supexec(install_handler);

getchar();

asm("trap #10");
}

static long
install_handler(void)
{
asm("lea _trapAddr, a0");
asm("lea _trapFunc, a1");
asm("move.l a1, (a0)");

return 0L;
}

void
trapFunc(void)
{
printf("\n\n*****\tBoo!\t*****\n\n");
```

```
getchar();
}
```

8<----------

This compiles ok (gcc-2.5.7, gas-2.2), and seems to install ok, but I get a full screen width line of bombs when it calls the trap. I know it should probably do an rte back from the trap, however it doesn't get as far as printing the message. I tried putting printf's in to see what the program was putting into the exception vector address, and I think it's ok, but still doesn't work. Should I be concerned about relocation (didn't think I should...), any other suggestions (apart from 'learn C':)?

(Should have said I'm actually cross compiling on a Sun3)

email preferred.

--
Simon
censjg@caledonia.hw.ac.uk (SMTP) censjg@clust.hw.ac.uk (SMTP & Janet)
Voice: +44 31 451 3265 Fax: +44 31 451 3261

1738. Re: LASERDEMO

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 10:54:52 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Jan25.105452.4598@unix.brighton.ac.uk>
Source record: 194330

ae-a@minster.york.ac.uk writes:
> In article <2hjeev$8g3@lily.csv.warwick.ac.uk>,
> Mr P M Donovan <csulw@csv.warwick.ac.uk> wrote:
> >In article <CJu7sx.vG@brunel.ac.uk>,
> > ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
> >>Does anybody know how to uncompress the laserdemo.tos.z file for the Falcon in
> >>src.doc.ac.ic.uk? It isn't in standard unix compress format, I've already tried
> >>to do it this way. I would be grateful if anyone could help.
> >>
> >> Jon.
> >>
> >I've had exactly the same problem. It doesn't uncompress on PC compress
> >either. Screenshots look good, so I'm a bit annoyed!
> >
> > Paul
> >

laserdemo.tos is already a self extracting archive, compressing it makes it
bigger. Find a site which has it uncompressed (ftp.uni-kl.de /pub/atari/falcon/
gfx_demos I think)

Also some sites will auto decompress the file when they transfer, I think ic
did this to me. So you might not actually need to decompress what you got.

ps Its a great game, I hope a fuller version comes out.

Tom.

1739. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 11:19:59 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2i2v8v$247@news.rhrz.uni-bonn.de>
Source record: 194329

In article <2i1430$s3o@nz12.rz.uni-karlsruhe.de> ukra@rzstud1.rz.uni-karlsruhe.de (Hermann Samso) writes:
> Sorry, but I really haven't seen other free PD unixes running
> so I can't comment on them... I've just seen Linux.
> Please, could you give your impressions over other free unixes
> you might know? Are they better than Linux?

Hmmm ... this reeks of flame bait :-)

Linux is pushed by lots of people as the greatest thing since sliced bread;
thus, everyone and his brother has it. This is very important for those
poor souls without network access.

IMHO *bsd is technically superior, but this is arguable. For the whole deal,
check out the comp.os.386bsd.* newsgroup.

A hint for German-speaking readers: reading iX magazine is *not* enough.

-- Volker

--

Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

1740. Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 11:22:12 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Jan25.112213.1980@bay.cc.kcl.ac.uk>
Source record: 194223

Well, I phoned GameTek UK this morning and asked them if they had
plans for a Jaguar version, and they told me "Not as yet, if we do
one it'll be for Christmas"

Ah well.

Simon.
--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1741. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 11:40:42 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CK6oFv.GnH@cen.ex.ac.uk>
Source record: 194332

In article <1994Jan21.145718.36505@ucl.ac.uk> spbcajk@ucl.ac.uk (Mr Andrew John Kale) writes:

> Is this a bug? After all, the ship does tell you that the internal
> fuel tank's empty when you change engines, and I don't think the auto-
> refueller (a waste of space IMHO) works when docked on either type of engine.

It isn't a waste of space when you have a Panther which can use 10 tons of
fuel to reach the space station.

>(try the disputed systems around -3,0 for lotsa things to kill)

Try Riedquat (-3,-6). Lawless system, so you can carry out assassinations
there without so much as a fine. And the number of pirates who seem to think
I'm easy pickings...
--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

1742. Re: Centipede Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 11:46:10 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CK6ooy.AJ9@cix.compulink.co.uk>
Source record: 194206

>Sinister Software's version of Centipede works fine on my Falcon.
>Have you tried Backward with it?

I took one look at Backward and decided it was a horrible messy way or
getting games to work on the Falcon. I'd rather do without something like
this and wait for someone to code something decent. I still dream of Moon
Cresta coming out for the Falcon.

= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

1743. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 11:46:18 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CK6op7.H30@cen.ex.ac.uk>
Source record: 194333

In article <2i0d92$5q3@sol.ctr.columbia.edu> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

> The box boasts 80-odd missions - surely these aren't the bbs tasks
> that you can get from the military - these seem to be pretty standard
> fare to me (ie: they're standard sentence with varying parameters)

At first you get to deliver messages, then medals, sercret documents and high command orders, basically similar but getting more dangerous, later you can get assassinations, and 'blow up a space station' missions, and escort duties and so on.

> Is the protection case-sensitive ?

No.

> I don't think you ought to be able to select targets for homing in on
> when the game is paused ... Makes fighting too easy.

They probably found it was very difficult to target something whilst dog fighting. If you don't like it, you don't have to use it.

> Can you imagine what the Jag's real-time texture mapping etc. would
> do to Frontier ??? Wow!

Ditto!
--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

1744. MinterGames

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 11:47:44 UTC
From: d93the@t.hfb.se
Message-ID: <1994Jan25.114744.29906@t.hfb.se>
Source record: 194331

Hi.
Is there anyone who know how to get Jeff Minter games, such as
Gridrunner, Defender. I want games for Atari ST, and A1200 and A600

Tom Hellstroem Sweden

Email: d93the@t.hfb.se

1745. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 11:54:18 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ei.M02RTDhZpPE@nathan.do.open.de>
Source record: 194104

In <CK3MuL.KxI@cen.ex.ac.uk>, D.L.Hastings writes:
>In article <1994Jan23.154437.25588@mnemosyne.cs.du.edu> shenson@nyx10.cs.du.edu (Stephen Henson) writes:
>> Has anyone not had targets for assassinations not turn up at the stated
>> place/time ? This is annoying after waiting a month or so for the date
>I find if you save the game between accepting and killing, the target vanishes.
Uh? I do save after accepting a target, I do save on the morning my target
takes off, I do save again after I've hunted him through hyperspace. No
problems, all targets showed up (I had to restore once or twice because
their ships flew to another base in the same system, next time, they jumped).

>Another bug to add to the list?
Definitly NOT...
/s/Udo
--
Note: The above adress ue@nathan.do.open.de won't work after 1.2.1994.
After this date, please use ue@icmp.ping.de

1746. Multiuser Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 11:54:56 UTC
From: petep@info.isbiel.ch
Message-ID: <2i31ag$45g@vega.info.isbiel.ch>
Source record: 194334

i`m used to work on a sun sparc station10. there you have to do a login (user and passwd) and then the user interface will be startet (openwin).

now, i'm wondering if this is also possible on a falcon030 with minit and minixfs. first you have to log in and then gem will be startet.

has anybody tried this? if yes, what do i need? does it run on a falcon?

1747. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 11:59:28 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ei.TLDUo8M7WZs@nathan.do.open.de>
Source record: 194102

In <1994Jan23.154437.25588@mnemosyne.cs.du.edu>, Stephen Henson writes:

Hi Stephen,
>Has anyone not had targets for assassinations not turn up at the stated
>place/time ?
I never had these problems; some friends did. In all cases, the cause of
this annoying experience was a mistake by them:

a) Don't hang around starbases if you've got a criminal record. A clean
status is not enough, target will not appear or dock again. Try
launching *AFTER* your target has jumped into hyperspace (works only
on surface ports) or keep a clean record ...

b) Don't leave the target system for anything except chasing your target
through hyperspace. If you do leave the system before your date, frontier
will store the job as failed.

Happy hunting :-)
/s/Udo
--
Note: The above adress ue@nathan.do.open.de won't work after 1.2.1994.
After this date, please use ue@icmp.ping.de

1748. Re: Mega STe Coprocessor and Spectre

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 12:21:30 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jan25.082130.20106@dal1>
Source record: 194347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CK5BA9.MCn@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
> I have a Mega STe without a coprocessor and I have a Spectre 3.0:
>
> 1. Will both the 68881 or 68882 work (are they pin compatible?)
Don't know.

> 2. What package type is the Mega STe socketed for?
Don't know.

> 3. The Spectre manual says it will recognize the coprocessor in
> a TT but doesn't mention the Mega STe (it probably wasn't out
> when the 3.0 Spectre was released). Has anyone with a Mega
> STe and coprocessor confirmed it works?
My MSTE has a 68881. It (the 68881) is not recognized by Mac programs running under Spectre 3.0. Presumably that's because the 68881 doesn't really function as a coprocessor with the 68000 in the MSTE, as it would with the 68030 in the TT. With the 68000 the floating point chip behaves like a _peripheral_, using the Atari SFP004 board (I may have the name of the board slightly wrong).

> How much should I pay for a coprocessor? Every place I called in
> Toronto does not have 68881 anymore - they say they're being phased
> out. A 68882 costs $122. Is this reasonable?
Sorry, I have no idea.
>
> Thanks,
>
> +---+
> | Samy Mesbah "I am evil hoMER, I am evil HOmer" |
> | EE Grad Student -Homer Simpson |
> | University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
> +---+
> | Pressed up against the glass I found myself wanting SYMPATHY but to be |
> | consumed again oh I know would be the DEATH of me & there is a LOVE that's |
> | inherently given a kind of BLINDNESS offered to appease in the light of |
> | forbidden JOY - oh I know I won't receive it. |
> | - Sarah McLachlan, _Wait_ |
> +---+

John

1749. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 12:28:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.BPZZKBCDx5w@semprini.waterloo-rdp.on.ca>
Source record: 194336

In <CK23ss.JoF@cix.compulink.co.uk>, "Roland Givan" writes:
> I've heard that the .XFS driver support is broken under 1.08. Anybody else
> come across this? Also I've had no luck patching my 1.08 code to 1.09. The
> diffs are called something like:
>
> diff1819.txt
> diff1819.spp

[...]

> I've tried copying them into my compile directory, but don't really know
> how to use 'patch'. I've tried all the obvious:
>
> patch diff1819.txt
>
> patch *.c diff1819.txt
>
> patch < diff1819.txt

Using a good shell that does redirection properly, try this:

patch -l < diff1819.txt
patch -l < diff1819.spp

-l means "check things loosely", so things like extra spaces or wrong
end-of-line characters shouldn't bug you.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1750. Falconscreen

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 12:32:30 UTC
From: d91-ber@nada.kth.se
Message-ID: <2i33gu$cdb@news.kth.se>
Source record: 194335

Hello, I remember reading something about falconscreen 5 for quite some time ago now. I currently have falconscreen 2, but I never really use it because I mostly work in 2 or 256 color modes. If anybody knows anything about later falconscreen - releases and/or where to get it then please send a reply..

With regards
Bjï¿½rn Eriksson.

1751. Re: HD partitions >32Mb

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 12:33:58 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.759501238@acp5>
Source record: 194342

am136@FreeNet.Carleton.CA (Stephen Mulrine) writes:

>Can anybody tell me if it is safe to have partitions >32Mb on my hard
>disk? I am using TOS 1.6. Somebody told me I might have "problems" but

No, there are no problems with AHDI compatible drivers.

>all (except that the boot partition must be within the operating system's
>normal limit, i.e. 16Mb for ST, 32 for STE).

No, that's not necessary. The boot partition may big as big as any other
partition.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1752. Re: Colour Ansi?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 13:17:18 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CK6swu.FrL@uc2372c.DaytonOH.NCR.COM>
Source record: 194202

In article <1994Jan22.202022.14138@bradford.ac.uk>, P.A.Booth@bradford.ac.uk (Dave Haider) says:
>
>Are there any programs that are able to display colour ansi graphics on my
>1040STE?

CoNnect will display color ANSI, using the number of colors of the resolution (i.e. 4 color ANSI in ST Medium, etc). Another small program called Minit933 (or something like that) also does the same - it's more of a "bare bones" program but does the trick.

For a full 16-color ANSI on a normal ST/e, you might try ANSITERM (I forget the latest version number)...

STalker might also support ANSI (I'm not sure as I don't have it)...

>I currently use Uniterm 2.0e but I don't think it supports colour ansi
>only mono....

Technically VTxxx, but pretty close...

>Also does connect now run ok in med res?

Always has. If you want a "full 80x25" screen display in medium resolution, all you need to do is set the font to "system font 8pt" (from the Display menu) and turn off the scrollbars (from the Terminalsize menu). It's not bad on a monitor, but probably a little tricky to read on a TV (but then, what isn't :-)

Rob

...of the three above-mentioned, if you want overall power, go with CoNnect - if you simply want full-color ANSI (on a normal ST/e) go with Ansiterm (or CoNnect in ST low)

1753. Re: 16mHz Spectre on MegaSTE?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 13:20:11 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CK6t1n.FvG@uc2372c.DaytonOH.NCR.COM>
Source record: 194203

In article <2hs3ht$979@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) says:
>
>Just a quick question: Can one use Spectre GCR/128 on a MegaSTE in 16mHz
>mode? Also, another question: when in 16mHz mode, does everything run
>at that speed, or just the CPU (i.e. is it really twice as fast in all cases,
>or only with CPU intensive tasks)? Thanks in advance.

When I use SpectreGCR, I'm usually in 16mhz mode on my MSTe,
so I'd say yes to the first question. Dunno about the other questions though...

Rob

1754. 1st word plus DeskJet

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 13:24:06 UTC
From: J.E.Storer@bradford.ac.uk
Message-ID: <1994Jan25.132406.24047@bradford.ac.uk>
Source record: 194339

HELP !!!
Does anybody have a 1st word plus driver for a HP DeskJet (510) printer,
which does not use a font cartridge and can actually support graphics?
Any help would be appreciated. Mail j.e.storer@bradford.ac.uk

Thanks.

James Storer

1755. Re: WINX and TOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 13:30:25 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CK6tIq.6zr@bbc.co.uk>
Source record: 194338

Evan K. Langlois (ekl@sdf.lonestar.org) wrote:

: ====================
: into an EPROM programmer and which EPROM is needed? I have a 1024 STFM with TOS

: 1.02 in two chips.
: ====================

: Uhh .. Look at the label on your computer .. it says 1040 I bet, not 1024.
: How long have you had your STFM?

I've had my STFM for two years (bought second hand), but pointing out a
typing error doesn't help much. What I really need to know is how many address
bits the ROM uses, not what the badge says.

D.White.

P.S. The badge does in fact say "520" as it's been upgraded.

1756. Re: New GEMini CDROM for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 13:35:34 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CK6trA.G3B@uc2372c.DaytonOH.NCR.COM>
Source record: 194204

In article <klamer.759338981@mi.el.utwente.nl>, klamer@mi.el.utwente.nl (Klamer Schutte) says:
>
>In <2hf1om$gd2@agate.berkeley.edu> rab@sprite.berkeley.edu (Robert A. Bruce) writes:
>
>>The disc is available for FREE to anyone that has contributed any of their
>>own work. Just email me your name, address, and the name of the program(s)
>>that you wrote. Overseas addresses are ok.
>
>And how o you know whether there is stuff on the CDROM you contributed
>to the public domain? No table of contents is given...

I think someone uploaded an archive of information regarding this CDROM
to GEnie, and I *think* a table of contents was included in the archive.
If so, I'll try uploading it to atari.archive...

Rob

1757. Re: Any RIP Readers for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 13:45:47 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CK6u8B.GA9@uc2372c.DaytonOH.NCR.COM>
Source record: 194205

In article <esoreCK3HGs.I95@netcom.com>, esore@netcom.com (Steve Rosenberg) says:
>

> Are there any free/share/commercial programs out there for the ST
>which allows one to view .RIP graphics from a PC board? Even an off-line
>reader would be terrific, as I have access to lots of RIPs and would like
>a quick look.

I *think* there is a program called STRIP (ST-RIP) probably available
on atari.archive.umich.edu. The version I recall seeing wasn't 100%
compatible with RIP, but was supposed to be close (I looked at the
docs - shudder - since I had nothing to test it against at the time)...

Rob

1758. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 13:51:17 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i384l$6bh@percy.cs.bham.ac.uk>
Source record: 194341

alberto@terapin.com (Alberto Fonseca) writes:
>I consider the TT/030 a superior machine to the Falcon030. I think the Falcon
>is just a slow TT with a "fancy" graphics board. I am considering getting a
>TT. I'm mainly into programming, and want to develop ATARI software. I think
>the best machine would be the TT. It has good speed/graphics boards
>upgradibility, the power needed. Although I'd like to make programs only for
>the TT and its graphics card, making these programs compete with the ones on
>say MAC and IBM platforms. I'm not sure yet, but am considering my options.

Yes, the TT with suitable amounts of FastRAM and a good graphics card
is better, faster, and more expensive than a Falcon030... Except that
you don't get a DSP, and the sound is nowhere near as good, no SCSI
II, ...

Having a graphics card should eliminate the Falcon bus slowdown in
higher colour modes.

One more (possibly major!) problem might be that you will find it even
harder to find a TT in the USA than a Falcon.

Are there any benchmarks comparing FastRAM TTs with Falcons?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1759. Smalltalk compiler???

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 13:56:08 UTC
From: ant@mks.com
Message-ID: <1994Jan25.135608.21409@mks.com>
Source record: 194241

What is the latest Smalltalk compiler available for the Atari ST?
Where and how much?

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

1760. Re: help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 14:04:53 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan25150453@issan.informatik.uni-dortmund.de>
Source record: 194345
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994Jan25.101242.20467@cee.hw.ac.uk>, censjg@caledonia.hw.ac.uk (Simon Greaves) writes:

```
|> Hi all,
|> I want to be able to install custom traps/exception
|> handlers from a C program.
[...]
|> 8<-----------------------------------------------------------------

|> #include <stdio.h>

|> int trapAddr = 0xA8;
|> void trapFunc(void);

|> void
|> main(void)
|> {
|> static long install_handler(void);

|> Supexec(install_handler);

|> getchar();

|> asm("trap #10");
|> }

|> static long
|> install_handler(void)
|> {
|> asm("lea _trapAddr, a0");
|> asm("lea _trapFunc, a1");
|> asm("move.l a1, (a0)");

|> return 0L;
|> }

|> void
|> trapFunc(void)
|> {
|> printf("\n\n*****\tBoo!\t*****\n\n");
|> getchar();
|> }

|> 8<-----------------------------------------------------------------
[...]
```

You are *not* setting the vector for trap #10, but rather
storing the address of trapFunc into the variable trapAddr, as if you
have written

```
trapAddr = (int) trapFunc;
```

(assuming 32 bit int's). You can use Setexc() to set exception
vectors (don't forget to #include <osbind.h>):

```
Setexc(0xA8, trapFunc).
```

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1761. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 14:16:01 UTC
From: lingnau@math.uni-frankfurt.de
Message-ID: <2i39j1$t5e@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 194109

In article <2i2v8v$247@news.rhrz.uni-bonn.de>, volker@sfb256.iam.uni-bonn.de
(Volker A. Brandt) writes:

> A hint for German-speaking readers: reading iX magazine is *not* enough.

So? What else does one have to read?

Anselm
--
Anselm Lingnau ..... lingnau@math.uni-frankfurt.de
The world manifests a cacophony of coulds, and a dearth of dids. --- Larry Wall

1762. Falcon soundsystem error ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 14:21:24 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2i39t4$p29@rs18.hrz.th-darmstadt.de>
Source record: 194346

Hello

I was programmin the sound-sub-system of my Falcon and
I couldn't get it to send an interrupt (MFP 7 or 13) after
the sample buffer is filled up.
I really don't know what could be wrong with it, and though
I've programmed the MFP several times before I don't think
that there's a error in my coding.

Your help on this would be very usefull

Thanx Alex

1763. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 14:32:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK6wEI.Fx4@cix.compulink.co.uk>
Source record: 194207

In message <alberto.2cun@terapin.com>, alberto@terapin.com said:
>
>I've been thinking about upgrading it, ram/speed/graphics. It seems as though
>ATARI is more than ready to faze it out though.. I was at one point thinking
>of getting a Falcon030. I decided against it, because as it looks now, the
>bird is dead.(No flames please!).
>
>I consider the TT/030 a superior machine to the Falcon030. I think the Falcon
>is just a slow TT with a "fancy" graphics board. I am considering getting a
>TT. I'm mainly into programming, and want to develop ATARI software. I think
>the best machine would be the TT. It has good speed/graphics boards
>upgradibility, the power needed. Although I'd like to make programs only for
>the TT and its graphics card, making these programs compete with the ones on
>say MAC and IBM platforms. I'm not sure yet, but am considering my options.

I have a Falcon myself. It is slower than the TT, but has the advantage of
running the latest version of TOS (AES especially). If you are not
interested in the audio side, then a TT is probably the machine to go for.

Ofir ogal@cix.compulink.co.uk

1764. Manuals (was: Lattice C---bloody hell)

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 14:51:13 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CK6H8r.I6p@ryn.mro4.dec.com>
Source record: 194322

In article <1994Jan24.140619.10547@dct.ac.uk>, mcssesw@dct.ac.uk writes...

>In article <CK4p08.GJ9@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
>> BTW, you are right about the manuals. Ringbound would have been much
>> better.

>As noted above ring binders would be much better (GFA Basic style).

I like the ring binders HiSoft usee for their SpeedoGDOS package. Page flipping is so easy with these rings. But Wordflair II from HiSoft also has rings, but these are these black closed rings, which make flipping a lot more difficult. This is something which developers really need to look at. The best manuals are not only written very clearly, but are also easy to browse. Best of all easy to browse manuals last a lot longer, because one does not have to push and pull all the pages round the rings.
One other thing that pleases me about the SpeedoGDOS manual (from HiSoft, I don't know how the compo one is) is the quality of the paper used. It is this shiny smooth type of paper which gives very good print results. My Wordflair II manual on the other hand looks like it was photocopied onto recycled paper. Guess which manual I like better. (Note that the content of the Wordflair II manual is excellent, it has many useful examples and short readable paragraphs).
So now developers know how I feel about what manuals should look like. I hope others will give their opinion too, so that us users will get more value for our money.

Erlend.

P.S. the speedo manual is not my favorite manual. My favorite manual is the STeno manual, because it is published so well. It has some nice useful illustrations, clear text and although it is bound with staples, it is still easy to use because it is small and uses decent quality paper.

1765. Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 15:42:50 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2i3elq$n2c@crocus.csv.warwick.ac.uk>
Source record: 194350
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Living in a house at university where the occupants all own different types of computer causes a few arguments, mostly about speed. To settle this we decided to compile the dhrystone V2.1 code and test our machines. All were compiled with Gcc 2.4 or later with the -O2 flag. Here are the results:

386/20 4550 - 5000 dhrystones/sec
Acorn A410 ARM3 10000 dhrystones/sec
Falcon030 1500 - 2500 dhrystones/sec

Does anyone know why the results vary when the number of tests is altered? Also, we were under the impression that a Falcon was at least as fast as a 386/20. What has happened?

Thanks for any suggestions.

Paul
csulw@csv.warwick.ac.uk

1766. HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 15:45:18 UTC
From: vij@vnet.ibm.com
Message-ID: <2i3eqe$h2o@tornews.torolab.ibm.com>
Source record: 194235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I think my first attempt to post this got lost... trying again...

Hi All,

I've got some questions regarding the usage of
Atari's hard disk drivers and their features...

Some background: I've got a Mega STE with TOS 2.06
and am currently using ADHI 5.00 and HDX 5.00
I've recently downloaded HDX 503C, HDX 504,
ADHI 605C, AHDI 606, and ADHI 6061.

I'd REALLY appreciate ANY answers to the following
questions. I know that there are others out there
with similar questions too...

1) What is the "best" ADHI and HDX to be using?
Are there any versions to stay away from?

2) I assume it's ok to use the latest HDX with
my MSTE, but how about AHDI? In one of the
readme files, they mention the Falcon but not
the MSTE. Is AHDI 6061 Mega STE friendly???

3) What are the differences between AHDI 606
and 6061??? (ie: was something in 606 broken).
There was no readme with AHDI 6061.

4) Assuming I'll move up to ADHI 6061 (or whatever),
how do I do it? Do I just use HINSTALL to
de-install the current driver and install the
new one? Do I need to reformat or anything,
or is it as easy as copying SHDRIVER.SYS to
by boot partition?

5) What's the relationship between SHDRIVER.RAW,
SHDRIVER.SYS, and AHDI.PRG? For a given version,
all three files are the same size. Are they
just renamed versions? It's my impression that
HINSTALL uses SHDRIVER.RAW to create a SHDRIVER.SYS.
I'm not sure what ADHI.PRG is used for...
The reason I ask is that AHDI 6061 just comes with
ADHI.PRG (ie: know SHDRIVER.RAW).

Thanks in advance to anyone who can help. I'm kinda
living on the edge 'cause I haven't backed up my

hard drive yet (I know, I know) and I don't want to
trash my drive when upgrading...

VIJ...

1767. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 15:50:11 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CK6zzs.BGF@brunel.ac.uk>
Source record: 194210

A.V. Groenink (avg@cwi.nl) wrote:
: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

: >I don't think it would be. *Painful* probably, but I doubt it'd be
: >"nice"... X would CRAWL in 15-bit colour on the Falcon (essentially the
: >same speed as a '385sx/20... ow! _Windoze_ is too painful on such a
: >machine!)

: >It might be more reasonble on a TT, but not much.

: Bollocks. If a diskless 68030 16MHz UNIX workstation (HP9000/330) can
: run X without problems (I have worked on those for years) then a Falcon
: should be quicker at it, because it doesn't need to send everything
: over an Ethernet connection.

I agree. There is no reason, apart from apathy, that Linux shouldn't be
ported. I for one would be happy to help - but not until June (my degree
is starting to give me lots of work to do!). I suspect this is a similar
problem for other netters too; but IMHO GEM can't hang on for much longer
- I don't know if X is the answer though. If a port of X is too slow,
then we re-write it, in Assembler if necessary - let's not hang around
saying it cannot be done!

.Ian.

Holly: Additional: Our biggest enemy is going space crazy through loneliness.
The only thing that helps me maintain my slender grip on reality is
the friendship I share with my collection of singing potatoes.

1768. Wanted: Atari 520/1040 ST/E in the U.K.

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 15:58:56 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan25.155856.15373@bradford.ac.uk>
Source record: 194208

Well the subject says it all. I will start checking Micro Mart on
Thursday, so E-mail me your offers as soon as possible.

(BTW I'm looking at under 100 UKP for _very_ basic model)

Steve Taylor.

1769. Re: MALLOC HELP (GOAL! PROBLEMS)

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 16:02:23 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CK70K2.3zt@midge.bath.ac.uk>
Source record: 194228

Same here, Player manager 2 would be nice!
btw does anyone know why Kick Final whistle screws up the names of player manager teams? It said in the manual about a different storage method, but there seems no earthly reason why Kick off 2 (normal) could read them. Does anyone have a converter program???? I would be very interested.

1770. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 16:50:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan25.165030.16223@newshost.lanl.gov>
Source record: 194245

In article HN2GSovlMSY@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <CJKsFu.Hqs@westminster.ac.uk>, Denesh Bhabuta writes:
>> Talking to someone the other day, about CD ROM drives, and I was told that I
>> would need a lot of hard disk space in the first place, to accomodate the CD
>> rom. He told me that the contents of the CD ROM were first copied onto the hard
>> disk, from where they would be read. Is this true, as I don't think this is the
>> case. Anyone?
>
>You were either talking to an idiot or an MS-DOS user who is an idiot.

What's the difference??? OK, sorry... I just couldn't resist this one. :)

>A CD-ROM is a bit like a _HUGE_ floppy disk with the write-protect on;
>you don't need to copy things from the floppy to your hard disk before
>you use it, do you?

Usually this is true, but their seems to be a trend to the opposite. On Macintosh and Windoze systems, for example, almost _nothing_ is designed to be ran from floppy, and very few apps can anymore. Rather the programs must be installed and executed from a hard disk. No wonder that common hard disk capacities keep going up and up. Fortunately for us, HD prices keep going down. :)

-Hutch- @ Fair Dinkum Tech

1771. Re: Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 16:56:19 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2i3ivjINNh40@tom.rz.uni-passau.de>
Source record: 194209
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations

In article <CK6B04.J37@percy.rain.com> jdrew@cryo.rain.com (Jim Drew) writes:
>Mon, 24 Jan 94 22:48:52 PDT<19940124.873E0D0.14AE7@cryo.rain.com>
>In <2i00vvINNp2u@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de
>(Thorsten Guenther) writes:
>> To tell the truth, only ATARI emulators with ROM sockets for original
>> TOS ROMs are legal, due to the fact that the ATARI OS is (c) ATARI corp.
>> (surprise) and one can only get it in ROMs.
>
>ROM(s) fall under US copyright laws as 'software', and as such you have a
>right to make backup copies of this 'software'. The law is very clear
>about this. Some additions were added in 1991 that state the fact that
>only one copy of the backup can be used 'at the same time', and that the
>backup and the original can not be used at the same time.

Can you get a TOS version without buying ROMs OR an Atari computer w/
ROMs? Not legally.
Can you get Mag!X to work on an Amiga? Not very likely.
So, where's the point?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

1772. Re: Will PC FAX Software work on an ST with PC Ditto?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 16:59:00 UTC
From: rjv_hol@pavo.concordia.ca
Message-ID: <25JAN199411591403@pavo.concordia.ca>
Source record: 194211

In your precious message, you wrote :
>IIRC it had a Norton factor of about 0.3, which translates to about a
>1.5Mhz 8088. Still very slow, but faster than ROBTEKs MS-DOZ emulator which
>preceded it.

Hi! Let's imagine I run PC-Ditto on a 16 Mhz STE. Would this double
its speed (3 Mhz is still better than 1.5... :) ? Are there any accelerators
available on ST's that are higher than 16 Mhz (let's say 32 or 50) ?

Marty H.

1773. Re: help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 17:30:29 UTC
From: bjgrier@bnr.ca
Message-ID: <CK74n0.5tD@nrtpa22.bnr.ca>
Source record: 194214
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <SCHWAB.94Jan25150453@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
|> In article <1994Jan25.101242.20467@cee.hw.ac.uk>, censjg@caledonia.hw.ac.uk (Simon
Greaves) writes:
|>
|> |> Hi all,
|> |> I want to be able to install custom traps/exception
|> |> handlers from a C program.
|> [...]
|> |> 8<-----------------------------------------------------------------------
|>
|> |> #include <stdio.h>
|>
|> |> int trapAddr = 0xA8;
|> |> void trapFunc(void);
|>
|> |> void
|> |> main(void)
|> |> {
|> |> static long install_handler(void);
|>
|> |> Supexec(install_handler);
|>
|> |> getchar();
|>
|> |> asm("trap #10");
|> |> }
|>
|> |> static long
|> |> install_handler(void)
|> |> {
|> |> asm("lea _trapAddr, a0");
|> |> asm("lea _trapFunc, a1");
|> |> asm("move.l a1, (a0)");
|>
|> |> return 0L;
|> |> }
|>
|> |> void
|> |> trapFunc(void)
|> |> {
|> |> printf("\n\n*****\tBoo!\t*****\n\n");
|> |> getchar();
```

```
|> |> }
|>
|> |> 8<----------------------------------------------------------------------
|> [...]
|>
|> You are *not* setting the vector for trap #10, but rather
|> storing the address of trapFunc into the variable trapAddr, as if you
|> have written
|>
|> trapAddr = (int) trapFunc;
|>
|> (assuming 32 bit int's). You can use Setexc() to set exception
|> vectors (don't forget to #include <osbind.h>):
|>
|> Setexc(0xA8, trapFunc).
|> --
|> ----------------------------------------------------------------------
|> Andreas Schwab "And now for something
|> schwab@ls5.informatik.uni-dortmund.de completely different"
```

While that may get the addresses stored it does not address the real problem. The real problem being that a trap comes under the heading of EXCEPTION processing in the 680x0 familly and you need to perform an RTE instruction to properly return, instead of the standard RTS.

Since I do not know how to identify a C function as an exception handler, I would recommend that your function use an exception wrapper, written in assembler, to fix this problem.

```
EXP_RTN:
movem.l d0-d7/a0-a6,-(sp) ; save everything!!!!
bsr your_function ; maintain position independence
movem.l (sp)+,d0-d7/a0-a6 ; restore everything!!!
rte
```

Then (assuming you are in supervisory mode):

```
main()
{
void * trap_10 = (void *)0xA8L ;

...

trap_10 = EXP_RTN ;
...
asm("trap #10");
}
```

If some one knows how to implement exception handlers in C code for the ST they can help you even more.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

1774. Problems with patch (was: MiNT 1.04)

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 17:37:07 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2i3lc3INNmk0@rs1.rrz.Uni-Koeln.DE>
Source record: 194212

In <CK5s1H.J7v@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>>Only the last does anything remotely sensible, but this fails at the first
>>>'hunk'.

[...]

>Its been sugested to me that:

>patch -l < <patch_file>

>should do the trick. Looks great too, until it bombs :-(

I recall that I once received a patch that was not accepted by
any patch binary I could locate on any Atari ftp site. So, I
finally took the patch sources from prep.ai.mit.edu:/pub/gnu and
compiled them on my TT (gcc 2.4.5). I hacked the makefile
manually (has anybody ever managed to successfully run a
./configure script on an Atari system?), it didn't need many
changes, though. The binary worked flawlessly for me right away.

If anybody is interested, I can check out the details.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1775. Re: Too big file problem!!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 17:41:45 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <759519704.1899@minster.york.ac.uk>
Source record: 194227

In article <2i0h39$rvr@tukki.cc.jyu.fi>,
Risto Tapani Lahdesmaki <rtla@network.cc.jyu.fi> wrote:
>I have problem with these BIG files at FTP sites. I don't have harddisc
>yet, so is there any way to uncompress these over 600 Kb files
>to 2 or more discs? For example, I can't find any commands from
>lharc or arc programs for this. Help help.
>
> thanx Ricu

While we're on the subject, is there a way to split large files
that are greater than 720K so that i can save them to DS disks?
(As I have to use a PC, and I have no HD drive, I cannot
download files > 720k)

AE.

1776. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 18:06:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK76Ao.GB@cix.compulink.co.uk>
Source record: 194225

I think that the group should be divided as follows:

comp.sys.atari.tos
comp.sys.atari.tos.tech
comp.sys.atari.tos.games

Just so I don't have to read about all these games :-)

Ofir ogal@cix.compulink.co.uk

1777. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 18:29:04 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2i3odg$lr1@charm.magnus.acs.ohio-state.edu>
Source record: 194216

Brain Dead "IDE" on the Falcon? I can put 8 SCSI devices on my Falcon and still have the internal IDE. It doesn't affect the SCSI line at all.

Dan Ackerman
ackerman.29@osu.edu

1778. Re: Disc Partition Compre

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 18:41:30 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2i3p4q$lta@charm.magnus.acs.ohio-state.edu>
Source record: 194215

The still function part of DC is now Trace Technologies.

Dan Ackerman
ackerman.29@osu.edu

1779. Re: POV timings without/with FPU

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 18:48:32 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2i3pi0$8hu@sus.edu.eur.nl>
Source record: 194219

I would like to thank all the guys (and girls) who informed me
about buying me a FPU unit. Thanks, for the respons.

M.A.Onstwedder

1780. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 19:16:22 UTC
From: 1gross@rzdspc56.informatik.uni-hamburg.de
Message-ID: <2i3r66$hlu@rzsun02.rrz.uni-hamburg.de>
Source record: 194217

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > Tell me... does X11 already run on this MiNT thing? Is it _really_

: X11 on MiNT - have I missed something somewhere?

In the last issue of the German magazine "ST-Computer" there was
an article on a X/Windows client for the ATARI.
If I remember correctly, it depends on an ethernet-adapter on
your VME-bus (so you'll have to own a TT or such). Your ATARI
can then be used as a X-Terminal which is hooked to a `real'
UNIX machine.
The difference between this implementation of X11 and the one
with the ATARI System V is, that the first needs a host on which
the application is running and only displays the output, whereas
the latter really runs X11 as a display for the applications that
are running on your ATARI.

It would be very nice to see a X server that replaces the VDI.
So you could yust recompile some UNIX source code and have some
sort of standard. But then X/Windows is *big*. On the SUN stations
the image of the window system is somewhat around 8MB! So let's
use the ATARI as a small but fast computer!

Stephan Gross (1gross@rzdspc5.informatik.uni-hamburg.de)

1781. Problem with SM124 Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 19:27:50 UTC
From: raver909@telerama.lm.com
Message-ID: <2i3rrm$khd@telerama.lm.com>
Source record: 194218

I am having trouble with my SM124 monitor. I can't get some programs that use only that monitor to run. For instance when loading Cubase it the monitor turns totally blank white and then resets the computer to the desktop halfway through loading. Can anyone help me???? If so please email raver909@teleram.lm.com. Thanks.
Joe
--

|-------------------------1-8-7_____________Wicked_Rides_to_the_Darkside____
| Jungle/Darkness/Hard Acid *live* PAs (performances)_
|___________________email raver909@telerama.pgh.pa.us for bookings&demo_____

1782. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 19:55:56 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2i3tgc$ami@cnn.sim.es.com>
Source record: 194220

In article <sjsCJyGAG.FA4@netcom.com>, sjs@netcom.com (Stephen Schow) writes:
> Hi,
>
> I am looking for a utlity to get files from my friend's Atari ST to his
> DOS machine. Anyone know how I can do it?
>
> Thanks in aadvance
>

The easiest way is to format 720K disks on the PC and then copy the data
files on the ST to the PC disks. The STs can read/write DOS disks, but not
necessarily the other way around. Or you can always do a serial transfer
via communication software (tediously slow, however).
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

1783. archival...

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 20:08:16 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1599@usdtsg.DaytonOH.NCR.COM>
Source record: 194242

I was wondering something about atari.archive.umich.edu, and I'm sure someone here would know. Once an archive is uploaded to the atari/New directory, what happens next? Is there an individual or team that goes through these, updates the index, and moves stuff around, or what? What is the process done with the programs: run, tested, virus-checked, or just put in place?

You can email me with the answers if ya want (to save bandwidth) or post - either way...

Thanks...

Rob

...now back to the moose... (I gotta stop watching "Bullwinkle" on Nickel...)

1784. PD program search...

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 20:10:41 UTC
From: lancer@jaguar.WPI.EDU
Message-ID: <LANCER.94Jan25151041@jaguar.WPI.EDU>
Source record: 194232

I'm looking for a program which will tell my STf's MMU to only look at the lower bank of memory... I have a problem with the upper bank and haven't yet filled the upper bank in my XtraRAM 3D...

Apparently there is a program called memset which lets you set your STs memory in 512k increments... That would be great!

I already have programs to set it to 512k and 1024k... I'm looking for more flexible ones...

Also, does anyone know how/where to find more of the shareware programs mentioned in AEO and other places? I've looked on umich, uni-padeborn, tu-berlin, and used archie, but I often can't find many of the new programs listed... I'd think Internet would have a better library that Compuserve!!!

thanks,
.s.
--
- lancer@wpi.wpi.edu - "hacking represents about as much -
- of a threat to the newly rampant telecommunications juggernaut -
- as shoplifting does to the future of world capitalism." -
- -julian@PANIX.COM deriding Phiber Optik's sentence -

1785. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 20:17:17 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CK7CCu.809@cix.compulink.co.uk>
Source record: 194226

>>What exactly is the latest version of the utilities?
>>
>
>6.2.3 for non-pro utilities
>
...and 6.24 for LINK and SCSI PRO UTILITIES, according to a letter
I received from ICD on 9/12/93 in relation to an enquiry regarding
a similar topic, which also advises that to upgrade to the current
version, a backup copy of the original disk should be made and the
original disk mailed to ICD plus USD $15 per upgrade, upgrades being
only available by mail from ICD, and "not available on the network
systems or bulletin board services".

Best Regards,
Brian

brobson@cix.compulink.co.uk

1786. Spectre3.1,AtariTalk2

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 20:21:53 UTC
From: lancer@jaguar.WPI.EDU
Message-ID: <LANCER.94Jan25152153@jaguar.WPI.EDU>
Source record: 194221

Did Dragonware ever release AtariTalk2? It was to be a Spectre INIT
which would let the MSTE/TT's LAN port talk as a real, working
Appletalk port from what I understand...

Also, is there word on Spectre 3.1? Apparently it was to be shown at
ToadFest, but I haven't heard a word... What will it include? Will
it ever come? The last Spectre update I know of was January '91!!

.s.
--
- lancer@wpi.wpi.edu - - Operation Ivy: -
- The position being taken is not to be mistaken for attempted -
- education or a righteous accusation. Only a description, just -
- an observation of the pitiful condition of our degeneration. -

1787. Falcon monitors

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 20:49:27 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94025.154927STIRRE31@MAINE.MAINE.EDU>
Source record: 194230

Hi all. I just ordered my Falcon from Computer Studio (yeah!)
and have a quick question. Is it my understanding that the Falcon
uses VGA monitors. Will the Apple VGA monitor work well in
all Falcon resolutions? I am planning to buy an Apple monitor
because of educational discounts I get as a college student.
Also, I would just like to point out that mail order permission
is not difficult to obtain. I'm in Maine, ordering from
North Carolina. And Computer Studio got permission for me. I
never had to deal with Atari. So, if that was a reservation
to getting a Falcon....
Thanks,
Scott Tirrell
stirre31@maine.maine.edu

1788. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 20:55:56 UTC
From: greg.bennett@f998.n3603.z1.fidonet.org
Message-ID: <691_9401271752@dswhq.omahug.org>
Source record: 193904

Date: 25 Jan 1994 19:55:56 GMT

1789. more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 21:07:16 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CK7Eo5.uF@usenet.ucs.indiana.edu>
Source record: 194224
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm aware that there exists single-floppy C compilers and the like for the ST, but I would much prefer to use the UNIX powerhouses here at school for compiling. It's no problem downloading, debugging, etc.

what I want to know is if you are USING a UNIX-based GCC or G++ to cross-compile for the ST, or KNOW the details, can you help me build one on my machine?? I'm not an idiot (?) , but just telling me to use the mintlibs or the diffs or whatever isn't specific enough, as I've never built a compiler before.

any help would be greatly appreciated.

thanks

david

1790. Hard Drive Utilities For Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 21:18:49 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <friedric-250194131849@appletalk-71.mdd.comm.mot.com>
Source record: 194229

Hi,
Doe anybody have any recommendations for a hard drive utilites packages for the Falcon, similar
to Norton Utilities or MacTools for the Mac?

I'm looking for reliable and easy to use back-up, optimizers, defragmenters, stuff like that.

Thanks in advance,
Bernd

--
Bernd Friedrich
Quality
Motorola - Wireless Data Group
Quality Means The World To Us (tm)

1791. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 21:24:24 UTC
From: R.N.Hunt-93@lut.ac.uk
Message-ID: <CK7FGo.G7A@lut.ac.uk>
Source record: 194233

In article <2i1d3c$sp3@dunlop.cs.strath.ac.uk> gstewart@cs.strath.ac.uk (Graham Stewart CS93) writes:
>
>I've just sifted through the hundreds(!) of letters in this newsgroup.
>Most of them were so Tech that I just skipped them, so I know that
>I'll get a slagging for this but...
>
> Does anyone out there use STOS?
>
>Yes, yes I know its not a proper language and that real programmers do
>it in C/C+/C++/GFA/ADA etc etc but I'm looking for a contact to exchange
>ideas with.
>
>Please e-mail me directly (gstewart@cs.strath.ac.uk) and I'll write back
>first Practical Session I get. No FAQs. No Flames.
>

Yes I do! What is more I have written a nice little sprite extension which basically brings all the advantages of machine code sprites to STOS. Well, it needs to be debugged and tested out (and the compiler extension made up) so sometime at the end of Summer it should be ready. As a little foretaste it gives:

As many sprites as you want (well to 65535 anyway)
Faster sprites (it plots in bulk - not individually)
Full collision detection
Full background collision detection
'Invisible' sprites (not as daft as it sounds - honest)
Full user control of sprites - ie no probs with screen swapping etc.
as it's not interrupt driven.
Sprite offset command (for multi-screen games and easy scrollers!)
A PlotSpr which works properly
Close syntax to the STOS sprite commands
Commands to synchronise sprite updates
Other twiddly commands which return the current frame of an animation
and stuff like that.

STOS is not dead! Long live STOS ...

+------------------+---+
Richard Hunt	Thinking about what you can't control only wastes
elrnh2@lut.ac.uk	energy and creates it's own enemy.
	Worf, "The Coming of Age"
+------------------+---+

1792. Re: STOS compiler extension

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 21:38:39 UTC
From: R.N.Hunt-93@lut.ac.uk
Message-ID: <CK7G4F.GKC@lut.ac.uk>
Source record: 194164

Following on from the STOS posting - does anyone know how to implement internal libraries in a STOS compiler extension?

Thanks ...

```
+-----------------+-----------------------------------------------------+
| Richard Hunt | Thinking about what you can't control only wastes |
| elrnh2@lut.ac.uk | energy and creates it's own enemy. |
| | Worf, "The Coming of Age" |
+-----------------+-----------------------------------------------------+
```

1793. Looking for George Seto

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 22:06:57 UTC
From: jmsmith@hellcat.ecn.uoknor.edu
Message-ID: <2i4561$6cb@constellation.ecn.uoknor.edu>
Source record: 194243

This is Fred Mah looking for George Seto.
Reply to this post to get ahold of me. My account is temporarily
closed.

Fred

jmsmith@hellcat.ecn.uoknor.edu

1794. Wanted Sexvixens from Space Docs

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 22:13:55 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2i45j3$18t@usenet.INS.CWRU.Edu>
Source record: 194237

Hi,

I have an old ST game called "Sex Vixens From Space" by Free Spirit Software. Problem is I lost the docs and I need them for the password to play the game. I contacted Free Spirit Software and they told me I'm on my own because they no longer support the ST only IBM Multimedia Applications. Anyone out there who has this could you please photo copy I think it is the first two pages of the docs contains the passwords. I can photo copy the diskettes to prove I have an original copy and not a pirated one.

--
Fred Horvat

1795. Wanted ST Format #45 Magazine and Disk

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 22:15:06 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2i45la$1bk@usenet.INS.CWRU.Edu>
Source record: 194238

I couldn't get the April 1993 #45 issue of ST Format.
If anyone is done with there's and would be willing to sell me their
copy that would be great.

--
Fred Horvat

1796. Hard Drive Utilities For Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 22:18:49 UTC
From: bernd.friedrich@f998.n3603.z1.fidonet.org
Message-ID: <692_9401271752@dswhq.omahug.org>
Source record: 193909

Date: Tue, 25 Jan 1994 13:18:49 -0800

Hi,
Doe anybody have any recommendations for a hard drive utilites packages for the Falcon, similar
to Norton Utilities or MacTools for the Mac?

I'm looking for reliable and easy to use back-up, optimizers,
defragmenters, stuff like that.

Thanks in advance,
Bernd

--
Bernd Friedrich
Quality
Motorola - Wireless Data Group
Quality Means The World To Us (tm)

1797. Re: STE<->STE Network?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 22:25:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK7IB3.CIx@cix.compulink.co.uk>
Source record: 194246

>LittleNet, which uses MIDI cables, comes highly recommended by some. (I
>have it but have not set it up for use yet.) It sets up the other computer

Does anybody know where to ftp this from, and is it MTOS compatible?

Thanks

Roland.

@CiX

1798. modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 22:53:11 UTC
From: Joseph_Hogan@UQAC.UQuebec.CA
Message-ID: <9401252255.AA17402@infocom>
Source record: 194234

Hello,

I am in the market for a new modem to replace my almost 5 year old
Supra Modem 2400. I thought about the 14400 baud modems since the
prices are dropping rapidly with the onset of the new, faster
technology. I have been told that the following modems are good,
but I would like some feedback from users about use of the unit. Also,
I would like to hear from users of Flash II and what kind of success
they have had with there modem.

Supra
Practical Peripheals
Zoom
U S Robotics

I would like to know warranty info, and other stuff too. If there are any
other modems out there, please let me know.

I want to get a modem/fax, so add that to the list of features to look out
for. I am only going to be using this for home use, not for a BBS. I have
read other posts about different modems if you are going to use it for a BBS,
and leave it on for extended periods of time.

Thanks for anything you can say,

Joseph Hogan

jhogan@uqac.uquebec.ca

1799. Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 23:03:20 UTC
From: sdenman@lynx.cs.washington.edu
Message-ID: <1994Jan25.230320.12811@beaver.cs.washington.edu>
Source record: 194236

Can some nice fellow send me more Speedo Fonts than the ones that came with my Falcon? Are there any FTP sites where I could get some of these fonts?

Thanks,

1800. Re: UUCP for atari st (mega ste) ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-25 23:35:02 UTC
From: brusch@eslapion.sh.sub.de
Message-ID: <Up-EA1JEJYA@eslapion.sh.sub.de>
Source record: 194132

In <2ht0qt$sfi@olivaw.apanix.apana.org.au> AnnMarie Scott wrote :

>craig@yonder.equinox.gen.nz (Craig Shore) writes:
>
>>Hermes would have to be the best available.
>>It's shareware. Unfortunatly about 70% (??) of the docs are still in
>> German, but with the help of the net, and a bit of patience, it's
>> not hard to get going in the right direction.
>
>I'd have to disagree on that point - the newcomer on the scene, Upoint
>is probably the easiest to configure, and the easiest to use, being
>completely GEM based :) It also looks fantastic, and the author is on
>the net.
>
>Have a look sometime!

Thank you. I'm still writing on UPoint, the newest Version is dated on
22.1.94. You can get it at ftp.tu-clausthal.de .

If there is anything you want me to do (in UPoint), send me a mail...

Stefan

--

UUCP auf dem Atari ST(E),TT,Falcon : UPoint 'medium'
-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** brusch@eslapion.sh.sub.de **
-- --

1801. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 00:00:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK7Mp9.Gq6@cix.compulink.co.uk>
Source record: 194247

>Those of you out there that don't want to bother with this, can just
>get the patch binaries from (I think) a.a.u.e in
>atari/Mint/Misc/patch.zoo

I think these are the ones I *am* using ;-)

>The patch archive comes with two programs - patch and bpatch. Use the
>bpatch one on the mint diffs.

Interesting. haven't tried that yet. I've just been playing around with
'patch'.

Thanks

Roland.

@CiX

1802. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 00:00:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK7MpB.Gqr@cix.compulink.co.uk>
Source record: 194248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>386/20 4550 - 5000 dhrystones/sec
>Acorn A410 ARM3 10000 dhrystones/sec
>Falcon030 1500 - 2500 dhrystones/sec

That Falcon figure just doesn't look right. far to low.

For comparison, tests I've done/seen are:

386DX/25 8000
Acorn ARM 3 36Mhz 17000
STE 25Mhz 2700
MSTE 2000
STFM 1300

These are only approximate figures, and were not all done on the same C source version of dhrystone so are not *strickly* compariable.

I'd expect the Falcon running single TOS in ST Hi Res to make at least 4000.

Roland.

@CiX.

1803. Re: Will PC FAX Software work on an ST with PC Ditto?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 00:00:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK7MpD.GrC@cix.compulink.co.uk>
Source record: 194249

>In your precious message, you wrote :

I really wonder about some automated mail messages (at least I *hope* its
the software ;-)

>>IIRC it had a Norton factor of about 0.3, which translates to about a
>>1.5Mhz 8088. Still very slow, but faster than ROBTEKs MS-DOZ emulator which
>>preceded it.
>
> Hi! Let's imagine I run PC-Ditto on a 16 Mhz STE. Would this double
>its speed (3 Mhz is still better than 1.5... :) ? Are there any accelerator
>s
>available on ST's that are higher than 16 Mhz (let's say 32 or 50) ?

I think 36Mhz is the fastest you can get an ST to run at. As for upgrades
to STEs and MSTEs, I've seen an ST at 25Mhz, but no MSTE faster than 16.

A MSTE is only about 1.7 times faster than an STE so PC DITTO (if it runs
at all) will only do about 2Mhz, which is still not fast enough :-(

Roland.

@CiX

1804. PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 00:09:58 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <759565994.AA03700@byte.bbs.no>
Source record: 194257

>Can anyone fill in more?

At-Once 386sx
"""""""""""""
16 Mhz 386 plug-in emulator card
Uses MEGA STE processor cache
Emulates CGA, EGA, VGA and Hercules
Uses all RAM (supports Extended and Expanded)
Uses same harddisk format as ST (exchange data)
Support for mouse, modem, paralellel and Atari laser
Build-in socket for 387sx
Build-in sockets for fast-ram

My comment: Very fast and compatible

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

1805. Will PC FAX Software work on an ST with

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 00:10:00 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <759565994.AA03701@byte.bbs.no>
Source record: 194258

>Hi! Let's imagine I run PC-Ditto on a 16 Mhz STE. Would this double
>its speed (3 Mhz is still better than 1.5... :) ? Are there any acce

Yes, it does - but I get "boot disk error" xxx times before it starts
(just retry and retry - it will boot eventually - at double speed :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

1806. MEGA STE Hard drive

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 00:10:04 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <759565994.AA03702@byte.bbs.no>
Source record: 194259

```
>Is there a guide to fitting a hard drive to a Mega STE
>I need to know where I connect it, and if I need any extra

If you have a MEGA STE without harddisk you'll need a harddisk
upgrade kit (includes a ACSI -> SCSI coverter board, and a new
"box" - the one you have doesn't have room for a harddisk, they
have made some plastic "stuff" inside it to stop that :-)

Lars-Erik Österud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

1807. Re: For Sale - Atari 520 ST & Tandy model 100 laptop

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 02:14:54 UTC
From: kingb@rebecca.its.rpi.edu
Message-ID: <2i4jmu$97v@usenet.rpi.edu>
Source record: 194252
Cross-posted to: comp.sys.atari.st,comp.sys.tandy,misc.forsale.computers.other

```
For sale: Computer, Monitor, Printer, Modem, and Software
--------------------------------------------------------------------------------

IBM PC Compatible for sale -- Tandy 1000 TX
80286 with 287 math coprocessor
640K RAM
Enhanced CGA graphics (Tandy EGA 16 Colors)
Tandy 3 Voice Sound
3.5" 720K drive and 5.25" 360K drive
1 parallel / 2 serial / 1 game port
Serial Mouse and Pad
Tandy Deluxe 2 Button Joystick
Smartwatch Clock/Calendar Chip
30 Blank 5.25" DS/DD Diskettes and 50 Disk Storage Bank
Extra software: Microsoft Works (Word Processor, Spreadsheet,
and Database)
Personal DeskMate 2 (10 organizer applications)
-Original packages including diskettes and complete documentation.

asking $300 or best offer
--------------------------------------------------------------------------------

Magnavox Professional EGA Monitor
Model 9CM053
EGA Color Monitor

asking $150 or best offer
--------------------------------------------------------------------------------

Panasonic KX-P1080i Printer
9 pin dot matrix printer
EPSON RX-80 emulation
144 CPS draft / 28 CPS NLQ
1 K print buffer
Seven resident fonts
Replacement printer ribbons

asking $100 or best offer
--------------------------------------------------------------------------------

ZOOM Modem
2400 baud external modem

asking $30 or best offer
--------------------------------------------------------------------------------
```

Pieces may be purchased individually or as a complete package.
Willing To Accept ANY Reasonable Offer!
Asking $500 for complete system.
Please include S+H in any offers.
All equipment and software comes in original packaging and with complete documentation.

Also for sale: Computer games with original disks, documentation and packaging.

SimAnt by Maxis (5.25 DD Diskettes)
Risk for Windows (3.5" DD Diskettes)
Flashback-The Quest for Identity (3.5" HD Diskettes)
Space Quest 5-The Next Mutation by Sierra (3.5" HD Diskettes)
Indiana Jones and The Last Crusade Adventure by Lucas (3.5 DD Diskettes)
Winter Games by Epix (3.5 DD Diskette)

Please make offers on games or may be included with complete system package.

If interested, email me at kingb@rpi.edu
Thanks...

1808. Making GIFS

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 02:36:23 UTC
From: dwallace@wam.umd.edu
Message-ID: <2i4kv7$v2@cville-srv.wam.umd.edu>
Source record: 194153

One of the cool things I used to do when I was a co-sysop on an IBM textfile board was draw up some really nice ads on my ST, convert them into .SPC files, and use a utility to turn them into .GIFS from there. Thus, all of my IBM friends could see the fruits of my artistic labor. I haven't done this for a while, but I currently have some atari pics I want to zap to a PC friend. The problem is, I am now on an STe, and Spectrum will not run on it. Thus, I am unable to get my .PI1 files into .SPC format, and consequently cannot run my .SPC -> .GIF converter on them.
Does anyone know of a solution to my problem? The most elegant solution would be a simple utility to convert directly from .PI1 -> .GIF, but any other ideas for how I could get a picture into .SPC format would be most appreciated. Please respond via e-mail. Thanks.

1809. Re: Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 03:21:10 UTC
From: sslatin@clark.net
Message-ID: <2i4nj6$jul@clarknet.clark.net>
Source record: 194250
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations

Jim Drew (jdrew@cryo.rain.com) wrote:
: Mon, 24 Jan 94 22:48:52 PDT<19940124.873E0D0.14AE7@cryo.rain.com>
: In <2i00vvINNp2u@tom.rz.uni-passau.de>, guenther@vati.fmi.uni-passau.de
: (Thorsten Guenther) writes:
: > To tell the truth, only ATARI emulators with ROM sockets for original
: > TOS ROMs are legal, due to the fact that the ATARI OS is (c) ATARI corp.
: > (surprise) and one can only get it in ROMs.
:
: ROM(s) fall under US copyright laws as 'software', and as such you have a
: right to make backup copies of this 'software'. The law is very clear
: about this. Some additions were added in 1991 that state the fact that
: only one copy of the backup can be used 'at the same time', and that the
: backup and the original can not be used at the same time.

:
: Jim Drew - CEO - Product Engineer - Utilities Unlimited, Inc.

And let's not forget that TOS has been distributed on disk -- buy an
original disk, and you buy the 'license' to use it. Since many of the
early Atari users upgraded to ROM based systems, these disks are
readily available. So ROM sockets are not required for legality.

1810. Re: Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 03:55:52 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2i4pk8$bdu@golem.wcc.govt.nz>
Source record: 194251
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations

] What about Geneva? If I could recall correctly, it dos not require
] TOS. Maybe I am wrong.

Geneva is just a software replacement for the AES, (The desktop basically, although there is more to it than that). It basically just gives TOS 'add-ons'. It still uses what was already there though!

It is a sort of half-way upgrade to TOS 4.xx. with extra bits (such as multitasking), and missing bits (Desktop :)

Not a very good explanation, but there you are! 8-)

Dons flame-proof suit.....

1811. For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 04:06:51 UTC
From: whitema@rtsg.mot.com
Message-ID: <2i4q8r$247@delphinium.cig.mot.com>
Source record: 194256

I've got the following ST stuff for sale. It's all in good shape and all the boxes and manuals are included (except where noted). If you don't like the prices, make me an offer.

- Magnavox 1CM135 14" stereo color monitor. Includes cable for the ST. For ST low and medium resolutions. $225
- Atari SM124 Hi-Res monochrome monitor. $100
- Practical Solutions Monitor Master. Switch between monitors without switching cables. $10 or Free if you buy both monitors. (NB)
- Several Atari manuals, including Mega ST, SH Hard Drive, Megafile Hard Drive, and ST BASIC Sourcebook. $5 for all.
- LeaderBoard Golf with Joystick Dongle (not for TOS 2.06, but okay with 1.62 or earlier) $5 (NB)
- Populous and The Promised Lands Data Disc. Not for STe's. $10
- Greg Norman's Ultimate Golf $10
- Q-Ball 3-D Pool $5
- Driving Force driving game $5
- Timeworks Word Writer ST $10
- ST Copy - $2 (NB)

NB = No Box

I can be reached at home in the evening (CST) at (708)882-5418, or reply to this message.

Michael White
whitema@rtsg.mot.com

1812. Re: Using Teletext Adapter with TT

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 04:17:38 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940125.23173883.abarbiero@delphi.com>
Source record: 194253

Hi! I am replying to your post for two reasons, 1- I miss singapore.. I had 8 days there last summer and loved it.

2- I have a TT030, and there are numerous differences, the 030 for one. THe external ports are also handled differently, and I believe that if they do not release the software into the public domain, or change it to run on the TT030, your only hope is to try to disable the cache, try the 24bit patch programs out there. Also try to see if the CPX is not screwing up you configuration. I hope this helps.

Andreas@AEO
Ass't Editor Atari Explorer Online
AEO.2@genie.geis.com

1813. Re: Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 04:21:10 UTC
From: sslatin@clark.net
Message-ID: <68e_9401271752@dswhq.omahug.org>
Source record: 193908

Date: 26 Jan 1994 03:21:10 GMT

1814. WANTED: 1040STe and/or TT

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 04:30:55 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CK7z7J.HqC@watserv2.uwaterloo.ca>
Source record: 194254

A friend of mine is looking for a 1040STe to buy preferably with
a hard drive as well - at least tested with a hard drive to ensure
no DMA problems (the first batch had some problems I understand)

I am looking for a TT - I know Atari is producing them again but
I would like to know if anyone wants to sell theirs - a 19" monitor
is a must.

Thanks,

```
+-------------------------------------------------------------------------+
| Samy Mesbah "I am evil hoMER, I am evil HOmer" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+-------------------------------------------------------------------------+
| I would have never opened up but you seemed so real to me. After all the |
| bullshit I've heard its refreshing not to see. I don't have to pretend, |
| she doesn't expect it from me. |
| - Sarah McLachlan, _Good Enough_ |
+-------------------------------------------------------------------------+
```

1815. Re: postscript driver for gdos ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 05:13:25 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2i4u5l$dmj@geraldo.cc.utexas.edu>
Source record: 194255

Hi,

>>I'm looking for a postscript driver for gdos, preferable one, which
>>can also write to a file.

[...]

>SpeedoGDOS still, amazingly, has no PostScript driver available. This
>is outrageous, and means that one can never use a Speedo program for
>quality output.

There is a pseudo-solution to this problem, in the form of a program
called mfps (metafile to ps). It converts GEM metafiles to PostScript.
I have only used it a few times, so I can't vouch for its quality. It
did have problems converting one rather complicated metafile created
by EasyDraw, but it has worked for several simpler files.

I got my copy from a PD distributor before I had net access, but it
should be available from the standard archives.

-Tim Gallivan
timg@landau.ph.utexas.edu

1816. For Sale.

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 05:48:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2i506g$bqh@golem.wcc.govt.nz>
Source record: 194151

1 Spectre GCR Cartridge.

Mac-Plus emulator. Includes several versions of the software (Including versions from the Spectre 128, and the current v3.0). The Mac-128K ROMs. Spectre/Drive-Port interface cable, lots of documentation including quite a few newsletters & hints 'n' tips sheets.

Wanted, $520NZ, or $260US. Shipping is included in the price, please leave me an E-Mail if interested.

Has all the original boxing and manuals etc.

Has a couple of different Mac System disks as well. (6.0.3, and some older versions).

1817. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 05:59:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2i50sh$csl@elroy.jpl.nasa.gov>
Source record: 194300
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CK09p2.AKt@usenet.ucs.indiana.edu>,
David Alan Vasileff <dvasilef@copper.ucs.indiana.edu> wrote:
>Is anybody out there developing GEM/TOS applications in C on a
>non-atari unix box with GCC/G++? I'd like to write some C programs
>for my ST, but since I don't have a hard drive, a compiler, and only
>1meg of memory I'm sort of limited that way. on the other hand, there
>are several nice and fast unix machines here on campus.

I've been doing this since ... 1987. Works great, as long as you can tolerate
the transfer time getting the actual binaries down to your ST.
>
>thanks.. and any recommendations for a good book on GEM/TOS
>programming would be helpful, too. I have the atari compendium btw.

I started programming on the ST with Mark Williams C 2.0, and except for the
newest stuff, I still find myself referring to their manual most often. For
other info, I have the Sybex Programmer's Guide to GEM, as well as the Compute
series of ST books, a couple of the DataBecker manuals, and the Concise Atari
ST Reference manual. As well as the Atari Developer's kit. But actually,
since I bought the Compendium, I haven't used the others lately...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1818. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 06:08:42 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2i51da$dcr@elroy.jpl.nasa.gov>
Source record: 194152
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CK7Eo5.uF@usenet.ucs.indiana.edu>,
David Alan Vasileff <dvasilef@copper.ucs.indiana.edu> wrote:
>what I want to know is if you are USING a UNIX-based GCC or G++ to
>cross-compile for the ST, or KNOW the details, can you help me build
>one on my machine?? I'm not an idiot (?) , but just telling me to use
>the mintlibs or the diffs or whatever isn't specific enough, as I've
>never built a compiler before.

>any help would be greatly appreciated.

If you've never even built the GNU compiler before, then I suggest that the first thing you need to do is get the full compiler source and build a native version of it on the Unix box you're going to be using. This is a relatively simple process, but if you haven't even done that then it's far too soon for anyone to be telling you what changes need to be made so you can cross-compile for the ST. Once you're familiar with the build process, and once you're confident you can create a compiler that will work *native* on the host you're using, *then* you can think about setting up the cross-compiler. You will need to use the native GCC to build the Atari cross-compiler.

If you've never used the "patch" program to apply changes to a file, you'll need to hunt that down and read about it as well. Once you've gotten this far, you won't need any help configuring the GCC source as an ST cross-compiler.

You will need to grab the C library and include files as well, so you can build the Atari C library on your Unix box, and use those include files when compiling your own programs.

Everything you need to create a complete development environment on a Unix box can be found in the Gnustuff directory on atari.archive.umich.edu.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1819. Re: WANTED: 1040STe and/or TT

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 06:47:48 UTC
From: Lexicor@world.std.com
Message-ID: <CK85Jo.4sr@world.std.com>
Source record: 194154

About TT's, I think last I heard Midcities had one with a 19" for sale, not new, but with 16 Meg's of RAM, you might want to call them. I don't have the number handy, but if you want it, please email me.

On another note, what of the TT Production? I know some Retailers have been literally waiting for months...for TT's as they ARE in demand. Heck, I'd buy a new one if I COULD...

Anyone know the latest news? I heard that the TT was meant to be in production again, but it's been a very long time now, dealers in Germany have also been waiting for a very long time, and not gotten any.

Cheers

Yat

--
* Email to: y.siu@lexicor.com | Full sig available via private email! *
* --*

1820. Re: Interphase

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 06:49:00 UTC
From: m.schwarze@ldb.han.de
Message-ID: <323.52893@ldb-msc.ldb.han.de>
Source record: 194110

LEXICOR wrote (24.01.94, 4:57):

LS> But didn't SHIFT go bust in Germany?

You are right.

--
* Origin : Gruesse aus Laatzen, Marcus
(E-Mail: z. B. Marcus_Schwarze@h.maus.de)

// THE_DOT V2.12a Regist. //

1821. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 06:56:41 UTC
From: Lexicor@world.std.com
Message-ID: <CK85yI.5uL@world.std.com>
Source record: 194155

>STOS is not dead! Long live STOS ...

Well..but does it support the Falcon or TT let alone run on it? It looked
like a great Hobby Purpose Language with some neat and easy life functions.
But it just crashes on TT, is it still upgrade on the Atari Platform?

>
>+------------------+---+
>| Richard Hunt | Thinking about what you can't control only wastes |
>| elrnh2@lut.ac.uk | energy and creates it's own enemy. |
>| | Worf, "The Coming of Age" |
>+------------------+---+

1822. Re: Linux for Atari TT/Falcon (680x0 x >= 3)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 06:59:47 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2i54d3$blo@uqcspe.cs.uq.oz.au>
Source record: 194191

In <CK538o.38p@and.nl> robert@and.nl (Robert H. de Vries) writes:

>Hi,

>+--------------------+--------------+-----------------+-------------+
>| Robert H. de Vries | robert@and.nl | AND Software BV | 010-4367100 |
>+--------------------+--------------+-----------------+-------------+
Is there any hope that Linux will eventually run on a MegaSte (Pppplease!)?

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1823. Re: HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 07:27:29 UTC
From: "Andreas P. Pauletti" <pauletti@tech.ascom.ch>
Message-ID: <1994Jan26.072729.13664@hasler.ascom.ch>
Source record: 194157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2hrrom$12kh@tornews.torolab.ibm.com> Vij Singh,
vij@vnet.ibm.com writes:

>1) What is the "best" ADHI and HDX to be using?
> Are there any versions to stay away from?
>
HDX is the package ATARI uses to format and partition the Arari hard
disks.
It should be generic because the support for a particular HD type is in
the ascii
file "windcap". Hence the support for a new HD type can be added by hand
there
How this has to be done, I don't know ?!

AHDI is the the HD driver.

>4) Assuming I'll move up to ADHI 6061 (or whatever),
> how do I do it? Do I just use HINSTALL to
> de-install the current driver and install the
> new one? Do I need to reformat or anything,
> or is it as easy as copying SHDRIVER.SYS to
> by boot partition?
>
I made several tests with HINSTALL and it seems simply to copy the
SHDRIVER.SYS file to the HD, or remove it when selecting de-install.

>5) What's the relationship between SHDRIVER.RAW,
> SHDRIVER.SYS, and AHDI.PRG? For a given version,
> all three files are the same size. Are they
> just renamed versions? It's my impression that
> HINSTALL uses SHDRIVER.RAW to create a SHDRIVER.SYS.
> I'm not sure what ADHI.PRG is used for...
> The reason I ask is that AHDI 6061 just comes with
> ADHI.PRG (ie: know SHDRIVER.RAW).
Renaming AHDI.PRG (V6.061) to SHDRIVER.SYS and using HINSTALL
showed that my HD seem to boot with the new driver.

Beside this I noticed that since the ADHI Version 4 the driver wants
to read some identification from the controller. And does not recognise
controllers anymore like the one from VORTEX. I have a SH205 (20M) and
a Vortex 30M. I am only able to access the VORTEX (my 2. driver) with
AHDI V 3.01 above this version I can only access the original Atari HD.

regards
Andreas Pauletti

1824. Re: Falconscreen

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 07:30:01 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CK87I2.1FC@cix.compulink.co.uk>
Source record: 194181

>Hello, I remember reading something about falconscreen 5 for
>quite some time ago now. I currently have falconscreen 2, but
>I never really use it because I mostly work in 2 or 256 color
>modes. If anybody knows anything about later falconscreen -
>releases and/or where to get it then please send a reply..

I am an official FS beta tester, and to get versions above version 2, the latest being indeed version 5, you had to sign and post back to him via normal post a contract of non-disclosure, and non-distribution.

Since version 5 I have not been informed of any new versions, and no reply has been received from the messages I have sent him.

I'm now running under BlowUp Hard II instead, with a slightly smaller resolution, but no over-driving of the monitor.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

1825. Re: max modem speed on 1040stf

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 07:32:35 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <LHELBDFU@math.fu-berlin.de>
Source record: 194156

In article <Up-EAVDDAUU@zaphot.abg.sub.org>, joey@zaphot.abg.sub.org (Arno Welzel) writes:
>I found a little "hardware-patch" by Juergen Meyer to get 38400 baud
>on every ST/STE without any special chip - just a 74LS74, four wires to
>the MFP and a switch ... that's all !
>The only problem: You have to use the switch to choose manually between
>fixed 38400 and "normal" baud rates :-|
>
>But its _very_ cheap and works fine in my 1040STE (average speed is more
>than 3000 cps with a 14.400 baud/V.42bis modem :-)).
>
>Is anybody interested in this "patch" ? I can translate the document and
>post it here.

I am definitely interested! I'm want to look at several upgrades to see what I
can do to keep my ST somoewhat up to date.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1826. Re: WANTED: 1040STe and/or TT

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 07:47:48 UTC
From: lexicor.software.corporation@f998.n3603.z1.fidonet.org
Message-ID: <68f_9401271752@dswhq.omahug.org>
Source record: 193902

Date: Wed, 26 Jan 1994 06:47:48 GMT

About TT's, I think last I heard Midcities had one with a 19" for sale, not new, but with 16 Meg's of RAM, you might want to call them. I don't have the number handy, but if you want it, please email me.

On another note, what of the TT Production? I know some Retailers have been literally waiting for months...for TT's as they ARE in demand. Heck, I'd buy a new one if I COULD...

Anyone know the latest news? I heard that the TT was meant to be in production again, but it's been a very long time now, dealers in Germany have also been waiting for a very long time, and not gotten any.

Cheers

Yat

--
* Email to: y.siu@lexicor.com | Full sig available via private email! *
* --*

1827. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 07:56:41 UTC
From: lexicor.software.corporation@f998.n3603.z1.fidonet.org
Message-ID: <690_9401271752@dswhq.omahug.org>
Source record: 194050

Date: Wed, 26 Jan 1994 06:56:41 GMT

>STOS is not dead! Long live STOS ...

Well..but does it support the Falcon or TT let alone run on it? It looked
like a great Hobby Purpose Language with some neat and easy life functions.
But it just crashes on TT, is it still upgrade on the Atari Platform?

>
>+------------------+--+
>| Richard Hunt | Thinking about what you can't control only wastes |
>| elrnh2@lut.ac.uk | energy and creates it's own enemy. |
>| | Worf, "The Coming of Age" |
>+------------------+--+

1828. Re: 16mHz Spectre on MegaSTE?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 08:31:43 UTC
From: bbs.ruscal@tsoft.net
Message-ID: <k84qgc1w165w@tsoft.net>
Source record: 194186

Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:

> In article <2hs3ht$979@mailer.fsu.edu> boyd@math.fsu.edu writes:
> >Just a quick question: Can one use Spectre GCR/128 on a MegaSTE in 16mHz
> >mode? Also, another question: when in 16mHz mode, does everything run
> >at that speed, or just the CPU (i.e. is it really twice as fast in all cases
> >or only with CPU intensive tasks)? Thanks in advance.
> >
>
> Only the CPU is at 16 MHz... the rest of the board is still at 8 MHz...
> That's why the only speedup you can get is by using the cache. And even
> with this, you get about 1.7 times the normal speed (average number).
>
>
> --
> Patrice LACOUTURE
> Chambre E516
> Institut National des Sciences Appliquees - Lyon
> Dept of Computer Science
> 69621 Villeurbanne Cedex - France
> ____
> | ZombyX 81 (IRC Nick) | This document does not exhaust CFCs.
> | Atari MegaSTE / (Multi)TOS | It does not harm the ozone layer.
> | PC 286 :-(|
> |____________________________|____

++++++++++++++++++++
Does the 3.0 software notice the AppleTalk compatible port on the MegaSTE
?

Just wondering, since I recall reading a blurb about AppleTalk support in
Spectre w/Gadget's AppleTalk add-on board. Don't know if it ever came
about. Certainly never saw an update to Release 3.0...

==
Primary addr: bbs.ruscal@tsoft.net (UUCP apple.com!tsoft!bbs.ruscal)
Tsoft Public Access Unix, Mt. View, CA 415/969-8238
Secondary addr: ruscal@west.darkside.com (Home of Waffle BBS Software)

"The last run of Twinkies was 1978; If you want'm fresh, wait'l 1996."

1829. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 09:14:31 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2i5c9n$qva@info2.rus.uni-stuttgart.de>
Source record: 194158
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
I have made some Dhrystone benchmarks months ago (there was a "discussion" in
.advocacy ;-). These are the results:
F030, TOS 4.01, 640x200x2 (60 Hz): 2777 Dhrystones.
The resolution is very important, for example:
F030, TOS 4.01, 640x240x256 (60 Hz): 1851 Dhrystones.

I have also checked the Falcon without Caches. If you switch the caches ON
you will only get a 15-25% improvement. This does NOT fit in the tests I have
made with some Standard Applications. The avarage improvement in "real life
situations" is 72%.

Result: The Dhrystone benchmarks aren't Cache-friendly (they don't seem to
fit in the F030-Caches). As the F030 only has a 16 bit data-path to the
memory, the results of the benchmarks turn out bad.

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

1830. Re: Atari ST Emulator for Amiga ;-)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 09:17:14 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2i5ceqINN8m4@tom.rz.uni-passau.de>
Source record: 194160
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations

In article <2i4nj6$jul@clarknet.clark.net> sslatin@clark.net () writes:
>And let's not forget that TOS has been distributed on disk -- buy an
>original disk, and you buy the 'license' to use it. Since many of the
>early Atari users upgraded to ROM based systems, these disks are
>readily available. So ROM sockets are not required for legality.

TOS 1.0 (and .99 and .98) were distributed on disks. If you really want
to use them...go for it. I'd prefer 2.06/3.06.
The only problem so far is that there is only the modified 3.06 in the
Medusa T40 that works w/ 040 processors.
One could also try to get Mag!X to work...but this OS doesn't even run
on a Falcon (perhaps v2.5 or v3.0 will).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

1831. Falcon SCSI II HDD question (simple)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 09:20:47 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.759576047@sakura>
Source record: 194162

Hi,

one simple question about SCSI II HDD's for the Falcon:
Can AHDI or whatever lives on the Falcon by default, handle
any HDD as long as it's SCSI II?

Or do the drives still differ and need special drivers?

I'm asking because here in Japan there are of course no HDD's
available which are approved for the Falcon...

So: Do I have to order from an Atari-country or can I buy here
as long as it's SCSI II?

Many tnx in advance,

Christian

1832. Re: postscript driver for gdos ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 09:22:53 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2i5cpd$nj1@info2.rus.uni-stuttgart.de>
Source record: 194159

In <1994Jan25.094812.17149@jet.uk> djs@jet.uk writes:

>
> SpeedoGDOS still, amazingly, has no PostScript driver available. This
> is outrageous, and means that one can never use a Speedo program for
> quality output.
Could you please explain that to me?

I dont see what quality has to do with the format.
The main differences:
- dithering: with Speedo the program has to do what PS does,
but the program can do it at the same quality
- resolution: In Speedo the fonts are stored in a higher resulution
than PS fonts (16:1)
You CAN SEE this difference, if you are printing with > 300 dpi
(with good printers).
You can see edges in the characters where they mustn't be.
And it's a fault of PS, not of the printer.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

1833. Re: Any RIP Readers for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 09:37:30 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.sxSUKWbq_WU@yonder.equinox.gen.nz>
Source record: 194182

In <esoreCK3HGs.I95@netcom.com>, Steve Rosenberg writes:
> Are there any free/share/commercial programs out there for the ST
>which allows one to view .RIP graphics from a PC board? Even an off-line
>reader would be terrific, as I have access to lots of RIPs and would like
>a quick look.

There's one for mono only... I couldn't get it to go though.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1834. Re: Too big file problem!!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 09:43:00 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.9E787LdGW&s@yonder.equinox.gen.nz>
Source record: 194183

In <2i0h39$rvr@tukki.cc.jyu.fi>, Risto Tapani Lahdesmaki writes:
>I have problem with these BIG files at FTP sites. I don't have harddisc
>yet, so is there any way to uncompress these over 600 Kb files
>to 2 or more discs? For example, I can't find any commands from
>lharc or arc programs for this. Help help.

use the list files in the archive command in lharc or arc etc, then
tell it to extract one (or use a wildcard for some of them?) of those
files in the archive at a time.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1835. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 09:57:56 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CK8EDG.I15@midge.bath.ac.uk>
Source record: 194161

>Yes I do! What is more I have written a nice little sprite extension which
>basically brings all the advantages of machine code sprites to STOS. Well,
>it needs to be debugged and tested out (and the compiler extension made up) so
>sometime at the end of Summer it should be ready. As a little foretaste it
>gives:
>
> As many sprites as you want (well to 65535 anyway)
> Faster sprites (it plots in bulk - not individually)
> Full collision detection
> Full background collision detection
> 'Invisible' sprites (not as daft as it sounds - honest)
> Full user control of sprites - ie no probs with screen swapping etc.
> as it's not interrupt driven.
> Sprite offset command (for multi-screen games and easy scrollers!)
> A PlotSpr which works properly
> Close syntax to the STOS sprite commands
> Commands to synchronise sprite updates
> Other twiddly commands which return the current frame of an animation
> and stuff like that.
>
>STOS is not dead! Long live STOS ...
>
Ive just written an extension to add a switch construct to Stos as well as
a command to read from a parallel port joystick adaptor, a command to write
a string to memory as well numerous other useful commands . Its just been
uploaded to Atari archive along with the blitter extension in blitter.zip.
There is a new version of Stos fix in Atari archive which claims to make
Stos run perfectly on the falcon . Its called something like stsfx27.lzh.
This is NOT the same as the program of similar name from Mike Horwell.
It is written by a different person.Due out shortly is an extension which
allows you to draw windows 3 style dialogs,windows and fileselectors.It was
due out at the beginning of january but I haven't seen it advertised yet.

There have been lots of new extensions released in the last few months
including the extra extension which adds about 40 new commands to stos including
the ability to access the cookie jar , the ability to mirror areas of screen and
a command to put strings on the screen in replace mode . An extension called
the Quick extension has been released whcih adds rapid horizontal scrolling to
stos .All these extensions can be obtained from the monthly Stos disczine which
includes articles from stos programmmers Billy Alan and Colin Wat of Top notch Software .
You can get it from most english Pd libraries or email me for the address of the
editor.

A stos mailing list is being set up at the moment.

Long live Stos

1836. Re: v20inf2: Automatic Archiver-proofness of this group

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 10:04:32 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.8b9URYd6vMc@yonder.equinox.gen.nz>
Source record: 194185

In <CK4o7E.JnI@cwi.nl>, A.V. Groenink writes:
>I am currently investigating ways to post uuencoded binaries in such a
>way that they can be automatically extracted using the 'nn' news reader
>(as on the alt.binaries.pictures groups, for example). Any hints on
>how to do this are appreciated.

Well my opinion is don't! ... unless the majority are not uudecoding
on their ST's.
uudecoding the stuff off alt.binaries.pictures.* isn't all smoove sailing,
quite often I have to take to files with a text editor and paste all
the bits together... with the "include..." system used on the atari,
you don't need to bother because it knows it's finished with part one,
and know what it's looking for in the way of part 2

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1837. Re: HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 10:06:39 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i5fbf$ikt@cismsun.univ-lyon1.fr>
Source record: 194163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2i3eqe$h2o@tornews.torolab.ibm.com> vij@vnet.ibm.com writes:
>
>
>I think my first attempt to post this got lost... trying again...
>
>

We can say, it works ! You posted it 3 times !!! ;-)

Bye...

1838. ST-COMPUTER (German Magazine)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 10:17:04 UTC
From: petep@info.isbiel.ch
Message-ID: <2i5fv0$2fl@vega.info.isbiel.ch>
Source record: 194165
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

are the sources from the magazine available on ftp? if yes, where?

1839. Re: Problems with patch (was: MiNT 1.04)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 10:24:42 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan26112442@issan.informatik.uni-dortmund.de>
Source record: 194167

In article <2i3lc3INNmk0@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
|> (has anybody ever managed to successfully run a
|> ./configure script on an Atari system?)

Yes, it works if you have the required utilities like (ba)sh, sed, expr, cat.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1840. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 10:33:47 UTC
From: avg@cwi.nl
Message-ID: <CK8G0B.F61@cwi.nl>
Source record: 194168

patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

>But MiNT is Now TOS, remember? ;-)

Hm. Curiously, MiNT still *calls* another operating system. (Namely
the one that's in your ROMs). What would you call that, then?

Does anyone know whether MiNT will ever reach a state where this ridiculous
extra layer is going to be removed?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

1841. Epson Stylus 800 driver WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 11:22:05 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jan26.112205.10605@dct.ac.uk>
Source record: 194172

Does anyone use Firstword Plus word processor with the Epson Stylus 800 inkjet printer? Where can I obtain a suitable driver?

Any information would be appreciated.

Simon Wilkinson

1842. Re: TT <-> Sun

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 11:37:27 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.759584247@acp5>
Source record: 194170

mike@medsun.unige.ch (Mike Morris) writes:

> I have my TT linked to a Sun via the MODEM1 port; I use Stalker for
>terminal emulation. I cannot work out how to download files - it is
>fine on the STalker end, but can someone tell me how to get the Sun
>to put a file out on the serial port?
>tia, Mike

Use the ZMODEM protocol for it. There is a Shareware ZMODEM for Unix
workstations on most ftp servers. It's easy to compile and works fine. I
once used it to transfer data between the TT and a Sun.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1843. Re: Falcon SCSI II HDD question (simple)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 11:39:00 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.759584340@acp5>
Source record: 194171

h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:

>one simple question about SCSI II HDD's for the Falcon:
>Can AHDI or whatever lives on the Falcon by default, handle
>any HDD as long as it's SCSI II?

It can handle all kinds of SCSI drives, i.e. SCSI I AND SCSI II. This
applies to all hard disk drivers for the Falcon I know

>So: Do I have to order from an Atari-country or can I buy here
>as long as it's SCSI II?

You can also use SCSI I hard disks on the Falcon, no problem at all.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1844. Re: IconDesk

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 11:50:48 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <19940126.06504827.lmcclure@delphi.com>
Source record: 194188

Simon Wilkinson asked:

"Does anyone know why IconDesk (German PD package) icons
become corrupted when using Warp 9 screen accelerator? "

I do not know the exact reason, but evidently Icondesk is doing
something not altogether above board. I was using Icondesk myself,
with a demo of QuickST 2.0 (or was it 2.1?) and it worked fine. When
I purchased QST2.21, Icondesk "broke", and as you have noted, still
fails work properly under QST's successor, Warp 9.

If you are looking to spend the money for NVDI to cure the problem,
consider a commercial desktop like Neodesk or getting TOS 2.06 for
your machine. If you want another free solution, look into Teradesk
or KAOSDesk. (I believe both are freeware, rather than shareware, but
I am not 100% certain).

1845. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 11:58:32 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1994Jan26.115832.3764@cee.hw.ac.uk>
Source record: 194179

In article <CJyGL9.M0w@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
|> >Am I the only person in the world to own Frontier on the ST?
|>
|> Hopefully not!
|>
|> BTW is it hard drive installable. I've heard conflicting reports. Also I've
|> tried the non playable demo on my MSTE. Its quite fast, but flickers quite
|> a bit, especially on the spaceport shots - is the game like this as well?
|>
|> Thanks
|>
|> :-)
|>
|> Roland.
|>
|> @CiX
|>

I have tried to install Elite II on my Falcon's hard drive; it doesn't work. The game only seems to flicker when in 4096 colour mode, it is fine in 512 colour mode. BTW does anybody know where to get a class 4 or better Military Drive?

And what about all the bugs in the game, or is it just my Falcon??

1. File selector doesn't work properly.
2. If you are flying under auto-pilot with time compression at max, and you fire your lazer; internal fuel tank runs out.
3. Assasination to do at some place, and he/she doesn't show.
4. Bulletin board is corrupted with stockmarket items.
5. Not being able to keep mouse button down on 'repair hull damage' and selling items eg robots via the bulletin board. (who wants to have to buy a new mouse every few weeks!?)
6. Auto-pilot never reaching destination (it is always a few thousand km's away).
7. Having to 'click' on the screen to make space stations etc to appear, so that you can then set the auto-pilot.

Thats all I can remember.

Will there be a Falcon version, with at least better sound (like the AMIGA version), the sound is bloody awfull on the ST version!!

Kev.

1846. Re: STOS compiler extension

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 12:19:49 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CK8Ky0.Buu@midge.bath.ac.uk>
Source record: 194177

In the referenced article, R.N.Hunt-93@lut.ac.uk (RN Hunt) writes:
>
>Following on from the STOS posting - does anyone know how to implement
>internal libraries in a STOS compiler extension?
>
>Thanks ...
>

The games writers manual gives the subject a vague mention.I assume you
want a subroutine which can be accessed by many functions . You could try
placing it in the data area , it would be easy to calculate its offset
using the debut variable and then jump to it.If you like I can photocopy
the relevent pages and send them to you.

Can I have a beta test copy of your sprite extension?

Les

1847. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 12:26:30 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CK8L96.Cnv@midge.bath.ac.uk>
Source record: 194190

>
>Yes I do! What is more I have written a nice little sprite extension which
>basically brings all the advantages of machine code sprites to STOS. Well,
>it needs to be debugged and tested out (and the compiler extension made up) so
>sometime at the end of Summer it should be ready. As a little foretaste it
>gives:
>
> Loadsa features.....

This sounds very similar to the missing link bobs , how does it compare
speed wise to them ? Do you have to preshift all the images? What is the
maximum sprite size? Can you choose how many bitplanes you plot? etc..

Les

1848. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 12:27:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.c0l6v3HN8Vg@semprini.waterloo-rdp.on.ca>
Source record: 194174

In <2hmbvt$8lr@nz12.rz.uni-karlsruhe.de>, Hermann Samso writes:
> Tell me... does X11 already run on this MiNT thing? Is it _really_
> such a good unix as Linux for Msdos or amigas?

You wouldn't really want to run an X server on your Atari...

MiNT is a much better UNIX than Linux on an Amiga; at last count, the
Amiga port of Linux would sorta just sit there and idle. Sure, that's
some accomplishment, but not terribly useful.

At least with MiNT you can get a real filesystem for your Atari (bye-bye
DOS filesystem, thank ghod!), you can multitask in a reasonalbe fashion
even on a wimpy 8Mhz 68k, you can use ports of tonnes of UNIX utilities
and apps, etc...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1849. C question

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 12:32:26 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Jan26.123226.4613@vax.sbu.ac.uk>
Source record: 194176

```
Can someone just clarify a small C question for me?
Whats the difference between

char fluff[];

and

char *fluff;

or indeed...

char fluff[]="merkin";

and

char *fluff="merkin";

Thanks...

Del
```

1850. Re: HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 12:56:14 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2i5p9eINN2foe@rs1.rrz.Uni-Koeln.DE>
Source record: 194169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Jan26.072729.13664@hasler.ascom.ch> Andreas P. Pauletti <pauletti@tech.ascom.ch> writes:

>In article <2hrrom$12kh@tornews.torolab.ibm.com> Vij Singh,
>vij@vnet.ibm.com writes:

>>1) What is the "best" ADHI and HDX to be using?
>> Are there any versions to stay away from?

None that I know of. Version 5.x has worked for me on all
machines so far.

>>4) Assuming I'll move up to ADHI 6061 (or whatever),
>> how do I do it? Do I just use HINSTALL to
>> de-install the current driver and install the
>> new one? Do I need to reformat or anything,
>> or is it as easy as copying SHDRIVER.SYS to
>> by boot partition?
>>
>I made several tests with HINSTALL and it seems simply to copy the
>SHDRIVER.SYS file to the HD, or remove it when selecting de-install.

HINSTALL installs SHDRIVER.SYS to the root directory of the boot
partition of the HD, but that's not the whole story. It also
changes some internal info on the HD that makes it bootable (when
you install) or non-bootable (when you remove). Simply copying
SHDRIVE.SYS onto your HD won't make it bootable, and deleting it
will likely cause your system to fail during booting (should be
easy to fix after booting wit the Alternate key depressed,
though).

>Beside this I noticed that since the ADHI Version 4 the driver wants
>to read some identification from the controller. And does not recognise
>controllers anymore like the one from VORTEX. I have a SH205 (20M) and
>a Vortex 30M. I am only able to access the VORTEX (my 2. driver) with
>AHDI V 3.01 above this version I can only access the original Atari HD.

I don't know whether you suspect this, but the SCSI ID that AHDI
tries to obtain during booting don't seem to have any influence
on its further operation. The names are simply displayed while
booting, probably so you can figure out what devices were found.
When a device doesn't return an ID, such as a Megafile 60 (which
harbors some ugly, 5 1/4 inch non-SCSI HD), AHDI says
"Identification unavailable", but continues to work.
I don't really know, but the Vortex problem *may* have to do with

the WINCAP info. Then again, I faintly recall having read about
third party hard disks that don't support the ACSI protocol (i.e.
the ACSI commands) fully, and that operating such HDs with AHDI
may lead to data desasters -- so, it might also be that AHDI
refuses to access the Vortex disk deliberately.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1851. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 13:20:45 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.30.000D58F3@pz-oekosys.uni-kiel.d400.de>
Source record: 194180

>STOS is not dead! Long live STOS ...
But what about the FALCON & STOS? (Even if the FALCON is said to be dead...)

Greetings,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

1852. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 13:21:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i5qoc$p2c@percy.cs.bham.ac.uk>
Source record: 194173
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

djs@jet.uk (David Stevenson) writes:
>More agreement from me, too! The binding is a bind. The functions reference
>are in a strange order, so I have to look in the index first. The functions
>aren't started on a new page like they were in the old manuals, so it's not
>quite so easy to find something on a quick flick-through. BUT, the biggest
>gripes for me are:
> 1) The command line options for the compiler are not conveniently
> listed, I have to wade through stuff on the integrated editor etc to
> find them.
> 2) Although it all claimed to be `up-to-date', the newer functions
> (Speedo, AES4 etc) are documented separately (in the Modern Atari
> Software book) to the old functions, so one has to consult at least
> two manuals at a time.
> 3) WERCS cannot cope with new resource files with CICONs, eg it cannot
> edit DESKCICN.RSC
> 4) Wrong bindings for several SpeedoGDOS functions.
> 5) The manuals are shite. I know I mentioned this already, but they're
> so shite that I thought it was worth mentioning again.
>

And the install program is *still* broken. Grrr.

And the standard lib is not MiNT-aware. GRRRRR! I mean, it works, but
it can't handle long filenames etc. The MiNT libs from a.a compile Ok
though, and seem to work pretty well.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1853. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 13:54:16 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2i5sm8$7i8@snlsu1.london.sinet.slb.com>
Source record: 194189
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2i3elq$n2c@crocus.csv.warwick.ac.uk> csulw@csv.warwick.ac.uk (Mr P M Donovan) writes:
>Living in a house at university where the occupants all own different
>types of computer causes a few arguments, mostly about speed. To
>settle this we decided to compile the dhrystone V2.1 code and test our
>machines. All were compiled with Gcc 2.4 or later with the -O2 flag.
>Here are the results:
>
>386/20 4550 - 5000 dhrystones/sec
>Acorn A410 ARM3 10000 dhrystones/sec
>Falcon030 1500 - 2500 dhrystones/sec
>
>Does anyone know why the results vary when the number of tests is
>altered? Also, we were under the impression that a Falcon was at least
>as fast as a 386/20. What has happened?

It is well known that the Dhrystone benchmark is poorly constructed. Due to an error in the way the original analysis of program data was carried out, Dhrystone basically reduces to a test of how fast string operations are implemented.

Using the same compiler was a good idea. Since you were all using gcc, you should have all had the same string library (libgcc.a) -- check and make sure. Also, using different versions of gcc is a bad idea: you'll get differences there.

I also don't recommend the use of -O2. The point of doing a benchmark is to see how long it takes to execute some code. If you switch on heavy optimisation, your compiler may well remove code that the benchmark is trying to measure!

One problem with small benchmarks like Dhrystone is cache effects.
If the program and/or data happen to fit into the cache of one machine, it will have an advantage over a machine where this is not the case. I suspect that this is probably the cause of your problem (and if you turn off the optimisation, code size will probably increase and change the cache effects again)

Finally, make sure you eliminate all other activity while running the benchmark (this can also affect the cache). This includes interrupt handlers (turn off interupts) and bus contention (e.g. video access).

Mat

PS:
I did an in-depth study of benchmarks and benchmarking for my MEng degree.
You may (or may not!) be pleased to know that I showed that it is impossible
to construct a single program which is representative of programs "in
general".

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

1854. Current US Atari Mail Order Dealers?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 14:01:03 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CK8pnx.HtJ@ryn.mro4.dec.com>
Source record: 194175

Since my user's group wnet belly up, local dealers are gone and I no longer have access to any Atari magazines, what I need to know is who besides Toad Computer is still in the mail order business. I want to get some software that Toad is unable to get ahold of and want to see if some other dealers have copies.

E-mail preferred.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

1855. UK/Euro Mags/Dealers

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 14:03:00 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CK8puq.Hxn@ryn.mro4.dec.com>
Source record: 194178

Help! Save me from buying a Macintosh!!!

With the US software situation in disarray, I'm interested in finding out about UK or European magazines or dealers. I need educational software for my kids (6 and 8 today, I'm looking for packages good for 8-12 year olds) and figure that *something* must exist over there.

Any US users who can tell me where to get European mags or (better yet) have dealt with overseas dealers, if you could give me some pointers, I'd apprecaite it.

UK/Euro users with suggestions, synpathy 8^), pity 8^) 8^), especially those who have experience with kid's software, please contact me.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

1856. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 14:10:55 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i5tlf$nu6@cismsun.univ-lyon1.fr>
Source record: 194184

In article <CK8G0B.F61@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>
>>But MiNT is Now TOS, remember? ;-)
>
>Hm. Curiously, MiNT still *calls* another operating system. (Namely
>the one that's in your ROMs). What would you call that, then?
>
>Does anyone know whether MiNT will ever reach a state where this ridiculous
>extra layer is going to be removed?
>

I'm looking forward to it, really... I'm bored waiting during diskette accesses
because GEMDOS just disables the time-slicing interrupt, as I understood...

Patrice

1857. Re: Problem with SM124 Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 14:23:01 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CK8qME.888@info.bris.ac.uk>
Source record: 194187

In article <2i3rrm$khd@telerama.lm.com>, raver909@telerama.lm.com (Joe LeSesne) writes:

|>
|>I am having trouble with my SM124 monitor. I can't get some programs that
|>use only that monitor to run. For instance when loading Cubase it the
|>monitor turns totally blank white and then resets the computer to the
|>desktop halfway through loading. Can anyone help me???? If so please
|>email raver909@teleram.lm.com. Thanks.
|> Joe
|>--
Joe, you DO have your Cubase dongle connected don't you? :-)
I don't know what Cubase does without a dongle.
Also can you give some other examples of the problem, not related to
Cubase? Maybe your machine is sick, or your SM124, sorry I don't
have an SM124 (wish I did:-))

btw I had a complaint of a recent posting appearing twice on
some newsservers. Please inform me by e-mail if this happens again.

|>
|>|-------------------------1-8-7_____________Wicked_Rides_to_the_Darkside____
|>| Jungle/Darkness/Hard Acid *live* PAs (performances)_
|>|>|__________________email raver909@telerama.pgh.pa.us for bookings&demo_____
|>|>
--
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|
---+------------------+

1858. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 15:51:10 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.759599470@groucho>
Source record: 194116

fountad@vax.sbu.ac.uk writes:

>Can someone just clarify a small C question for me?

First of all: wrong group. Please post questions to appropriate groups --
which might be comp.lang.c in this case. Second: buy a decent book on C. That
will answer more questions than you can come up with. A good book is Kernighan
& Ritchie, "The C programming language", 2nd edition.
Third: I know my reply in this group is as inappropriate as the original
posting is, but I hope that others wil refrain from sending follow-ups if they
see there already is a follow up.
I emailed a reply to the questions to the poster. I hope others will use
email too instead of posting. The S/R ratio already is bad enough in this
group.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

1859. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 16:11:32 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CK8vn8.A2q@info.bris.ac.uk>
Source record: 194193

```
In article <CK76Ao.GB@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir
Gal") writes:
|>
|>I think that the group should be divided as follows:
|>
|>comp.sys.atari.tos
|>comp.sys.atari.tos.tech
|>comp.sys.atari.tos.games
|>
|>Just so I don't have to read about all these games :-)
|>
|>Ofir ogal@cix.compulink.co.uk
|>
|>
for what its worth, I agree that games should have a separate group.
I have very little interest in them also.
|>
--
-----------------------------------------------------+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|
-----------------------------------------------------+------------------+
```

1860. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 16:19:29 UTC
From: avg@cwi.nl
Message-ID: <CK8w0I.LE7@cwi.nl>
Source record: 194111

Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:

>In article <CK8G0B.F61@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>>patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>>
>>>But MiNT is Now TOS, remember? ;-)
>>
>>Hm. Curiously, MiNT still *calls* another operating system. (Namely
>>the one that's in your ROMs). What would you call that, then?
>>
>>Does anyone know whether MiNT will ever reach a state where this ridiculous
>>extra layer is going to be removed?
>>

>I'm looking forward to it, really... I'm bored waiting during diskette accesses
>because GEMDOS just disables the time-slicing interrupt, as I understood...

Atari should distribute the sources of TOS just like they did with
MiNT versions 1.05 and up. You'll see that when they do, a few
freaks in Germany or the Netherlands etc. will build a more feasible
operating system in a few months. If Atari don't have more than one
or two people to work on TOS, then they should hand it over to its
users.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

1861. Re: v20inf2: Automatic Archiver-proofness of this group

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 16:22:08 UTC
From: avg@cwi.nl
Message-ID: <CK8w4x.LGI@cwi.nl>
Source record: 194112

craig@yonder.equinox.gen.nz (Craig Shore) writes:

>In <CK4o7E.JnI@cwi.nl>, A.V. Groenink writes:
>>I am currently investigating ways to post uuencoded binaries in such a
>>way that they can be automatically extracted using the 'nn' news reader
>>(as on the alt.binaries.pictures groups, for example). Any hints on
>>how to do this are appreciated.

>Well my opinion is don't! ... unless the majority are not uudecoding
> on their ST's.
>uudecoding the stuff off alt.binaries.pictures.* isn't all smoove sailing,
>quite often I have to take to files with a text editor and paste all
>the bits together... with the "include..." system used on the atari,
>you don't need to bother because it knows it's finished with part one,
>and know what it's looking for in the way of part 2

I received the same suggestions by e-mail. I think this is a good point.
(and it saves me the trouble of getting used to new tools :-)

Annius Groenink (moderator of comp.binaries/sources.atari.st)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
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1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
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1862. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 16:24:24 UTC
From: monnier@di.epfl.ch
Message-ID: <2i65fo$b5e@disun41.epfl.ch>
Source record: 194194
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2i51da$dcr@elroy.jpl.nasa.gov>,
Howard Chu <hyc@hanauma.jpl.nasa.gov> wrote:
> You will need to grab the C library and include files as well, so you can build
> the Atari C library on your Unix box, and use those include files when compiling
> your own programs.
>
> Everything you need to create a complete development environment on a Unix box
> can be found in the Gnustuff directory on atari.archive.umich.edu.

Is there some potential problem if the UNIX-box doesn't have the same
endinaness ? (it seems fine for Sparcs, but what about DECs?)

Stefan
--

-- On the average, people seem to be acting normal --

1863. Re: PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 16:27:06 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan26112706@wpi.WPI.EDU>
Source record: 194113

```
0{{ "Lars-Erik" == Lars-Erik Osterud <lars-erik.osterud@byte.bbs.no> writes:
Lars-Erik> At-Once 386sx
Lars-Erik> My comment: Very fast and compatible

Sounds like just the ticket!

Anyone have one of these to get rid of? Or any pointers to where to
buy 'em? I'll probably call Toad and STeve's...

Any pointers on the price?

.s.

--
- lancer@wpi.wpi.edu - -
- Call my words a string of pearls -
- But you will find the sheen loses all its luster. -
```

1864. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 16:28:10 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2i65mq$lc9@turing.fwi.uva.nl>
Source record: 194114

In article <1994Jan26.123226.4613@vax.sbu.ac.uk> fountad@vax.sbu.ac.uk writes:
>Can someone just clarify a small C question for me?
>Whats the difference between
>
>char fluff[];
>
>and
>
>char *fluff;

well, these two declarations are exactly equivalent. Read
'the C programming language' by Kernighan and Ritchie, Chapter 5.3.
It is all in there!

Martijn Dekker
University of Amsterdam
Plantage Muidergracht 24
1018 TV Amsterdam
tel: +31 20 525 5205
email: mdekker@fwi.uva.nl

1865. Someone's echoing old news from this group!

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 16:34:26 UTC
From: woodford@esca.com
Message-ID: <1994Jan26.163426.18032@esca.com>
Source record: 194142

Hi all,

Anyone else notice the old messages reappearing in here?

Seems to be coming from 'f998.n3603.z1.fidonet.org'. Looks like some
fido sysop has a screwed system! I'll send him a note...

Cheers, Steve.

1866. Re: MinterGames

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 16:45:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2i66n6$9qh@mailer.fsu.edu>
Source record: 194115

Tom Hellstrom - HFB T d93 (d93the@t.hfb.se) wrote:
> Is there anyone who know how to get Jeff Minter games, such as
> Gridrunner, Defender. I want games for Atari ST, and A1200 and A600

For the ST, you can get Llamatron, Revenge of the Mutant Camels, and Hardcore.
Also there is ColorspaceST (a graphic demo thingy). I have heard of a
Defender clone for the ST called Andes Attack, but I have never been able to
find it (anybody? Is it shareware?).

All of the above (except Andes Attack) are available via ftp from
atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1867. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 16:51:38 UTC
From: pinstall@rc1.vub.ac.be
Message-ID: <2i672q$dml@rc1.vub.ac.be>
Source record: 194192

```
fountad@vax.sbu.ac.uk wrote:
: Can someone just clarify a small C question for me?
: Whats the difference between

: char fluff[];
fluff is a pointer to a vector of character of undefined size.
No room is allocated for the vector !
: and

: char *fluff;
fluff is a pointer to a character ( be carefful the memory is not reserved
for this character ).
: or indeed...

: char fluff[]="merkin";
fluff is a pointer to the vector of character "merkin".
: and

: char *fluff="merkin";
fluff is a pointer to first character of the vector of character "merlin"
: Thanks...

: Del
```

1868. Wanted STE

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 17:30:34 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CK8zAy.5Ey@freenet.carleton.ca>
Source record: 194101

Well I want a MegaSte or a 1040STE so please get back to me with your price. I have the cash now and am wanting to purchase one soon!

Thanks!

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

1869. Re: Any RIP Readers for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 17:32:00 UTC
From: rjv_hol@pavo.concordia.ca
Message-ID: <26JAN199412325102@pavo.concordia.ca>
Source record: 194106

In article <Up-EAYOFFVI@mm.sh.sub.org>, Merz@mm.sh.sub.org (Markus Merz) writes...
>
>as far as I know there is only one ST-RIP-Terminal available.

Hi Markus!. Do you know on what FTP I could find this amazing
prg?

Marty H.

1870. Invisible Speedo fonts?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 18:01:06 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan26.180106.13642@news.unige.ch>
Source record: 194195

Easydraw recognizes all my lovely new fonts, but SURPRISE! they are
not shown on screen! In Full Page mode, I can see some point sizes and
not others. Similarly, Geneva knows all the fonts are there, but fails
to display them. It is as if theyare all being displayed transparently ...
Anybody have any idea how I can make them visible.
Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1871. David Beckemeyer et al. Was:

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 18:26:00 UTC
From: Michael_Eibl@k.maus.de
Message-ID: <A13651@K.maus.de>
Source record: 194139

david wrote on 01/19/94:

d> I'm definitately interested in an ST "emulator" for Sparc . :-)
d> --
d> David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
d> Beckemeyer Development | UUCP: uunet!ossi!bdt!david

Hey, David!

It's a pleasure to see you in this group again! I remember your contributions
to this group back in the ST's good times. (Must have been around '85-'88.)
And the great UN*X-like multitasking environment that you had in those
early days. I played with it at the Dï¿½sseldorf exhibition, but apparently
it wasn't really marketed and supported in Germany, was it? What happened
to it? Do you still sell it? What does your company do now? (Personal
answer is welcome if this appears to conflict with this group's rules.)

BTW, does anybody here in this group know what happened to the other
"heroes" of the good old days? Just to mention a few names:
Simon Poole, Todd Burkey, Moshe Braner, Michael Vederman...
I'm certain that I forgot people that would deserve appearing in this list.
I apologize in advance.

Memories...

Yours
/Michael/

Please don't send anything larger than 64K to my Mausnet address.
Use eibl@thp.uni-koeln.de instead. Thank you.

1872. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 18:32:32 UTC
From: R.N.Hunt-93@lut.ac.uk
Message-ID: <CK9269.D7L@lut.ac.uk>
Source record: 194052

In article <CK8L96.Cnv@midge.bath.ac.uk> ma2ljg@midge.bath.ac.uk (L J Greenhalgh) writes:
>>
>>Yes I do! What is more I have written a nice little sprite extension which
>>basically brings all the advantages of machine code sprites to STOS. Well,
>>it needs to be debugged and tested out (and the compiler extension made up) so
>>sometime at the end of Summer it should be ready. As a little foretaste it
>>gives:
>>
>> Loadsa features..........
>
>This sounds very similar to the missing link bobs , how does it compare
>speed wise to them ? Do you have to preshift all the images? What is the
>maximum sprite size? Can you choose how many bitplanes you plot? etc..
>
> Les
>

What are the missing link bobs? Something I obviously haven't come across.
Speedwise I'd have to have my results with me but if I remember rightly with
32 x 32 sprites it was quicker to use my extension (ICBIS - working title)
when you used four or more and the speed was maintained for more, more so than
the STOS ones. I shift the sprites in all four bitplanes on the fly - it is a
low res only utility (although you could use some features in other modes
possibly). Sprites graphics are exactly the same as the STOS ones and use the
same format etc.. I'll post details after the Easter break ...

Richard.

1873. Re: STOS compiler extension

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 18:36:40 UTC
From: R.N.Hunt-93@lut.ac.uk
Message-ID: <CK92D4.D9u@lut.ac.uk>
Source record: 194148

In article <CK8Ky0.Buu@midge.bath.ac.uk> ma2ljg@midge.bath.ac.uk (L J Greenhalgh) writes:
>In the referenced article, R.N.Hunt-93@lut.ac.uk (RN Hunt) writes:
>>
>>Following on from the STOS posting - does anyone know how to implement
>>internal libraries in a STOS compiler extension?
>>
>>Thanks ...
>>
>
>The games writers manual gives the subject a vague mention.I assume you
>want a subroutine which can be accessed by many functions . You could try
>placing it in the data area , it would be easy to calculate its offset
>using the debut variable and then jump to it.If you like I can photocopy
>the relevent pages and send them to you.

I have the manual but it is very vague indeed on this subject. I tried the
method I think it suggested but it only partially worked - it recognised them
and accounted for them but the jumps were totally screwy when I analysed the
a compiled program (which obviously crashed out).

> Can I have a beta test copy of your sprite extension?
>
> Les

Certainly. It'll have to wait till the summer term though - it's at home at
the moment but the interpreter extension should be working fully after Easter!

Richard.

1874. Goal! by Dino Dini

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 18:37:38 UTC
From: jbilger@cs.tamu.edu
Message-ID: <2i6d9i$7nh@news.tamu.edu>
Source record: 194123

Are there any USA software dealers that sell the soccer game GOAL!
by Dino Dini? I saw an ad. in ST Format and I'd like to buy it,
the preoblem is that I don't want to order from a software dealer in the
UK unless I really have to.

Email me if you have any info,

--
[%%]===[%%]
[%%] Jeffrey Bilger jbilger@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]===[%%]

1875. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 18:38:22 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2i6dau$7v@sol.ctr.columbia.edu>
Source record: 194108
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2i65fo$b5e@disun41.epfl.ch>, monnier@di.epfl.ch (Stefan Monnier) writes:
}
} Is there some potential problem if the UNIX-box doesn't have the same
} endinaness ? (it seems fine for Sparcs, but what about DECs?)

I've got a X-compiler running on a DECstation 5000/133 (just a 'little'
faster than an Ste/8MHz :-)

There's a define to make in the Makefile, that's all.

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1876. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 18:39:24 UTC
From: R.N.Hunt-93@lut.ac.uk
Message-ID: <CK92Hp.DC3@lut.ac.uk>
Source record: 194144

In article <CK85yI.5uL@world.std.com> Lexicor@world.std.com (Lexicor Software Corporation) writes:
>
>>STOS is not dead! Long live STOS ...
>
>Well..but does it support the Falcon or TT let alone run on it? It looked
>like a great Hobby Purpose Language with some neat and easy life functions.
>But it just crashes on TT, is it still upgrade on the Atari Platform?

There were rumours in ST Applications some months ago about a FalcOS and also a SuperSTOS for the ST which would be similar to AMOS in structure. Were these just pure speculation or does anybody know anything more about this?

Richard.

1877. Re: Teletext, Morley Adaptors, STOS and not much else

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 18:50:38 UTC
From: R.N.Hunt-93@lut.ac.uk
Message-ID: <CK930E.DIv@lut.ac.uk>
Source record: 194051

In article <19940125.23173883.abarbiero@delphi.com> ABARBIERO@delphi.com writes:
>Hi! I am replying to your post for two reasons, 1- I miss singapore.. I
>had 8 days there last summer and loved it.
>
>2- I have a TT030, and there are numerous differences, the 030 for one. THe
>external ports are also handled differently, and I believe that if they
>do not release the software into the public domain, or change it to run
>on the TT030, your only hope is to try to disable the cache, try the
>24bit patch programs out there. Also try to see if the CPX is not screwing
>up you configuration. I hope this helps.
>
>Andreas@AEO
>Ass't Editor Atari Explorer Online
>AEO.2@genie.geis.com

If anyone's interested in teletext generally, I wrote some teletext software for the ST about a year back to talk to my Morley adaptor which I had for a BBC B. It used a modified circuit from CeefaxST but should work with any adaptor. I wrote my own for the following reasons:

* I wanted something in colour - ie low res
* CeefaxST wouldn't work with electronically tuned adaptors
* My Morley adaptor was begging me to resurrect it

Hey and guess what - I wrote a STOS extension for it! The interpreter extension is a bit dodgy on the file side (because I did nasty things with the RS232 {port B is it?} register for speed) and the compiler extension is waiting for a correct method of internal libraries. Still it works and I have a nice suite of programs for grabbing subtitles, whole pages, carousels etc. even if they currently have to be used uncompiled.

Again, if anyone's interested in any of this stuff I'll EMail them after Easter - I also have Philip's Fax address for datasheets on the chipsets (an interesting read - honest!).

Thought I'd just mention that,

Richard.

1878. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 18:58:16 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2i6eg8$r7e@nz12.rz.uni-karlsruhe.de>
Source record: 194107

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <2hmbvt$8lr@nz12.rz.uni-karlsruhe.de>, Hermann Samso writes:
: > Tell me... does X11 already run on this MiNT thing? Is it _really_
: > such a good unix as Linux for Msdos or amigas?

: You wouldn't really want to run an X server on your Atari...
: MiNT is a much better UNIX than Linux on an Amiga; at last count, the
: Amiga port of Linux would sorta just sit there and idle. Sure, that's
: some accomplishment, but not terribly useful.

Yes, but at least they are working on it... so you can bet
there will be a Linux for the amiga when the Atari users
still are hanging around with MTOS.
I really like my ST machine, I really like my 800XL... BUT
I think we can live with the past _and_ yet develope for
a better multitasking/multiuser OS.

+---+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+---`----------+

1879. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 19:02:39 UTC
From: woodford@esca.com
Message-ID: <1994Jan26.190239.21000@esca.com>
Source record: 194135

fountad@vax.sbu.ac.uk writes:

>Can someone just clarify a small C question for me?
>Whats the difference between

>char fluff[];

>and

>char *fluff;
The first specifies an array of characters, but does not specify the
number of characters in the array therefore cannot be used to allocate
memory, but can be used to declare an extern reference or function
argumennt.
The 2nd declares a pointer to a character, ie. it holds the address of
a character in memory.

>or indeed...

>char fluff[]="merkin";

>and

>char *fluff="merkin";
The first declares an array of 7 characters (the \0 is implicit) and
allocates 7 consecutive bytes in memory for them.
The 2nd effectively declares a pointer to an array of 7 characters.

>Thanks...
Your welcome.

Cheers, Steve

1880. Prices.... (was: Using CD-ROM)

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 19:09:20 UTC
From: jorn.moe@byte.bbs.no
Message-ID: <759628153.AA03767@byte.bbs.no>
Source record: 194126

>and executed from a hard disk. No wonder that common hard disk
>capacities going up and up. Fortunately for us, HD prices keep going
>down. :)

Actually, if one looks at 'valid' hardware & software, the price is
not going down. It's constant. On the other hand, as you say:
Performance is increasing rapidly:-)

What I mean is: five years ago, a well configuered computer did cost
about $1500 (US$) and was a 286 with EGA monitor, MS/DOS 3.xx, 1 Meg
ram and 40 MegDisk. Today, a decent configuration still costs $1500,
but now it's a 486DX33 with SVGA, MS/DOS 6.x & Windows 3.1, 4 Meg Ram
and 200 Meg disk!

(Prices are converted from Norwegian pricelevel. Your milage may vary:)

Sadly, the same price/performance race have not affected the Atari
scene with the same strenght these five last years (IMHO)!

Jorn Moe, Oslo, Email: jorn.moe@byte.bbs.no | Fax: (+47) 64866917
Norway: The home of Santa and whale killers.| ABK-BBS: (+47) 67132659

-- ReadMail ST

1881. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 19:26:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1600@usdtsg.DaytonOH.NCR.COM>
Source record: 194129

In article <CK5s1p.JAB@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
>Anybody got any idea how to set UNIXMODE correctly?

I think I have mine set up as "cu/rUx" or something like that - which is how I saw someone's post showing that setting (in their own configuration). Seems to work properly (i.e. I get the case-sensitive characters, extended filenames, etc)...

Oh, if you want to see a cool way to name things (or subdirectories) - and this might help one or two of you looking to get files off the internet to use with Spectre GCR (see below) - you can have filenames like:

A Big FiLe

How? Put "quotes" around it when you refer to it - such as

mkdir "A Big FiLe"

This also works under unix. As for Spectre, in some of my software searches, I ran across files with filenames like this, but couldn't figure out how to download them. Well, doing the "quotes" should handle that problem...

Rob

...besides, minix file partitions in TURBO mode are *FAST* :-)

1882. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 19:45:37 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1601@usdtsg.DaytonOH.NCR.COM>
Source record: 194127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2i5sm8$7i8@snlsu1.london.sinet.slb.com> lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
>
>It is well known that the Dhrystone benchmark is poorly constructed. Due to
>an error in the way the original analysis of program data was carried out,
>Dhrystone basically reduces to a test of how fast string operations are
>implemented.

Remember, "95% of all statistics are meaningless..." ;-)

Rob

1883. Moniterm Cards Wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 19:48:43 UTC
From: jperez@Hawaii.Edu
Message-ID: <CK95p8.Jq8@news.Hawaii.Edu>
Source record: 194120

Moniterm cards wanted - for Atari Mega STE or Mega ST - Please leave
E-mail if available. That's right, if you've got a Moniterm for
sale, my money can be yours...
Please leave a message if you have any leads....

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

1884. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 20:41:47 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jan26.204147.21869@ibr.cs.tu-bs.de>
Source record: 194118

In article <SCHWAB.94Jan24110109@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
|> In article <CK23ss.JoF@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland
Givan") writes:
|>
|> |> I've tried copying them into my compile directory, but don't really know
|> |> how to use 'patch'. I've tried all the obvious:
|>
|> |> patch < diff1819.txt
|>
|>
|> The last one is the right one. If it fails, then usually because of
|> different line endings (CRLF vs. LF). Try to make them consistent
|> (either by removing CR's from both the sources and the patch, or by
|> adding them).
|>

There is an option -l to tell patch not to care about the CRLF / LF
problem.

(There ought to be a man page, why do people never include man pages
to the binary distribution?)

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

1885. Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 21:04:48 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <26JAN94.15044862@meena.cc.uregina.ca>
Source record: 194121

Speaking of Atari mailorder joints: Has Toad Computers produced
a new catalog recently? The last one I was able to get was the
Summer 1992 issue. Is the Toad still alive?

1886. good Atari stores in Fra

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 21:07:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <12310.1288.uupcb@nezuld.com>
Source record: 194061

I'm going to Cannes next week for a music convention and then to London
for a vacation and would like to pick up some Atari stuff. Can anyone
tell me of some good Atari stores in either Cannes or London?
Also any good recommendations for restaurants or such (in e-mail so as
not to incur the wrath of the moderator) would be appreciated.
Thanks.

--Dirk vandenHeuvel--
vandenheuvel@nezuld.com

. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY

1887. Here's a list of the Amiga-related files in NetBSD

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 21:15:39 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2i6mhs$pe8@news.rhrz.uni-bonn.de>
Source record: 194117

For what it's worth, here's a list of all the files in the Amiga-specific part of the source tree of NetBSD 0.9. All of you out there interested in doing the port can see what's already out there. Most of these files aren't that big, and hopefully we can steal quite a bit from there ...

I would like to see a similar list for the 68K part of Linux.

-- Volker

```
total 64
-rw-r--r-- 1 root wheel 1423 Dec 17 07:45 AMIGA-MMU
-rw-r--r-- 1 root wheel 1880 Dec 17 07:45 BUGS
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
-rw-r--r-- 1 root wheel 4732 Dec 17 07:45 INSTALL
-rw-r--r-- 1 root wheel 840 Dec 17 07:45 Makefile
-rw-r--r-- 1 root wheel 9305 Dec 17 07:45 README.first
-rw-r--r-- 1 root wheel 2762 Dec 17 07:45 RECOMPILE
drwxr-xr-x 5 root wheel 1024 Jan 1 04:34 amiga/
drwxr-xr-x 4 root wheel 512 Jan 1 04:34 compile/
drwxr-xr-x 3 root wheel 512 Sep 14 18:50 conf/
drwxr-xr-x 4 root wheel 1536 Jan 1 04:34 dev/
drwxr-xr-x 3 root wheel 512 Nov 7 21:45 include/
drwxr-xr-x 8 root wheel 512 Sep 14 18:50 stand/
drwxr-xr-x 3 root wheel 512 Oct 31 10:25 sunos/

./CVS:
total 4
-rw-r--r-- 1 root wheel 417 Dec 17 07:45 Entries
-rw-r--r-- 1 root wheel 33 Jul 6 1993 Repository

./amiga:
total 676
drwxr-xr-x 2 root wheel 512 Jan 1 04:34 .old/
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
drwxr-xr-x 3 root wheel 512 Sep 14 18:50 DOC/
-rw-r--r-- 1 root wheel 8851 Dec 17 07:45 Locore.c
-rw-r--r-- 1 root wheel 16570 Dec 17 07:45 amiga_init.c
-rw-r--r-- 1 root wheel 26380 Dec 17 07:45 autoconf.c
-rw-r--r-- 1 root wheel 2204 Dec 17 07:45 cia.c
-rw-r--r-- 1 root wheel 4160 Dec 17 07:45 cia.h
-rw-r--r-- 1 root wheel 12658 Dec 17 07:45 clock.c
-rw-r--r-- 1 root wheel 2233 Dec 17 07:45 clockioctl.h
-rw-r--r-- 1 root wheel 424 Dec 17 07:45 color.h
-rw-r--r-- 1 root wheel 11988 Dec 17 07:45 conf.c
-rw-r--r-- 1 root wheel 563 Dec 17 07:45 configdev.h
-rw-r--r-- 1 root wheel 4936 Dec 17 07:45 cons.c
```

```
-rw-r--r-- 1 root wheel 2944 Dec 17 07:45 cons.h
-rw-r--r-- 1 root wheel 6150 Dec 17 07:45 custom.h
-rw-r--r-- 1 root wheel 4195 Dec 17 07:45 disksubr.c
-rw-r--r-- 1 root wheel 2436 Dec 17 07:45 dkbad.c
-rw-r--r-- 1 root wheel 7456 Dec 17 07:45 genassym.c
-rw-r--r-- 1 root wheel 3472 Dec 17 07:45 in_cksum.c
-rw-r--r-- 1 root wheel 2014 Dec 17 07:45 isr.h
-rw-r--r-- 1 root wheel 58068 Dec 17 07:45 locore.s
-rw-r--r-- 1 root wheel 40730 Dec 17 07:45 machdep.c
-rw-r--r-- 1 root wheel 4738 Dec 17 07:45 mem.c
-rw-r--r-- 1 root wheel 6364 Dec 17 07:45 oc_cksum.s
-rw-r--r-- 1 root wheel 50446 Dec 17 07:45 pmap.c
-rw-r--r-- 1 root wheel 4421 Dec 17 07:45 pte.h
-rw-r--r-- 1 root wheel 4602 Dec 17 07:45 swapgeneric.c
-rw-r--r-- 1 root wheel 567 Dec 17 07:45 symbols.raw
-rw-r--r-- 1 root wheel 3966 Dec 17 07:45 sys_machdep.c
-rw-r--r-- 1 root wheel 17877 Dec 17 07:45 trap.c
-rw-r--r-- 1 root wheel 6277 Dec 17 07:45 vectors.s
-rw-r--r-- 1 root wheel 8657 Dec 17 07:45 vm_machdep.c

./amiga/.old:
total 70
-rw-r--r-- 1 root wheel 35432 Jul 21 1993 conf.i

./amiga/CVS:
total 6
-rw-r--r-- 1 root wheel 2004 Dec 17 07:45 Entries
-rw-r--r-- 1 root wheel 39 Jul 6 1993 Repository

./amiga/DOC:
total 36
drwxr-xr-x 2 root wheel 512 Sep 2 11:38 CVS/
-rw-r--r-- 1 root wheel 11578 Dec 17 07:45 debug
-rw-r--r-- 1 root wheel 5010 Dec 17 07:45 mmu

./amiga/DOC/CVS:
total 4
-rw-r--r-- 1 root wheel 132 Dec 17 07:45 Entries
-rw-r--r-- 1 root wheel 43 Jul 6 1993 Repository

./compile:
total 4
drwxr-xr-x 2 root wheel 512 Jan 1 04:34 .old/
drwxr-xr-x 3 root wheel 512 Jan 1 04:34 CVS/

./compile/.old:
total 2
-rw-r--r-- 1 root wheel 68 Jul 6 1993 .keep_me

./compile/CVS:
total 2
drwxr-xr-x 2 root wheel 512 Jan 1 04:34 .old/
```

```
./compile/CVS/.old:
total 4
-rw-r--r-- 1 root wheel 69 Sep 2 11:38 Entries
-rw-r--r-- 1 root wheel 41 Jul 6 1993 Repository

./conf:
total 38
-rw-r--r-- 1 root wheel 2743 Dec 17 07:45 AMIGA
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
-rw-r--r-- 1 root wheel 893 Dec 17 07:45 GENERIC.AMIGA
-rw-r--r-- 1 root wheel 2779 Dec 17 07:45 GODZILLA
-rw-r--r-- 1 root wheel 1285 Dec 17 07:45 LINT.amiga
-rw-r--r-- 1 root wheel 4678 Dec 17 07:45 Makefile.amiga
-rw-r--r-- 1 root wheel 20 Dec 17 07:45 devices.amiga
-rw-r--r-- 1 root wheel 2119 Dec 17 07:45 files.amiga

./conf/CVS:
total 4
-rw-r--r-- 1 root wheel 492 Dec 17 07:45 Entries
-rw-r--r-- 1 root wheel 38 Jul 6 1993 Repository

./dev:
total 1200
drwxr-xr-x 2 root wheel 512 Jan 1 04:34 .old/
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
-rw-r--r-- 1 root wheel 12125 Dec 17 07:45 a2091dma.c
-rw-r--r-- 1 root wheel 4072 Dec 17 07:45 a2091dmareg.h
-rw-r--r-- 1 root wheel 12131 Dec 17 07:45 a3000dma.c
-rw-r--r-- 1 root wheel 4110 Dec 17 07:45 a3000dmareg.h
-rw-r--r-- 1 root wheel 4916 Dec 17 07:45 device.h
-rw-r--r-- 1 root wheel 2583 Dec 17 07:45 dmavar.h
-rw-r--r-- 1 root wheel 575 Dec 17 07:45 even_parity.c
-rw-r--r-- 1 root wheel 371 Dec 17 07:45 genpar.c
-rw-r--r-- 1 root wheel 11119 Dec 17 07:45 grf.c
-rw-r--r-- 1 root wheel 22497 Dec 17 07:45 grf_cc.c
-rw-r--r-- 1 root wheel 11089 Dec 17 07:45 grf_ccreg.h
-rw-r--r-- 1 root wheel 22724 Dec 17 07:45 grf_rt.c
-rw-r--r-- 1 root wheel 12944 Dec 17 07:45 grf_rtreg.h
-rw-r--r-- 1 root wheel 207 Dec 17 07:45 grf_tg.c
-rw-r--r-- 1 root wheel 4756 Dec 17 07:45 grfioctl.h
-rw-r--r-- 1 root wheel 3725 Dec 17 07:45 grfvar.h
-rw-r--r-- 1 root wheel 10032 Dec 17 07:45 gvp11dma.c
-rw-r--r-- 1 root wheel 2888 Dec 17 07:45 gvp11dmareg.h
-rw-r--r-- 1 root wheel 22718 Dec 17 07:45 if_le.c
-rw-r--r-- 1 root wheel 5044 Dec 17 07:45 if_lereg.h
-rw-r--r-- 1 root wheel 51933 Dec 17 07:45 ite.c
-rw-r--r-- 1 root wheel 18669 Dec 17 07:45 ite_cc.c
-rw-r--r-- 1 root wheel 11837 Dec 17 07:45 ite_rt.c
-rw-r--r-- 1 root wheel 4260 Dec 17 07:45 ite_subr.c
-rw-r--r-- 1 root wheel 114 Dec 17 07:45 ite_tg.c
-rw-r--r-- 1 root wheel 2265 Dec 17 07:45 iteioctl.h
-rw-r--r-- 1 root wheel 6396 Dec 17 07:45 itevar.h
```

```
-rw-r--r-- 1 root wheel 3979 Dec 17 07:45 kbd.c
-rw-r--r-- 1 root wheel 9238 Dec 17 07:45 kbdmap.c
-rw-r--r-- 1 root wheel 2259 Dec 17 07:45 kbdmap.h
-rw-r--r-- 1 root wheel 2015 Dec 17 07:45 kbdreg.h
-rw-r--r-- 1 root wheel 65417 Dec 17 07:45 kernel_font.c.distrib
-rw-r--r-- 1 root wheel 12868 Dec 17 07:46 par.c
-rw-r--r-- 1 root wheel 2516 Dec 17 07:46 parioctl.h
-rw-r--r-- 1 root wheel 6851 Dec 17 07:46 rdb.h
-rw-r--r-- 1 root wheel 7869 Dec 17 07:46 retina-mondefs.c
-rw-r--r-- 1 root wheel 2450 Dec 17 07:46 retina-monitors
-rw-r--r-- 1 root wheel 4437 Dec 17 07:46 rtclocka.c
-rw-r--r-- 1 root wheel 1735 Dec 17 07:46 rtclocka_var.h
-rw-r--r-- 1 root wheel 4670 Dec 17 07:46 rtclockb.c
-rw-r--r-- 1 root wheel 1382 Dec 17 07:46 rtclockb_var.h
-rw-r--r-- 1 root wheel 45075 Dec 17 07:46 scsi.c
-rw-r--r-- 1 root wheel 26916 Dec 17 07:46 scsireg.h
-rw-r--r-- 1 root wheel 2939 Dec 17 07:46 scsivar.h
-rw-r--r-- 1 root wheel 31479 Dec 17 07:46 sd.c
-rw-r--r-- 1 root wheel 23165 Dec 17 07:46 ser.c
-rw-r--r-- 1 root wheel 2454 Dec 17 07:46 serreg.h
-rw-r--r-- 1 root wheel 40596 Dec 17 07:46 st.c
-rw-r--r-- 1 root wheel 4573 Dec 17 07:46 stvar.h
-rwxr-xr-x 1 root wheel 2232 Dec 17 07:46 transmon*
-rw-r--r-- 1 root wheel 12242 Dec 17 07:46 vn.c
-rw-r--r-- 1 root wheel 2752 Dec 17 07:46 vnioctl.h

./dev/.old:
total 52
-rw-r--r-- 1 root wheel 11364 Aug 25 12:48 dma.c
-rw-r--r-- 1 root wheel 707 Jul 5 1993 dma.s
-rw-r--r-- 1 root wheel 4172 Aug 25 12:48 dmareg.h
-rw-r--r-- 1 root wheel 1264 Sep 2 18:53 scsi.s
-rw-r--r-- 1 root wheel 4082 Sep 2 18:53 sd.s
-rw-r--r-- 1 root wheel 1822 Sep 2 18:53 st.s

./dev/CVS:
total 10
-rw-r--r-- 1 root wheel 3531 Dec 17 07:46 Entries
-rw-r--r-- 1 root wheel 37 Jul 6 1993 Repository

./include:
total 162
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
-rw-r--r-- 1 root wheel 2443 Dec 17 07:46 ansi.h
-rw-r--r-- 1 root wheel 9246 Dec 17 07:46 cpu.h
-rw-r--r-- 1 root wheel 153 Dec 17 07:46 cpufunc.h
-rw-r--r-- 1 root wheel 2864 Dec 17 07:46 endian.h
-rw-r--r-- 1 root wheel 2227 Dec 17 07:46 exec.h
-rw-r--r-- 1 root wheel 3047 Dec 17 07:46 float.h
-rw-r--r-- 1 root wheel 4294 Dec 17 07:46 frame.h
-rw-r--r-- 1 root wheel 2817 Dec 17 07:46 limits.h
```

```
-rw-r--r-- 1 root wheel 2340 Dec 17 07:46 mtpr.h
-rw-r--r-- 1 root wheel 6491 Dec 17 07:46 param.h
-rw-r--r-- 1 root wheel 2682 Dec 17 07:46 pcb.h
-rw-r--r-- 1 root wheel 4096 Dec 17 07:46 pmap.h
-rw-r--r-- 1 root wheel 2864 Dec 17 07:46 proc.h
-rw-r--r-- 1 root wheel 3121 Dec 17 07:46 psl.h
-rw-r--r-- 1 root wheel 2856 Dec 17 07:46 reg.h
-rw-r--r-- 1 root wheel 2684 Dec 17 07:46 signal.h
-rw-r--r-- 1 root wheel 2285 Dec 17 07:46 stdarg.h
-rw-r--r-- 1 root wheel 2502 Dec 17 07:46 trap.h
-rw-r--r-- 1 root wheel 2125 Dec 17 07:46 types.h
-rw-r--r-- 1 root wheel 9416 Dec 17 07:46 vmparam.h

./include/CVS:
total 6
-rw-r--r-- 1 root wheel 1294 Dec 17 07:46 Entries
-rw-r--r-- 1 root wheel 41 Jul 6 1993 Repository

./stand:
total 12
drwxr-xr-x 2 root wheel 512 Aug 25 12:48 CVS/
drwxr-xr-x 4 root wheel 512 Sep 3 11:11 binpatch/
drwxr-xr-x 3 root wheel 512 Sep 14 18:50 dumpfont/
drwxr-xr-x 3 root wheel 512 Sep 14 18:50 loadbsd/
drwxr-xr-x 3 root wheel 512 Sep 3 11:11 loadkmap/
drwxr-xr-x 3 root wheel 512 Sep 3 11:11 videomode/

./stand/CVS:
total 2
-rw-r--r-- 1 root wheel 0 Jul 6 1993 Entries
-rw-r--r-- 1 root wheel 39 Jul 6 1993 Repository

./stand/binpatch:
total 40
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
-rw-r--r-- 1 root wheel 5209 Dec 17 07:46 a.out.h
-rw-r--r-- 1 root wheel 3664 Dec 17 07:46 binpatch.c
-rw-r--r-- 1 root wheel 4059 Dec 17 07:46 nlist.c
-rw-r--r-- 1 root wheel 3127 Dec 17 07:46 nlist.h
drwxr-xr-x 3 root wheel 512 Sep 3 11:11 sys/

./stand/binpatch/CVS:
total 4
-rw-r--r-- 1 root wheel 279 Dec 17 07:46 Entries
-rw-r--r-- 1 root wheel 48 Sep 3 11:11 Repository

./stand/binpatch/sys:
total 18
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
-rwxr-xr-x 1 root wheel 7382 Dec 17 07:46 exec.h*
```

```
./stand/binpatch/sys/CVS:
total 4
-rw-r--r-- 1 root wheel 64 Dec 17 07:46 Entries
-rw-r--r-- 1 root wheel 52 Sep 3 11:11 Repository

./stand/dumpfont:
total 8
drwxr-xr-x 2 root wheel 512 Sep 2 11:38 CVS/
-rw-r--r-- 1 root wheel 2451 Dec 17 07:46 dumpfont.c

./stand/dumpfont/CVS:
total 4
-rw-r--r-- 1 root wheel 68 Dec 17 07:46 Entries
-rw-r--r-- 1 root wheel 48 Jul 6 1993 Repository

./stand/loadbsd:
total 14
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
-rw-r--r-- 1 root wheel 5912 Dec 17 07:46 loadbsd.c

./stand/loadbsd/CVS:
total 4
-rw-r--r-- 1 root wheel 67 Dec 17 07:46 Entries
-rw-r--r-- 1 root wheel 47 Jul 6 1993 Repository

./stand/loadkmap:
total 44
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
-rw-r--r-- 1 root wheel 9646 Dec 17 07:46 din-kbdmap.c
-rw-r--r-- 1 root wheel 987 Dec 17 07:46 loadkmap.c
-rw-r--r-- 1 root wheel 9271 Dec 17 07:46 us-kbdmap.c

./stand/loadkmap/CVS:
total 4
-rw-r--r-- 1 root wheel 219 Dec 17 07:46 Entries
-rw-r--r-- 1 root wheel 48 Sep 3 11:11 Repository

./stand/videomode:
total 8
drwxr-xr-x 2 root wheel 512 Sep 3 11:11 CVS/
-rw-r--r-- 1 root wheel 2157 Dec 17 07:46 videomode.c

./stand/videomode/CVS:
total 4
-rw-r--r-- 1 root wheel 73 Dec 17 07:46 Entries
-rw-r--r-- 1 root wheel 49 Sep 3 11:11 Repository

./sunos:
total 168
drwxr-xr-x 2 root wheel 512 Oct 31 10:25 CVS/
-rw-r--r-- 1 root wheel 327 Dec 17 07:46 Makefile
-rw-r--r-- 1 root wheel 4223 Dec 17 07:46 makesyscalls.sh
-rw-r--r-- 1 root wheel 4746 Dec 17 07:46 sun_disklabel.c
-rw-r--r-- 1 root wheel 4590 Dec 17 07:46 sun_disklabel.h
```

```
-rw-r--r-- 1 root wheel 7172 Dec 17 07:46 sun_exec_aout.c
-rw-r--r-- 1 root wheel 17600 Dec 17 07:46 sun_ioctl.c
-rw-r--r-- 1 root wheel 13837 Dec 17 07:46 sun_misc.c
-rw-r--r-- 1 root wheel 3804 Dec 17 07:46 sun_syscall.h
-rw-r--r-- 1 root wheel 6803 Dec 17 07:46 sun_syscalls.c
-rw-r--r-- 1 root wheel 10405 Dec 17 07:46 sun_sysent.c
-rw-r--r-- 1 root wheel 4527 Dec 17 07:46 syscalls.master

./sunos/CVS:
total 4
-rw-r--r-- 1 root wheel 781 Dec 17 07:46 Entries
-rw-r--r-- 1 root wheel 39 Oct 31 10:25 Repository
--
-------------------------------------------------------------------------------
Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)
```

1888. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 21:17:09 UTC
From: thopman@uoguelph.ca
Message-ID: <2i6mkl$1to@nermal.cs.uoguelph.ca>
Source record: 194128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mr P M Donovan (csulw@csv.warwick.ac.uk) wrote:
: Living in a house at university where the occupants all own different
: types of computer causes a few arguments, mostly about speed. To
: settle this we decided to compile the dhrystone V2.1 code and test our
: machines. All were compiled with Gcc 2.4 or later with the -O2 flag.
: Here are the results:

: 386/20 4550 - 5000 dhrystones/sec
: Acorn A410 ARM3 10000 dhrystones/sec
: Falcon030 1500 - 2500 dhrystones/sec

: Does anyone know why the results vary when the number of tests is
: altered? Also, we were under the impression that a Falcon was at least
: as fast as a 386/20. What has happened?

We all know the dangers of taking benchmarks too seriously, especially
since they depend on so many external conditions...things like sizes of
processor caches and the actually speed of the processor. They don't
(usually) reflect how fast the computer is in actual use ie how quick it
feels.

THeo

1889. Looking for George Seto

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 21:44:02 UTC
From: jmsmith@hellcat.ecn.uoknor.edu
Message-ID: <2i6o72$b4g@constellation.ecn.uoknor.edu>
Source record: 194122

George Seto, this message is from Fred Mah. I am temporarily without an account. Reply to this to contact me. I will send your package this week.

Fred

1890. Re: Falconscreen

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 22:09:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d46ea1e@troed.ct.se>
Source record: 194065

In a message of 26 Jan 94 08:30:01, Daron Brewood wrote:

DB> I am an official FS beta tester, and to get versions above version 2, the
DB> latest being indeed version 5, you had to sign and post back to him via
DB> normal post a contract of non-disclosure, and non-distribution.

???

This is the first time this has been mentioned .. "Daniel Ekberg" in Sweden got all the new FS versions and put them up on a BBS when they were developed, I'm pretty sure he got the from the author, and with the permission to upload them to the BBS ... I don't know .. :-/

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1891. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 22:12:55 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2i6pt7$q25@news.rhrz.uni-bonn.de>
Source record: 194119

In article <2i39j1$t5e@zeus.rbi.informatik.uni-frankfurt.de> lingnau@math.uni-frankfurt.de (Anselm Lingnau) writes:
>In article <2i2v8v$247@news.rhrz.uni-bonn.de>, volker@sfb256.iam.uni-bonn.de
>(Volker A. Brandt) writes:
>
>> A hint for German-speaking readers: reading iX magazine is *not* enough.
>
>So? What else does one have to read?

The network newsgroups comp.os.386bsd.*, for example. Or any other magazine
that does not make money by pushing Linux, and thus writes blatant untruths
about *bsd.

-- Volker

PS: And of course the metafont mailing list :-)
--
Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

1892. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 22:23:49 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan26172349@wpi.WPI.EDU>
Source record: 194124

0{{ "selbyr" == selbyr <selbyr@meena.cc.uregina.ca> writes:

selbyr> Speaking of Atari mailorder joints: Has Toad Computers
selbyr> produced a new catalog recently? The last one I was able to
selbyr> get was the Summer 1992 issue. Is the Toad still alive?

That's the last one I've got, too! A new one WOULD be nice!

I DID get a postcard from them advertising their removable SyQuest drives for PCs, Macs, and STs, though... Some word is better than no word... And their ads in Current Notes are nice!

They're definitely still alive and still a great place to buy ST stuff, as are D&P computers, Rising Star, and STeve's...

.s.
--
- lancer@wpi.wpi.edu - -
- "Good ideas can often be far more dangerous to those in power -
- than bad ideas." -
- -0005847161@MCIMAIL.COM in CU Digest 6.09 -

1893. Adding/Replacing HD

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 22:58:14 UTC
From: gregk@nskernel.tandem.com
Message-ID: <CK9EH3.AED@tandem.com>
Source record: 194056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I recently posted about disc compression programs - one of the responses suggested looking into a new or extra hard drive and that they can be picked up relatively cheaply, in particular, on misc.forsale.computers.

Okay, now I'm looking into what's involved in adding a HD or replacing my existing HD. I have a Supra 30Mb drive which I think has a Seagate ST138 drive and Seagate 138N controller. It also has a 25-pin port on the back with some instructions on how to make a cable for this port with a 50 pin (SCSI?) connector on the other end.

Is it possible for me to replace the drive in my system with an off-the-shelf SCSI drive? Does this involve getting a new controller as well? When I went to a local store yesterday, I noticed the drives have a 50-pin connector, but the controllers are more specific - like for a PC.

If I can't replace the drive inside my Supra, how do I attach another drive via the SCSI port on the back? Do I just need to buy a drive with power supply, make the cable I talked about above, and plug it in? Or do I also need to add a controller?

If I have other options, please let me know. I must say I'm not clear about what 'pieces' connect to the 50-pin SCSI connector, and where the controller fits in to the picture.

Thanks for your help, Greg.

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..
e-mail: gregk@nskernel.tandem.com

1894. Re: New GEMini CDROM for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 23:49:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2i6vi3$ojd@uqcspe.cs.uq.oz.au>
Source record: 194125

klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>rab@sprite.berkeley.edu (Robert A. Bruce) writes:

>>The disc is available for FREE to anyone that has contributed any of their
>>own work. Just email me your name, address, and the name of the program(s)
>>that you wrote. Overseas addresses are ok.

>And how o you know whether there is stuff on the CDROM you contributed
>to the public domain? No table of contents is given...

Yes there is. You can get the index from cdrom.com, or just grab the
"gemcdrom.lzh" now at atari.archive.umich.edu (in /atari/Info), and look
in the file "INDEX.TXT".

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1895. Linelink and Gemini CDROM

Newsgroup: comp.sys.atari.st
Date: 1994-01-26 23:56:02 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1604@usdtsg.DaytonOH.NCR.COM>
Source record: 194130

For those that might be interested - there are two files at
atari.archive.umich.edu in the atari/New directory you might check out:

GEMCDROM.LZH : this has some information on Walnut Creek's
"Gemini CDROM for the Atari ST" - it includes an
index of files on the disc

LINELNKS.LZH : this text file contains the "S"register settings for
the Linelink 144e modem (which the company apparently
felt wasn't necessary to put in the user's manual) (nice
modem though :-)

Rob

1896. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 00:56:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK9JyC.GHM@cix.compulink.co.uk>
Source record: 194133

>At least with MiNT you can get a real filesystem for your Atari (bye-bye
>DOS filesystem, thank ghod!), you can multitask in a reasonalbe fashion
>even on a wimpy 8Mhz 68k, you can use ports of tonnes of UNIX utilities
>and apps, etc...

... and all your old software works as well ;-)

:-)

Roland.

@CiX

1897. Re: Hard Drive Utilities For Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 00:59:50 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan27.005950.23874@mnemosyne.cs.du.edu>
Source record: 194131

In article <friedric-250194131849@appletalk-71.mdd.comm.mot.com>,
Bernd Friedrich <friedric@mdd.comm.mot.com> wrote:
>Hi,
>Doe anybody have any recommendations for a hard drive utilites packages for
>the Falcon, similar
>to Norton Utilities or MacTools for the Mac?
>
>I'm looking for reliable and easy to use back-up, optimizers,
>defragmenters, stuff like that.
>
>Thanks in advance,
>Bernd

For everything except backup, I highly reccomend Diamond Edge from
Oregon Research. It does everything you listed above (except
backups), and really works well (even on my Falcon).

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

1898. Re: Colour monitors for STe

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 01:55:12 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <759730502.0@mettav.royle>
Source record: 194023

On 20 Jan 94 at 12:29:50 (Roger Sheppard) wrote the
following:

>> Very similar to a CM8833 Mk2, but no composite video or
SCART
>> socket. Cheaper too, by about 20ukp.
>
> Well I have come accross another monitor, its a Philips PRO
8CM852,
> has some of the CM8833 features but with a swivel base..

I think the picture quality is better on that but it doesn't have stereo
speakers.

-Paul-

--
~=~=~=

1899. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 02:10:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK9nD3.HuB@cix.compulink.co.uk>
Source record: 194136
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2i5sm8$7i8@snlsu1.london.sinet.slb.com>, lodge@ukfca1.sinet.slb.com said:
>PS:
>I did an in-depth study of benchmarks and benchmarking for my MEng degree.
>You may (or may not!) be pleased to know that I showed that it is impossible
>to construct a single program which is representative of programs "in
>general".

Very true.

Ofir ogal@cix.compulink.co.uk

1900. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 02:10:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK9nD5.Hv0@cix.compulink.co.uk>
Source record: 194141

In message <CK8w0I.LE7@cwi.nl>, avg@cwi.nl said:
>
>Atari should distribute the sources of TOS just like they did with
>MiNT versions 1.05 and up. You'll see that when they do, a few
>freaks in Germany or the Netherlands etc. will build a more feasible
>operating system in a few months. If Atari don't have more than one
>or two people to work on TOS, then they should hand it over to its
>users.

I fully agree, but I don't think this is very likely.

Ofir ogal@cix.compulink.co.uk

1901. Re: NVDI ^G problem

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 02:53:54 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <759730502.1@mettav.royle>
Source record: 194026

On 21 Jan 94 at 19:08:08 (Steven D Ourada) wrote the
following:

> Strange problem with NVDI here: whenever a ^G gets printed, either
a
> bit of garbage is put on the screen, or my system bombs.

If that's the system bell, ASCII 7 then...

> I've tried all kinds of configurations, and I've tried taking
> everything out of my AUTO folder except NVDI (and I don't use
> acc's...). I've also tried re-installing NVDI many times. It
always
> insists on bombing on me.

...it's a bug I think.

> My system is an American 1040STe with 4M RAM, NVDI 2.5, ICD's
hard
> drive driver, TOS 1.62.

Don't think it affects all TOS's, only 1.6 and 1.62 IIRC.

-Paul-

--
~=~=~=

1902. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 04:19:53 UTC
From: whitema@rtsg.mot.com
Message-ID: <2i7fd9$2t2@delphinium.cig.mot.com>
Source record: 194134

In article <26JAN94.15044862@meena.cc.uregina.ca>,
<selbyr@meena.cc.uregina.ca> wrote:
>Speaking of Atari mailorder joints: Has Toad Computers produced
>a new catalog recently? The last one I was able to get was the
>Summer 1992 issue. Is the Toad still alive?

I just ordered NVDI from them, and they said the new catalogs will be
here "soon" (the ad said they were printing them).

Michael
whitema@rtsg.mot.com

1903. DataLite

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 04:44:59 UTC
From: Joseph_Hogan@UQAC.UQuebec.CA
Message-ID: <9401270446.AA22863@infocom>
Source record: 194138

Hello,

I am thinking about getting DataLite, but I have a couple of
questions about it before I buy it.

Are files unsquished when copied from harddrive and put on a floppy?
As some files will be destined for non-DataLite systems.

Is there any problems while working with compression software
such as ARC, LZH, ZIP or ZOO, etc? I ask this because they are
different compression systems. I would think that DataLite would
work directly to the drive in Question, not while the other compression
program does it's thing in memory, but then, this is only a non-guru
computer user talking, so please, straighten me out:)

Do I ever have a way to get the files unsquished off my drives if
I happen to be in a situation where I don't have it working(no I can't
think of a situation)?

If I can get these questions answered, as well as any other comments
about it, I'd be happy to hear them:^)

Thanks in advance,

Joseph Hogan

jhogan@uqac.uquebec.ca

1904. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 05:35:32 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940127.00353234.abarbiero@delphi.com>
Source record: 194137

I would also like a forum for TT owners!

BTW the caTTamaran is a viable product and I am awaiting further info
for on it from Cybercube. As soon as I get some I will write an article for
AEO!

Andreas@AEO

1905. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 05:38:28 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940127.00382800.abarbiero@delphi.com>
Source record: 194140

I guess I spoke too soon! Glad to hear it Ralf, I sent you EMAIL on GEnie awhile back, then learned that you were out of the country! No problem, I am busy myself and just got back to the USA in November, but I would still like to have you send me any info that you would deem appropriate for an article. Thanks!

Andreas@AEO
ABARBIERO@Delphi.com
AEO.2@genie.geis.com

1906. Re: DataLite

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 06:46:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKA062.LMp@cix.compulink.co.uk>
Source record: 194057

>I am thinking about getting DataLite, but I have a couple of
>questions about it before I buy it.
>
>Are files unsquished when copied from harddrive and put on a floppy?
>As some files will be destined for non-DataLite systems.

Yes, files appear as normal to applications adn the desktop. Even most
disk editors don't know that the files are compressed.

>Is there any problems while working with compression software
>such as ARC, LZH, ZIP or ZOO, etc? I ask this because they are
>different compression systems. I would think that DataLite would
>work directly to the drive in Question, not while the other compression
>program does it's thing in memory, but then, this is only a non-guru
>computer user talking, so please, straighten me out:)

There are no problems that I know of.

>Do I ever have a way to get the files unsquished off my drives if
>I happen to be in a situation where I don't have it working(no I can't
>think of a situation)?

I'm not sure what you mean.

The only thing to consider is that DataLite slows down disk access. Other
than that it's a *very* clever program and has a very nice interface.

Ofir ogal@cix.compulink.co.uk

1907. Re: postscript driver for gdos ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 07:57:51 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Jan27075751@hal.cerfacs.fr>
Source record: 193903

>>>>> Regarding Re: postscript driver for gdos ?;
>>>>> timg@ccwf.cc.utexas.edu (Tim Gallivan) adds:

Tim> There is a pseudo-solution to this problem, in the form of a program
Tim> called mfps (metafile to ps). It converts GEM metafiles to PostScript.

I have used it, mfps, successfully on a number of occasions. My only
complaint was with the font spacings.

Tim> I have only used it a few times, so I can't vouch for its quality. It
Tim> did have problems converting one rather complicated metafile created
Tim> by EasyDraw, but it has worked for several simpler files.

Tim> I got my copy from a PD distributor before I had net access, but it
Tim> should be available from the standard archives.

At some point I was given the source to mfps, in order to run it under
Unix. I wonder what I did with that...?

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1908. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 08:49:55 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Jan27.084955.28722@zaphod.earth.ox.ac.uk>
Source record: 194145

In article <H.eg.02uPJ6oCk&E@albemuth.equinox.gen.nz>,
John Collis <john@albemuth.equinox.gen.nz> wrote:
>>Is it more stable?
>
>It depends on the release (which come fairly frequently) but generally yes.

Except for the networking code... this is being worked on.

>>Is it better (or more often) actualized? What does "It's FREE and often
>>actualized" mean exactly?
>
>Not sure myself :-) The development pace is _very_ fast and furious. Any
>bugs get fixed very quickly. If you're looking for development support,
>in that sense Linux offers _better_ support than _any_ commercial Un*x
>via the Net.

This is true.

>>What are linux's advantadges over bsd-386 mach386 and hurd on pcs?
>>In short, why linux?
>
>One major advantage over all of these, is that it is _more_ standard.
>Each of the above have particular idiosyncracies in the way that they
>are designed. Linux is also the nearest to being totally POSIX
>compliant.

Hmm... that's the beauty of standards.. there are so many to choose from!
:-) Which particular POSIX standard is it nearest to?

When people talk standards in the Unix world people generally are talking
about how close to de-facto standards something is. In this case Linux is
very non-standard as it is neither fish nor foul.. looking unlike SysVr3,
SysVr4 and BSD4.3, it's somewhere in between.

The spectrum of likeness is something like this:-

BSD 4.3
NetBSD,BSD/386,386BSD
|
SunOS 4.1.x (Solaris 1.x)
|
OSF/1
|
|
Linux
|
SunOS 5.x (Solaris 2.x)

SysVr4
|
|
Various PC Unixes
SysVr3

>These are my opinions only, based on what I have read and observed (no
>personal direct experience though :-( ).
>--
>|John Collis
>|Email to: john@albemuth.equinox.gen.nz
>|or: John_Collis@equinox.gen.nz
>|Phone: +64-3-379-8921

Same here, except I've installed and run Linux, both SunOS's and OSF/1.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1909. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 09:32:50 UTC
From: djs@jet.uk
Message-ID: <1994Jan27.093250.4780@jet.uk>
Source record: 194069
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CK9nD3.HuB@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <2i5sm8$7i8@snlsu1.london.sinet.slb.com>, lodge@ukfca1.sinet.slb.com said:
>>PS:
>>I did an in-depth study of benchmarks and benchmarking for my MEng degree.
>>You may (or may not!) be pleased to know that I showed that it is impossible
>>to construct a single program which is representative of programs "in
>>general".

>Very true.
Indeed, that was the very point made by, er, somebody's column in the last
Atari ST Review. The writer then went on to say how wonderful GEM Bench is!

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1910. Re: postscript driver for gdos ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 09:37:27 UTC
From: djs@jet.uk
Message-ID: <1994Jan27.093727.4880@jet.uk>
Source record: 194062

In <2i5cpd$nj1@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:

>In <1994Jan25.094812.17149@jet.uk> djs@jet.uk writes:

>>
>> SpeedoGDOS still, amazingly, has no PostScript driver available. This
>> is outrageous, and means that one can never use a Speedo program for
>> quality output.
>Could you please explain that to me?

>I dont see what quality has to do with the format.
>The main differences:
>...
Because, I can't take the output from a Speedo application and get it professionally printed.

Of course Speedo and PostScript can manage comparable quality on a 300 or 600 dpi laser, but what about high quality output? Which Speedo driver gives me resolution independent colour output that I can take to the bureau? PostScript is a portable industry standard.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1911. Gameslist for F030?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 09:40:47 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2i826v$1esu@info2.rus.uni-stuttgart.de>
Source record: 194150

Hi!

Has anybody seen a list of (older) games running on the Falcon 030?
Where can I get this list?

Does Dynablasters run on the Falcon? Perhaps with Backward etc.?

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

1912. Falcon030 in Holland

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 10:40:51 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij.759667251@groucho>
Source record: 194149

Hi, I'm a Falcon 030 owner, and live in Zwolle. We do not seem to have many Falcon owners in Zwolle. If you own one and want to contact me, please send your adres and I will contact you.

Questions:

Does anybody know wether LamaZap written by Jeff Minter for the Falcon 030 exsists and can be bought?

Does anybody know why my copy of Nethack crashes the second time I play it? Might have something to do with running a mod player as accesoire at the same time. It seemed to corrupt a file of nethack, but I installed a new copy of my back-upand it didn't work anymore. Pleae help a I've almost finished Ishar II.

Does anybody know wether Ishar III will be released on the Falcon?

Does anybody know wether Ishar III will be released on the Falcon 030?

vbl

A

1913. AutoSwitch Overscan and SM124

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 10:43:47 UTC
From: michael@rz.fh-heilbronn.de
Message-ID: <2i85t3$i23@risc1.rz.fh-heilbronn.de>
Source record: 194146

Hi,

I would like to know about peoples' experiences with Overscan on an ST.
My main question is, does it slow down the machine at all?
If not it sounds too good to be true, to get all that extra screen for
that price. Also, any other major advantages or problems would be
appreciated.

Thanks,

Michael

1914. WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 10:53:43 UTC
From: michael@rz.fh-heilbronn.de
Message-ID: <2i86fn$i23@risc1.rz.fh-heilbronn.de>
Source record: 194053

I'm looking to upgrade from 1st Wordplus to a wordprocessor with scalable fonts.
The choice to me seems to be between Calligrapher using its own system and buying
Speedo GDOS and a compatible WP.

Does anyone have any experience of both or either of these systems?

If using Speedo GDOS, which WPs are available? Does Speedo GDOS slow the machine down at all? (I have a Mega 2 ST with a hard drive, and find that the old GDOS slows down the whole machine). Does Speedo GDOS provide other graphic capabilities as well as font scaling?

Finally, what file formats can Calligrapher read/write.

Replies to any of the above would be appreciated (by email or posted here)

Thank you,

Michael

1915. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 10:57:32 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <759668250.3590@minster.york.ac.uk>
Source record: 194078

In article <CK85yI.5uL@world.std.com>,
Lexicor Software Corporation <Lexicor@world.std.com> wrote:
>
>>STOS is not dead! Long live STOS ...
>
>Well..but does it support the Falcon or TT let alone run on it? It looked
>like a great Hobby Purpose Language with some neat and easy life functions.
>But it just crashes on TT, is it still upgrade on the Atari Platform?
>
There is a program called STOSFX11 which can fix an already compiled
program to make it run on STs with TOS versions higher than 1.62
(I've even heard of it running on the FALCON and TT). BASICMJH
makes the editor and interpreter run on those newer TOSses.

Both programs are in atari.archive.umich.edu in
/atari/Languages/stosers.zip

AE.

1916. postscript gdos-driver

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 11:18:17 UTC
From: paralax7@unixen.hrz.uni-oldenburg.de
Message-ID: <2i87tp$ccm@aix11.hrz.uni-oldenburg.de>
Source record: 194147

The Word-Prozessor Calligrapher-Professional has a postscript gdos-driver, which is able to print on disk. The only problem (except the realy great postscript-files) is that the UNIX-machines at our university are not able to print them. And I do not know it is a error of the PS-File or the UNIX-Server.

1917. Re: postscript driver for gdos ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 11:25:43 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKAD2w.Lyn@cen.ex.ac.uk>
Source record: 194072

In article <2i4u5l$dmj@geraldo.cc.utexas.edu> timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

> >SpeedoGDOS still, amazingly, has no PostScript driver available. This
> >is outrageous, and means that one can never use a Speedo program for

> There is a pseudo-solution to this problem, in the form of a program
> called mfps (metafile to ps). It converts GEM metafiles to PostScript.

mfps.arc is available from atari.archive.umich.edu and its mirrors in the Printing directory.

--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

1918. Re: MinterGames

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 11:34:37 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2i88sd$nev@unicorn.ccc.nottingham.ac.uk>
Source record: 194063

In article <2i66n6$9qh@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> Tom Hellstrom - HFB T d93 (d93the@t.hfb.se) wrote:
> > Is there anyone who know how to get Jeff Minter games, such as
> > Gridrunner, Defender. I want games for Atari ST, and A1200 and A600
>
> For the ST, you can get Llamatron, Revenge of the Mutant Camels, and Hardcore.
> Also there is ColorspaceST (a graphic demo thingy). I have heard of a
> Defender clone for the ST called Andes Attack, but I have never been able to
> find it (anybody? Is it shareware?).

Llamasoft are still around - address and phone number in any of the
docs for their shareware games.
-Hardcore is still unfinished I think.
-Andes Attack is ex-commercial and is available when you register
Llamatron. It's pretty slick but nothing special. -Better is
Defender II which was sold briefly by Arc (Atari). Llamasoft had a few
copies of these available for 10 pounds (?) a while back.
-Grid Runner is also available in return for registering another
product. See the Colourspace docs.

Sam

1919. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 11:41:50 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2i899u$6em@news.rhrz.uni-bonn.de>
Source record: 194143

In article <2i6eg8$r7e@nz12.rz.uni-karlsruhe.de> ukra@rzstud1.rz.uni-karlsruhe.de (Hermann Samso) writes:
> Yes, but at least they are working on it... so you can bet
> there will be a Linux for the amiga when the Atari users
> still are hanging around with MTOS.

There already is a NetBSD for the Amiga, as well as for the Mac.

-- Volker

--

Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

1920. Re: apple suits (was Problem with AES)

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 12:36:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hRp9elg9XEY@semprini.waterloo-rdp.on.ca>
Source record: 194002

In <CK3zr7.6zs@isgtec.com>, Ken Newman writes:
> In article <2d3dc790@daggskim.ct.se>, Bo Leuf <bo_leuf@daggskim.ct.se> wrote:
> >Anyway, Apple has a lot to think about lately concerning market shares and a
> >general lack of inovative new designs. Newton hasn't exactly made a big
> >splash...
>
> Huh? What do you mean? The new AV Macs aren't innovative? The PowerPC Macs
> aren't innovative?

Well, the AV Macs are just Apple doing right what Atari managed to
fumble with the Falcon, and the PowerPC Macs are just fast Macs. No
memory protection and no real multitasking yet on the PowerPC version of
System 7; hardly innovative, just getting on a hot trend at the
beginning.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1921. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 12:41:47 UTC
From: garry@cee.hw.ac.uk
Message-ID: <1994Jan27.124147.12535@cee.hw.ac.uk>
Source record: 194070

Stephen Schow (sjs@netcom.com) wrote:
: Hi,

: I am looking for a utlity to get files from my friend's Atari ST to his
: DOS machine. Anyone know how I can do it?

: Thanks in aadvance

: --
: --
: Steve Schow | But you don't need to use the claw, if you
: sjs@netcom.com | pick the pear with the big paw paw......
: (415) 354-4908 | Have I given you a clue......?
: 800-722-2007x4908 | - Baloo the Bear
: --

Oh god...

why not just format a floppy and stick the file onto it...

Just a bog standard atari desktop format will do, or format a 720K
one on the PC and use that.

You know the format command on the PC?

format a: /f:720 will do it.

--

Garry C Marshall | Any opinions expressed are my own unless they
Email: garry@cee.hw.ac.uk | belong to Someone Else.

1922. Re: AutoSwitch Overscan and SM124

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 12:54:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKAH6I.8Hs@cix.compulink.co.uk>
Source record: 194082

In message <2i85t3$i23@risc1.rz.fh-heilbronn.de>, michael@rz.fh-heilbronn.de said:
>
>I would like to know about peoples' experiences with Overscan on an ST.
>My main question is, does it slow down the machine at all?
>If not it sounds too good to be true, to get all that extra screen for
>that price. Also, any other major advantages or problems would be
>appreciated.

It probably slows the machine down by 1-2% which is not noticeable. It is
great to use, especially with DTP, WP and Cubase. The switching software
is briliant, any program that is not compatible can be set up so that
overscan is switched off when you load that program.

Ofir ogal@cix.compulink.co.uk

1923. Re: Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 12:55:33 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CKAHBM.I16@ryn.mro4.dec.com>
Source record: 194068

In article <LANCER.94Jan26172349@wpi.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes...
>0{{ "selbyr" == selbyr <selbyr@meena.cc.uregina.ca> writes:
>
>selbyr> Speaking of Atari mailorder joints: Has Toad Computers
>selbyr> produced a new catalog recently? The last one I was able to
>selbyr> get was the Summer 1992 issue. Is the Toad still alive?

A new catalog is supposed to be out in February, at least that's what I was told on the phone. They are very much in business, I just had an order arrive this week.

>They're definitely still alive and still a great place to buy ST
>stuff, as are D&P computers, Rising Star, and STeve's...

Rising Star is in poor shape these days...I called just this week and they no longer carry new merchandise, just used gear and software and repair work.

Brian Rost @tecrus.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

1924. ST Mono Monitor 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 12:59:00 UTC
From: rick.duff@asacomp.com
Message-ID: <35.7619.984.0NCDF510@asacomp.com>
Source record: 194094

<<***** On 1/26/94, NIGEL STEWART wrote to RICK DUFF: *****>>
NS>_@FROM :NIGELS@TIGGER.STCLOUD.MSUS.EDU
NS>Sorry about the delay in replying. The weather was so bad that I didn't
NS>come to the University for a week. I sent a message out on Monday, 24th
NS>Jan, but perhaps you didn't get it.
NS>I am definitely interested, send me more details: how old it is, what
NS>sort of use it's had, etc.
NS>How will we mail it? Which company is the best to use?
I replied but just found out it bounced. Put your address in all UPPER,
I'm hoping all small will work. The monitor is still for sale. It's
probably
4 years old (guess). I bought it from a guy that had a color monitor,
bought the
mono for doing CAD, then did CAD for about 8 hours and quit. So, it's seen
very little use. I used it about 20 hours before I decided to sell my ST.
I used it for MIDI in my house. We can mail UPS. It will cost about $5.00
to
send, maybe $7.50. If we do COD, then about $10. I"d like to accept the
$50 offer
and tack on $5 for shipping (regardless of method), I'll cover any
difference.
I'd really like to finalize the deal by voice. Either call me or reply with

your voice number. Here's the scoop on me:
Rick Duff
312 Dunbarton Rd.
Gahanna, OH 43230 (Suburb of Columbus)
(614)478-3897

Look forward to hearing from you! Sure hope this packet works. I'll cross
post on
Atari.St

rick.duff@asacomp.com

• VbReader 2.01 #NR • Opposite of Pro is Con, Opposite of PROgress,CONgress?

1925. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 13:11:08 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.759676268@groucho>
Source record: 194064

mdekker@fwi.uva.nl (Martijn Dekker) writes:

>In article <1994Jan26.123226.4613@vax.sbu.ac.uk> fountad@vax.sbu.ac.uk writes:
>>Can someone just clarify a small C question for me?
>>Whats the difference between
>>
>>char fluff[];
>>
>>and
>>
>>char *fluff;

> well, these two declarations are exactly equivalent. Read
^^^^^^^^^^^^^^^^^^
NOT.

>'the C programming language' by Kernighan and Ritchie, Chapter 5.3.
>It is all in there!

This still has nothing to do with c.s.a.s., but... if you indeed read K&R,
Ch 5.3, you would read that 'char p[]' and 'char *p' are equivalent **as formal
parameters in a function definition**, which is not the same as 'they are
equivalent'.
In a definition-context, the first declares a pointer to a char-array of
unknown size. The second declares a pointer to a char.

Take for example this simple program:

```
int main( void )
{
char p1[], *p2;
char s[] = "test";

p1 = s;
p2 = s;

return 0;
}
```

This will generate a compiler-error on the line 'p1 = s' -- something like
"Lvalue required in function main". In other words: p1 cannot be assigned to.

Please check what you're saying before posting wrong information that only
confuses other people.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

1926. Re: Invisible Speedo fonts?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 13:16:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i8esa$g24@percy.cs.bham.ac.uk>
Source record: 194067

mike@medsun.unige.ch (Mike Morris) writes:
> I have just installed SpeedoGDOS on my TT. To my delight, good ol'
>Easydraw recognizes all my lovely new fonts, but SURPRISE! they are
>not shown on screen! In Full Page mode, I can see some point sizes and
>not others. Similarly, Geneva knows all the fonts are there, but fails
>to display them. It is as if theyare all being displayed transparently ...

Easydraw, being an old GDOS program, will not know about any scaleable
fonts. It only knows about the font sizes listed in EXTEND.SYS, and
when it draws in Full Page scale, it just tries to set a bigger point
size. The solution then, is to add more point sizes to the EXTEND.SYS
file.

What does Geneva need to know about fonts? Will it let you change the
AES system font or something?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1927. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 14:04:40 UTC
From: garry@cee.hw.ac.uk
Message-ID: <1994Jan27.140440.13557@cee.hw.ac.uk>
Source record: 194074

Udo Erdelhoff (ue@nathan.do.open.de) wrote:

: Just one question about the panther: I know that it has a class 8 drive
: built in. What happens if this one is destroyed? Are you able to replace
: it or do you have to buy a new ship?

If youve been trading with a panther for a while, you should be able
to easily afford a new one!

*8)

Garry C Marshall | Any opinions expressed are my own unless they
Email: garry@cee.hw.ac.uk | belong to Someone Else.

1928. What kind o' guts in SLM804

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 14:08:48 UTC
From: apaul@engr.mun.ca
Message-ID: <2i8htg$22e@coranto.ucs.mun.ca>
Source record: 194066

It's about time to replace the drum and toner in my SLM804, I think.

What I'd like to know, is when I go to the local Laser printer supply store, what can/do I ask for? I'd like to know what engine is actually inside. I know if I ask for a drum and toner for an Atari SLM804, they'll laugh at me.

thanks

avp

apaul@engr.mun.ca
avp@garfield.cs.mun.ca

1929. Re: UK ST Magazine

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 14:08:54 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CKAKMv.DJ5@brunel.ac.uk>
Source record: 194096

Paul Civati (Paul.Civati@mettav.royle.org) wrote:
: [Although strictly speaking commercial advertisements aren't allowed on]
: [UseNet I thought I'd post this as it may be of interest to readers...]

: ST APPLICATIONS is a monthly magazine consisting of 60 well-produced A4
: pages which is normally obtained through subscription. Each issue costs
: 2.50 UK pounds or 24 UK pounds a year (2 UK pounds each).

: The editor is Paul Glover who runs the ST Club, one of the biggest ST
: PD libraries in the UK and well experienced in publishing software and
: books.

: ST APPLICATIONS is the ONLY serious, well written magazine for the Atari
: range of computers in this country and well worth the money. All writers
: are freelance and Atari computer owners of some years experience. The ST,
: STE, TT and Falcon are all catered for.

I have a subscription to the magazine and I consider it to be the best ST magazine
in the UK.

Gareth Blades

ee90grb@brunel.ac.uk

Key also available via finger.

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQBNAi09zUgAAAECAKlAG+f0RQZRecARC0PDrfxRUDZGqqX7PdNCA9rqgF1xFWCO
6UdnnEhXSLe2p4t6nk4kIK5m76LvK40eYrWjFAUABRG0JEdhcmV0aCBCbGFkZXMg
PGVlOTBncmJAYnJ1bmVsLmFjLnVrPg==
=cwDj
-----END PGP PUBLIC KEY BLOCK-----
--

Gareth Blades

ee90grb@brunel.ac.uk

1930. Re: folder problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 14:12:31 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CKAKsv.DKM@brunel.ac.uk>
Source record: 194100

Bo Leuf (bo_leuf@daggskim.ct.se) wrote:
: Joseph Hogan did willfully write on 23 Jan 94 (to All), and I quote...
: JH> From: Joseph_Hogan@UQAC.UQuebec.CA (Joseph Hogan)
: JH>
: JH> I am having a problem with getting rid of a folder. [...]
: JH> [...]
: JH> 'read only' and the 'read/write' options on the 'show information'
: JH> [...]
: JH> the options were grayed out, and I could not change them. I guess
: JH> it is saying that it is not readable or writable.

: Probably the directory entry for the folder has been partially trashed, leaving
: you with undefined attributes and perhaps other corrupt info.
: If you have a disk editor and feel particularily brave one day, you might look
: for the sector which has the directory with the folder name. The byte after the
: actual name will be the attribute, and would for a normal folder be $20 --
: write this value back and it should be deletable, unless there are other
: irregularities having to do with the FAT tables of course.
: Do first check with Checkdisk or some other FAT/structure analyser that you
: don't have other problems with the partition.

: (illegible signature) Bo Leuf
: - Email: bo_leuf@daggskim.ct.se

You could try using the program

dlii024.arc from atari archive (in the diskutils directory)

I have found it to be reliable

Gareth Blades

ee90grb@brunel.ac.uk

Key also available via finger.

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQBNAi09zUgAAAECAKlAG+f0RQZRecARC0PDrfxRUDZGqqX7PdNCA9rqgF1xFWCO
6UdnnEhXSLe2p4t6nk4kIK5m76LvK40eYrWjFAUABRG0JEdhcmV0aCBCbGFkZXMg
PGVlOTBncmJAYnJ1bmVsLmFjLnVrPg==
=cwDj
-----END PGP PUBLIC KEY BLOCK-----
--

Gareth Blades

ee90grb@brunel.ac.uk

1931. Re: EliteII: Some questions, before I go buy it.

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 14:28:41 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CKALJv.Dn5@brunel.ac.uk>
Source record: 194098

Timothy Wilson (wilsont@rahul.net) wrote:

: Could someone explain the control method in frontier? some one
: mentioned "like star glider II" earlier, but while it was a good idea
: to have throttle and guns on the mouse, I found some problems with
: SG2. One, the shots never went to the cursor, only straight ahead.
: Also, every thing was on a plane, much like epic. if you pointed 'down'
: it acted like an airplane, not a true space craft. At least in the
: first elite and wing commander the ships can go in all directions
: easily. (on all axies even)

: I didn't really like Elite I, because it was nothing but trading,
: and every other time i'd warp, those alien motherships would kill me.
: There didn't seem to be an immediate goal either. Docking killed me
: the other half of the time, it was just too lame...why would the docking
: bay rotate?!?

: does Frontier have a goal? a plot?

: Please tell me all about this game, thanks.

There are two control methods. The first is the original method where left and right rotated the ship and up and down moved the ship up and down. The new optional methon is for the joystick to move the ship in the particular direction you move the joystics.

Frontier is inertia based rather than vecocity based and by this I mean the ships are rated in maximum accceleration rather in top speed. This is how it should be.

In the game you can choose what role you wish to play. In the original you can be either a pirate or trader. In the new one you can also join the millitary and there are many many more missions you can get involved in.

Oh yes if you do prefer to move the gun without moving the whole ship you can install turret guns which will point in all directions compared to the ship.

If you have any more questions then mail me.

Gareth Blades

ee90grb@brunel.ac.uk

Key also available via finger.

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

```
mQBNAi09zUgAAAECAKlAG+f0RQZRecARC0PDrfxRUDZGqqX7PdNCA9rqgF1xFWCO
6UdnnEhXSLe2p4t6nk4kIK5m76LvK40eYrWjFAUABRG0JEdhcmV0aCBCbGFkZXMg
PGVlOTBncmJAYnJ1bmVsLmFjLnVrPg==
=cwDj
-----END PGP PUBLIC KEY BLOCK-----
--
```

Gareth Blades

ee90grb@brunel.ac.uk

1932. CVG (Calamus Vector Graphics) Format?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 15:07:53 UTC
From: djs@jet.uk
Message-ID: <1994Jan27.150753.5561@jet.uk>
Source record: 194060

Is the CVG file format documented and publicly available?
The main reason that I ask is that I am having trouble with
compatibility between DA's Vektor and PageStream, and I am
currently unsure which to blame. It's usually PageStream's
fault in such cases, but DA's Vektor has it's share of
bugs and foibles too...

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1933. Re: MALLOC HELP (GOAL! PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 15:22:26 UTC
From: avg@cwi.nl
Message-ID: <CKAo1F.FxB@cwi.nl>
Source record: 194071

Peter_Missel@m4.maus.de (Peter Missel) writes:

>Singletasking TOS versions have a limited number of memory blocks, so only
>a certain amount of Malloc() calls can be done at a time.

>This limit can be configured by FOLDRxxx.PRG.

O really? Can you post more specific information about this?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

1934. UNIXMODE was: Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 16:26:56 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jan27.162656.18995@ibr.cs.tu-bs.de>
Source record: 194084

In article <1600@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|> In article <CK5s1p.JAB@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
|> >
|> >Anybody got any idea how to set UNIXMODE correctly?
|>
|>
|> I think I have mine set up as "cu/rUx" or something like that - which is
|> how I saw someone's post showing that setting (in their own configuration).
|> Seems to work properly (i.e. I get the case-sensitive characters, extended
|> filenames, etc)...
|>
Thats how i got my UNIXMODE settings as well, but is there
someone who knows the meaning of

cu/rUx ?

I really would like to know *what* i will change with UNIXMODE.

(I still have problems with TeX accessing a Minixfs. It will not
use long filenames and will only access the directories when
i have translationmode on. BTW this is Lindner TeX 3.141 2.5)

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

1935. Re: Gameslist for F030?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 17:04:58 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKAssA.n4M@cen.ex.ac.uk>
Source record: 194004

In article <2i826v$1esu@info2.rus.uni-stuttgart.de> higgi@yeti.faveve.uni-stuttgart.de (Heiko Hartmann) writes:

> Has anybody seen a list of (older) games running on the Falcon 030?
> Where can I get this list?

The one I saw was way out of date, and plain wrong in some cases.

> Does Dynablasters run on the Falcon? Perhaps with Backward etc.?

Yes.
--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

1936. Llamazap?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 17:11:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94027.121129STIRRE31@MAINE.MAINE.EDU>
Source record: 194022

There's been quite a bit of talk about Jeff Minter's games.
The one game that I am looking forward to is Llamazap.
Has it been released? I thought that Atari was going to
to the marketing of it, but I haven't heard a thing about
it. Come to think of it, did Atari ever release any of their
promised STe-only games? There were also Falcon games promised,
but I haven't seen them. Was Humans ever released (was that
an Atari title?)? One more question: what games does the
Jaguar controller work with on the Falcon. On the box it
says that it works with certain games. Which ones? It would
be a nice second joystick, especially since it doesn't need
to be hooked up underneath the keyboard.
thanks,
scott tirrell
stirre31@maine.maine.edu

1937. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 17:19:32 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan27.171932.27878@news.unige.ch>
Source record: 194097

I am very disappointed with Calligrapher - and I have really tried
to like. You _can_ produce excellent docs, but it is hard work. It
is still not 100% stable (but to be fair nor does it crash all that
often - but once is too much).
The font format is "private" - good luck getting a collection. You
can no longer even use GDOS fonts - and I bought the beast partly
because of that (the manual announced proudly "that the use of bit-
mapped fonts is no longer necessary nor supported :-( ).
The interface is clumsy, and not all the functions work. In addition,
Working Title no longer support it. Do you want a second-hand copy?
All my writing is done with Redacteur 4 - fabulous for creating
documents, and unbelievably fast, but the printing is not as elegant
as I would like - you can make things look good without much effort,
but not _great_. The perfect prog. would edit like Red4, and lay out
like Calamus SL.
Anybody have any comments about Papyrus (is it only in German?), or
AtariWorks?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1938. FalcOS WAS: Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 17:59:09 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKAvAM.7EK@newcastle.ac.uk>
Source record: 194080

In article <CK92Hp.DC3@lut.ac.uk>, R.N.Hunt-93@lut.ac.uk writes:
>There were rumours in ST Applications some months ago about a FalcOS and also
>a SuperSTOS for the ST which would be similar to AMOS in structure. Were these
>just pure speculation or does anybody know anything more about this?
>
>Richard.

The last Atari UK falcon software list listed FalcOS as under developement......

This is an official Atari brchure, but I know no more.....

Craig.

1939. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 18:13:36 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2i908g$beo@snlsu1.london.sinet.slb.com>
Source record: 194090

In article <2i86fn$i23@risc1.rz.fh-heilbronn.de> michael@rz.fh-heilbronn.de writes:
>I'm looking to upgrade from 1st Wordplus to a wordprocessor with scalable fonts.
>The choice to me seems to be between Calligrapher using its own system and buying
>Speedo GDOS and a compatible WP.
>
>Does anyone have any experience of both or either of these systems?

There is a third choice: That's Write 2 plus C-Font 2. C-Font is an accessory that renders Calamus fonts and produces GDOS bitmaps. That's Write can use both GDOS fonts (without having GDOS installed) and the fonts installed in your printer.

By using the two together, you can have every font you need at the appropriate size. Most documents only use a few different point sizes (and if they don't you need to ask yourself why!)

I have tried to use Calligrapher but found it agonisingly slow on an 8MHz ST. The output is good, but the fonts are, well, "odd". And you're stuck with the ones you get with the package -- Working Title refused to release the font format details.

IMHO, That's Write's page and paragraph tagging facilities make it far, far better for medium to long documents requiring consistent layout. Calligrapher is OK for a flyer or leaflet, but I'd hate to have to use it for anything more.

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

1940. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 18:16:38 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2i90e7$b1v@nz12.rz.uni-karlsruhe.de>
Source record: 194087

```
Volker A. Brandt (volker@sfb256.iam.uni-bonn.de) wrote:
: The network newsgroups comp.os.386bsd.*, for example. Or any other magazine
: that does not make money by pushing Linux, and thus writes blatant untruths
: about *bsd.

How do they get money pushing Linux? (just curious...)
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+-----------------------------------`----------+
```

1941. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 18:17:07 UTC
From: dwb29497@uxa.cso.uiuc.edu
Message-ID: <2i90f3$dl3@vixen.cso.uiuc.edu>
Source record: 194073

I must disagree about Calligrapher. I have never had it crash on me, and I think it is a fantastic program. Which functions don't work for you? I think I've used almost everything it has to offer without any trouble whatsoever. I AM upset about the font situation though. I'd really like to see it use Speedo.
Regards-
Dan Bullok
(woodhead@uiuc.edu)

1942. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 18:55:02 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CKAxvr.MBu@cix.compulink.co.uk>
Source record: 194009
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

>The binding is a bind. The functions reference are in a strange order, so I
>have to look in the index first. The functions aren't started on a new page
>like they were in the old manuals,
These and others points I raised in the hisoft conference on CIX and it didn't receive a reply although several others agreed with my views. Take that how you like...

When the Addendum manuals for v5.5 came out I pointed out to Alex K that a rule or something to separate the functions would be in order and they are hard to find on a page in lower case with upper case subheadings (weird). He said he would think about that. Obviously, he didn't. The index also has many functions missing so we can't even rely on that to find them now they are split up into header file order...

Some functions are also missing from the main body - the '_*' Lattice functions like _toupper.

I also find the fact that we are charged extra for the MASS book which is nothing but program documentation IMHO hard to swallow.

Header files are still out of date. Take COOKIE.H. It needs the following added

```
/*
* added by MSB 29/12/93
*/

#define _OOL0x5f4f4f4c
#define MiNT0x4d694e54
#define _SLM0x5f534c4d
#define _INF0x5f494e46
#define _AKP0x5f414b50
#define _IDT0x5f494454
#define FSMC0x46534d43
#define PMMU 0x504d4d55
```

Some of these are mentioned in MASS but aren't in the header file!!

In the GDOS detection functions in VDI.H
#define GDOS_SPD0x5f535044/* _SPD */

needs to be added for SpeedoGDOS detection.

I'm sure there are other things, and I can't help feeling disappointed for my 60UKP!

Regards
Mark

--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

1943. Re: Someone's echoing old news from this group!

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 19:09:11 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CKAyJB.BCC@info.bris.ac.uk>
Source record: 194099

In article <1994Jan26.163426.18032@esca.com>, woodford@esca.com (Steven Woodford) writes:
|>
|>Hi all,
|>
|>Anyone else notice the old messages reappearing in here?

Yes someone accused me by e-mail of multiple posting yesterday.

|>
|>Seems to be coming from 'f998.n3603.z1.fidonet.org'. Looks like some
|>fido sysop has a screwed system! I'll send him a note...
|>
|>Cheers, Steve.
|>

How did you track down the offending node? I tried interrogating the 822 headers in my duplicate postings but couldn't work out how to get that info from them.

btw this is also happening in other newgroups I read.
|>
--

Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|

1944. Re: good Atari stores in Fra

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:01:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKB0xw.3y7@cix.compulink.co.uk>
Source record: 194014

In message <12310.1288.uupcb@nezuld.com>, dirk.vandenheuvel@nezuld.com said:
>I'm going to Cannes next week for a music convention and then to London
>for a vacation and would like to pick up some Atari stuff. Can anyone
>tell me of some good Atari stores in either Cannes or London?
>Also any good recommendations for restaurants or such (in e-mail so as
>not to incur the wrath of the moderator) would be appreciated.
>Thanks.

The best place I know in London is System Solutions, tel: 081 693 3355.

Ofir ogal@cix.compulink.co.uk

1945. Re: MALLOC HELP (GOAL! PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:01:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKB0xz.3yw@cix.compulink.co.uk>
Source record: 194008

```
In message <CKAo1F.FxB@cwi.nl>, avg@cwi.nl said:
>
>>Singletasking TOS versions have a limited number of memory blocks, so only
>>a certain amount of Malloc() calls can be done at a time.
>
>>This limit can be configured by FOLDRxxx.PRG.
>
>O really? Can you post more specific information about this?

My understanding is that the number of malloc calls can be extended by 100
by installing FOLDR100.PRG. I may be wrong.

Ofir ogal@cix.compulink.co.uk
```

1946. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:01:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKB0y1.3zH@cix.compulink.co.uk>
Source record: 194012
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <1994Jan27.093250.4780@jet.uk>, djs@jet.uk said:
>>>I did an in-depth study of benchmarks and benchmarking for my MEng degree.
>>>You may (or may not!) be pleased to know that I showed that it is impossible
>>>to construct a single program which is representative of programs "in
>>>general".
>
>>Very true.
>Indeed, that was the very point made by, er, somebody's column in the last
>Atari ST Review. The writer then went on to say how wonderful GEM Bench is!

If you're talking about my column, I don't think that's what I said. The
relevant text follows:

------------------------------cut here-----------------------------------

I was debating this very issue while writing GEMBench. Rightly or
otherwise, my conclusion was that a benchmark program should limit itself
to purely performing tasks. The memory tests in GEMBench simply reads the
computer's memory, the text and graphics test do just that. Any attempt to
immitate a 'real-life' situation as some benchmark utilities for the PC
do, is totally subjective and open to scrutiny. The downside of my
approach is that one has to read the figures with caution.

------------------------------cut here-----------------------------------

Ofir ogal@cix.compulink.co.uk

1947. TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:06:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2i96ru$q1k@elroy.jpl.nasa.gov>
Source record: 194006
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This seems like a simple enough question, but all my tinkering has produced no results so far. In the 1280x960 monochrome mode, is there any way to invert the screen so you get white foreground/black background instead of the current black on white? I *hate* looking at a white screen... Just flipping the bit in palette 0 has no effect.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1948. Lattice or Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:11:22 UTC
From: dud@u.washington.edu
Message-ID: <2i975a$jrr@news.u.washington.edu>
Source record: 194005

I'm looking to get a new C compiler. Currently I have GCC set up on my TT, but I'm always having problems with it. Make doesn't work right, Man doesn't work right, I can't compile a lot of the things I want to, and I really like graphics interfaces much better. I have TCSH working under MTOS, which is nice, but it seems crash-prone...

So I've heard tha Lattice C and Pure C are good packages. Which is better? How do they work with graphics cards like the Nova that I have? How about Geneva, which I run nearly all the time? I know I'd be shelling out a few $$$...

Does anyone have one or the other that they'd be willing to sell? Or better yet trade for Caligrapher Professional 3.0 (the CodeHead version) + some $$$? Calligrapher is great, but it has some problems on the Nova, which I got just after buying it. :(

Let me know if any of you have any suggestions or ideas...

Dan Aylward
dud@u.wasington.edu

1949. Re: Will PC FAX Software work on an ST with PC Ditto?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:30:03 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2i988c$7q2@mailer.fsu.edu>
Source record: 194054

Marty (rjv_hol@pavo.concordia.ca) wrote:
> In your precious message, you wrote :
> >IIRC it had a Norton factor of about 0.3, which translates to about a
> >1.5Mhz 8088. Still very slow, but faster than ROBTEKs MS-DOZ emulator which
> >preceded it.

> Hi! Let's imagine I run PC-Ditto on a 16 Mhz STE. Would this double
> its speed (3 Mhz is still better than 1.5... :) ? Are there any accelerators
> available on ST's that are higher than 16 Mhz (let's say 32 or 50) ?

I'll be able to answer this question with figures soon (my MegaSTE is on the
way), but as a guess I would say that PC-Ditto would close to double in
speed at 16mHz w/cache, as alternate architecture emulation is very CPU
bound.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1950. Re: AutoSwitch Overscan and SM124

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:31:10 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CKB2Bz.564@cix.compulink.co.uk>
Source record: 194015

>I would like to know about peoples' experiences with Overscan on an ST.

I have had AutoSwitch Overscan installed for quite some time, and I
can thoroughly recommend it. I haven't noticed any speed decrease,
and if any program incompatibility is detected, the name of the program
can be entered in a file which Overscan interogates and automatically
switches back to 'normal' mode for the prescribed program.

I fitted an optional hardware switch to enable switching off the hardware,
but I think the only time I have had to disable it by this means was
in running Protar hard disk formatting utilities, the 'Protar Manager'
program I believe, which does not seem to like it being present.
I also found that the 'Turbo Mono ST' screen accelerator did not run with
Overscan (it gives a 'Turbo ST Does Not Support This Resolution' message)
but I am now using NVDI which runs with it with no problems at all.

My machine is a 1040STFM 4MB TOS2.06 and ICD 16MHz Accelerator, and I
find Overscan is compatible with this configuration.

Best Regards,
Brian

brobson@cix.compulink.co.uk

1951. WANTED: "Phantasie" for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:43:24 UTC
From: IO20066@MAINE.MAINE.EDU
Message-ID: <94027.154324IO20066@MAINE.MAINE.EDU>
Source record: 194028

Before I got my aging Atari 520 ST repaired, it destroyed some of my favorite games, and I'm now trying to track these down. The ones I'm currently after are Phantasie I and II by SSI. Both disks for each of these games copy readily, and all I'm really after are working copies, though I'd certainly take originals as well. Just respond with a price in mind and I'll get right back to you. Thanks.
-Mike Woodsum
Orono, ME

1952. PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:44:56 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <759711826.AA03800@byte.bbs.no>
Source record: 194011

>Anyone have one of these to get rid of? Or any pointers to where to
>buy 'em? I'll probably call Toad and STeve's...

I bought my At-Once 386 from Germany (but with english software)
It had some small software bugs, but after I fax'ed them down
I got a new version just a few week later (that's service !!)

Vortex Computersysteme GMBH
Falterstrasse 51-53
D-7101 Flein
Tel (07131) 59720
Fax (07131) 55063

>Any pointers on the price?

About 3000 Nkr (don't have the exchange rate here right now)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

1953. Help! M68K Sprite Routine needed!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 20:45:41 UTC
From: de500@cleveland.Freenet.Edu
Message-ID: <2i995l$6dt@usenet.INS.CWRU.Edu>
Source record: 194079

I am in need of some assistance. I have been generating sprites with
the Line-a opcodes, but they are just too slow. I am working in
M68K assembly code. I am tring to track down some assembly
source code that I could study to incorporate into my game.
I am woking on a Falcon in a four bit place mode (16 colors).
I have never programmed any sprite routines, so I am stuck.
If there is any source code that someone could E-mail me that
would be great!

I will also need to create a mask for the sprite images. The sprites
are 15 colors and very in size.

If anyone could point me in the right direction, I would be very
thankful!

If anyone is needing a detailed hardware map of the ST, TT, Falcon, and
misc machine, drop me a line.

jmtech@gorn.echo.com

1954. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 21:31:56 UTC
From: schokmrp@ac.wfu.edu
Message-ID: <2i9bsc$hmo@quad.wfunet.wfu.edu>
Source record: 194013

I must add my hearty support of Calligrapher. I've been using it for a couple of years and it hasn't crashed once. The only strike against it, as far as I'm concerned, is that Working Title has stopped supporting the program :(

Rick

1955. Re: Making GIFS

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 21:49:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2i9csd$q6u@golem.wcc.govt.nz>
Source record: 194010

] I want to zap to a PC friend. The problem is, I am now on an STe, and
] Spectrum will not run on it. Thus, I am unable to get my .PI1 files into
] ..SPC format, and consequently cannot run my .SPC -> .GIF converter on
] them.

Wierd, the Spectrum 512 I've got works fine on my TOS 1.62 1040STE!

1956. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 21:50:57 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2i9d01$q6u@golem.wcc.govt.nz>
Source record: 194017

```
] I have tried to install Elite II on my Falcon's hard drive; it doesn't w
] ork. The game only seems to flicker when in 4096 colour mode, it is fine in
] colour mode. BTW does anybody know where to get a class 4 or better Militar
] ve?

It doesn't like Speedo-GDOS for starters. I think 'Sol' has class
5 military drives.
```

1957. Hosed SupraDrive

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 22:22:50 UTC
From: reuben@dantzig.rutgers.edu
Message-ID: <Jan.27.17.22.49.1994.10837@dantzig.rutgers.edu>
Source record: 194027

Hello all;

I just inherited an ailing 520ST system from my Dad (who just bought hisself a Pentium!), and the hard drive, a 20meg SupraDrive is hosed; won't boot. My Supradrive Floppy, With The Booting And Formatting Utilities, Unfortunately, Is Also Hosed.
Can any other supraDrive owners out there spare me the utility soft-ware, or suggestions, or the time of day?

--me

1958. Re: Someone's echoing old news from this group!

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 23:33:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKBAs9.Btt@cix.compulink.co.uk>
Source record: 194075

>Anyone else notice the old messages reappearing in here?

Not half!

I'm getting duplicate messages by the bucketload :-(

Roland.

@CiX

1959. Re: help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 23:38:24 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.5beygovSbqc@lionbbs.escape.de>
Source record: 193933
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <SCHWAB.94Jan25150453@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
>In article <1994Jan25.101242.20467@cee.hw.ac.uk>, censjg@caledonia.hw.ac.uk (Simon Greaves) writes:

>|> I want to be able to install custom traps/exception
>|> handlers from a C program.

```
>|> static long
>|> install_handler(void)
>|> {
>|> asm("lea _trapAddr, a0");
>|> asm("lea _trapFunc, a1");
>|> asm("move.l a1, (a0)");
>|> return 0L;
>|> }
>
>|> void
>|> trapFunc(void)
>|> {
>|> printf("\n\n*****\tBoo!\t*****\n\n");
>|> getchar();
>|> }
```

>You are *not* setting the vector for trap #10, but rather
>storing the address of trapFunc into the variable trapAddr, as if you
>have written
>
> trapAddr = (int) trapFunc;
>
>(assuming 32 bit int's). You can use Setexc() to set exception
>vectors (don't forget to #include <osbind.h>):
>
> Setexc(0xA8, trapFunc).

Not to mention that the TRAP routine is somewhat weird!
C compilers put a RTS command at the end of a subroutine.
A TRAP routine is left with RTE!
Also dont put code into your TRAP handler that call
the operating system. TOS is not reentrant!
DON'T use printf, getchar and the like!

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de

Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

1960. Re: Llamazap?

Newsgroup: comp.sys.atari.st
Date: 1994-01-27 23:58:50 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan27185851@wpi.WPI.EDU>
Source record: 194059

Well, I can answer ONE of your questions!

0{{ "STIRRE31" == STIRRE31 <STIRRE31@MAINE.MAINE.EDU> writes:
STIRRE31> One more question: what games does the
STIRRE31> Jaguar controller work with on the Falcon. On the box it
STIRRE31> says that it works with certain games. Which ones? It
STIRRE31> would be a nice second joystick, especially since it doesn't
STIRRE31> need to be hooked up underneath the keyboard.

According to ST Format and my personal experience, the ONLY game which
supports the analog joystick/paddle/controller ports (where the Jag's
controllers connect) on the STE and above is Jeff Minter's Llamazap!

.s.
(how's the MegaSTE? *grin*)

--
- lancer@wpi.wpi.edu - - A poem by Aileen Cho: Lemur, Ring tailed eyes wide in-
- surprise as the cow moos/Lemur drinks Mountain Dew and when he's through -
- asks the cow for booze/Lemur unwraps a Twinkie feeling so frink-y as the cow-
- chews/Lemur yawns in the sun and when he's done takes the cow on a cruise -

1961. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 00:35:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKBDMH.E0p@cix.compulink.co.uk>
Source record: 194076

>] I have tried to install Elite II on my Falcon's hard drive; it doesn't w
>] ork. The game only seems to flicker when in 4096 colour mode, it is fine in

It doesn't like my MSTE ICD based internal drive either. Starts okay, but
lots of bombs while doing simple thing like jumping.

Works fine off a floppy though.

:-|

Roland.

1962. Atari ST Software for Sale-Revised

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 01:58:54 UTC
From: crowder@netcom.com
Message-ID: <crowderCKBHI6.AEw@netcom.com>
Source record: 194077

My friend has sold alot of his Atari ST software but he has the remaining
software for sale. All software packages consist of original diskettes
and documentation. All prices include shipping. Any reasonable offer
will be considered. If interested, please email me at CROWDER@NETCOM.COM.

Thanks,
Elaine

Certificate Maker and library..... $18.00
Silent Service..... $13.00
Balance of Power..... $13.00
Test Drive..... $13.00
Prof. Craps..... $13.00
Skyfox..... $ 8.00
Borrowed Time..... $13.00
Mindshadow..... $13.00
Bartender's Guide..... $13.00
Thunder (spell check)..... $13.00
DB Master..... $13.00
Black Cauldron..... $13.00
Math Talk..... $13.00
Shareware Disk..... $ 8.00

--
Email: CROWDER@NETCOM.COM

1963. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 03:11:41 UTC
From: jkreth@lonestar.utsa.edu
Message-ID: <1994Jan28.031141.15431@ringer.cs.utsa.edu>
Source record: 194081

> Anybody have any comments about Papyrus (is it only in German?), or
>AtariWorks?

Well, since you asked...

I briefly got to play around with AtariWorks on a Falcon last year at a local
Atari-fest show. My opinion:

It reminded me of a very scaled down version of MS Word. About the same
functionality as those "all-in-one" integrated software packages that you
get if you buy a PC or a Mac (i.e. ClarisWorks, WindowWorks, et.al.)

Too bad. I was expecting great things, but once again, a computer can only
be as good as the software that is written for it...

A frustrated Atari user, who spend most of his time using SPECTRE
--
*The best way to accelerate a PC is at 9.8 m/s*s!
** "We look for things...Things to make us go...We are SMART!"

jkreth@lonestar.utsa.edu

1964. MEGALINE!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 03:37:31 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.759728251@wolfcreek.cs.ualberta.ca>
Source record: 194019

I am posting this message again in the hopes that someone out there will read it. Does anyone out there have the shareware game MEGALINE, it is a tron-light cycles game with STE specific sounds. I want to see if I can get it to work on my Falcon, but I can't find it on any of the FTP sites.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

1965. Hi All!

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 04:12:35 UTC
From: jtroy@jhunix.hcf.jhu.edu
Message-ID: <2ia3bjINNc8k@jhunix.hcf.jhu.edu>
Source record: 194083

Greetings all from Toad Computers. This is Jenn and Dave Troy -- we just got back into comp.sys.atari after a long absence (just got new net access at Hopkins). If you want to reach us electronically, the best way is through GEnie. To send net mail through GEnie, our address there is:

TOAD-SERV.@genie.geis.com

Or, you can reach us in the traditional methods. Saw the msgs about NVDI. New version is $89, old version is practically gone. C y'all later.

Dave & Jenn @ Toad

1966. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 04:24:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ia41l$33o@uqcspe.cs.uq.oz.au>
Source record: 194086

alberto@terapin.com (Alberto Fonseca) writes:

>I consider the TT/030 a superior machine to the Falcon030. I think the Falcon
>is just a slow TT with a "fancy" graphics board. I am considering getting a
>TT. I'm mainly into programming, and want to develop ATARI software. I think
>the best machine would be the TT. It has good speed/graphics boards
>upgradibility, the power needed.

You're 100% correct. My TT with NOVA card leaves the Falcon for dead
in every area except for DSP/sound applications.

>Although I'd like to make programs only for the TT and its graphics
>card, making these programs compete with the ones on say MAC and IBM
>platforms.

This really isn't necessary. Programs can be written to follow the GEM
standard, and hence work on any machine. And if you have a graphics card,
you don't really have a lot of choice: there's not much point writing
a program that only a tiny fraction of users can benefit from.

Take GEM NetHack for example. It is written using GEM and VDI calls, and
so will run on any machine. Sure, it doesn't really work usefully on an
ST [this may change someday], because the screenarea is just too small.
However, it works in any other resolution, the more the better. In TTmedium,
you see half the map at once. On a CyReL sunrise card and a 20" monitor,
you could see the whole map at once, and have a few desk accessories open
at the same time!

So by all means, program to take advantage of your current machine, but
remember that there are always Even Better machines out there.

The same actually applies when you consider different makes of computer.
If you program well, you can move your program fairly easily to a new
computer system if the need ever arises.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1967. ST-Talk makes a sucky VT52!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 04:31:48 UTC
From: reuben@dantzig.rutgers.edu
Message-ID: <Jan.27.23.31.47.1994.11221@dantzig.rutgers.edu>
Source record: 194085

it uses four lines of 25 for itself, leaving only 21 for the terminal,
and an extra two-line scroll makes both vi and emacs unusable. Does
anybody know of better terminal software, and/or would like to let me
know/ send it to me?
Post, or email to reuben@rutcor.rutgers.edu

Thx,
me

1968. PROS.INF in auto folder?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 04:45:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ia59q$ioo@mailer.fsu.edu>
Source record: 194032

I just noticed that I have a hidden file called "pros.inf" in my auto folder!
It is 6 bytes in size. I looked in there, but did not find anything
particularly interesting (no normal ASCII characters, nothing recognizable).
Does anyone know of a program that would have created such a config file?
Examining dates has not turned up any obvious sources for the file.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1969. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 05:27:43 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940128.00274370.abarbiero@delphi.com>
Source record: 194088

Geneva is really nice, and I have to agree with you on the crashproof.

Geneva is the only viable multitasking environment for non 030 machines,
MTOS may be more comprehensive in some ways, but I have both MTOS and
Geneva on my TT030 and I still like Geneva better for the ease of use.

Andreas@AEO

1970. Re: UseNet-Help

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 05:55:30 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940128.00552999.abarbiero@delphi.com>
Source record: 194093

Press Control-Z... that will let you get back out to the thread listing!

PLEASE NOTE: this is more delphi stuff, sorry to crowd the bandwidth! :-)

Andreas@AEO

1971. Re: AEO: first issue this year, now availible via FTP.

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 06:24:56 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940128.01245657.abarbiero@delphi.com>
Source record: 194095

Thanks Tim!

ABARBIERO@Delphi.com

1972. Ken Kressin/The Knowledge Vine

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 08:18:30 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.759745110@cstw168>
Source record: 194016

Hi,

Does anyone happen to have an email or snail mail address for Ken
Kressin of The Knowledge Vine, author of shareware programs like
kv_me1st and kv_house?
I've tried to send him mail at the address mentioned in the programs,
but that was returned with the message "forwarding order expired"

He also mentions a genie account, but unfortunately I don't know how to
reach genie from internet....

Any suggestions?

Thanks!

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1973. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 08:24:42 UTC
From: Lexicor@world.std.com
Message-ID: <CKBzD6.141@world.std.com>
Source record: 194001

Well...if you're going to ask :)

I got a copy of Atariworks with my Falcon, and must admit, other than the fact that it is a little buggy still, and it lacks some useful functions it is useable, has SPEEDO Support and is a regular Word Processor. The whole concept looked like a copy of Works for Windows or something like that, Spreadsheet, Databse, Work-all format and Word Processor.

It is also painstakingly slow, especially when handling and editing large word files eg. if I make a global change then a 30 page text could take me about 1 to 2 minutes or longer (depending on what and how I change it of course), and that sometimes KILLS ME, on a TT too.

I dislike the printer handling, I still can't figure out how to print a database file the way I want it, the graphics display (displayed in a box) is downright disturbing as I cannot judge anything if I put in a graphic, but other than that I can live with it ;), truth was I only grew attached to it because when MultiTOS first came out, it was the only WP that would properly work withou crashing at the given time (not that I like Mtos too much).

Much has changed since, and I am still an avid Script 3.0 User (upgraded). It's only in German though, but it's fast, a dream, oh just wonderful! It doesn't support Speedo though only Signum! Fonts...and these are NOT a standard in the US but popoular in Germany.

What I suggest is use maybe a text editor for text writing and then import into pagestream or so (at least it has proper .ps output, Calligrapher too I heard?), i think pagestream very comfortable to use as a DTP system, great for Layout work etc.

Cheers

Yat

--
* Email to: y.siu@lexicor.com | Full sig available via private email! *
* --*

1974. Re: Making GIFS

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 08:32:56 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <LLTugc2w165w@sys6626.bison.mb.ca>
Source record: 194043

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>] I want to zap to a PC friend. The problem is, I am now on an STe, and
>] Spectrum will not run on it. Thus, I am unable to get my .PI1 files into
>] ..SPC format, and consequently cannot run my .SPC -> .GIF converter on
>] them.
>
> Wierd, the Spectrum 512 I've got works fine on my TOS 1.62 1040STE!
>

If you want to convert neo/degas pics to gifs just use ViewGif at
atari@atari.archive.umich.edu

1975. Re: Lattice or Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 08:33:56 UTC
From: Lexicor@world.std.com
Message-ID: <CKBzsL.20H@world.std.com>
Source record: 194003

Lattice and/or Pure C both will work fine on the NOVA Board. Now I don't know Lattice, I like Pure C a lot and use it aswell, but I am no sure if there is an english version out?

Cheers

Yat

1976. Atari parts

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 08:48:44 UTC
From: craig@loose.apana.org.au
Message-ID: <2iajhc$17i@loose.apana.org.au>
Source record: 193919

I'm going to San Fransico in a week and need to pick up a ribbon for
an Atari portfolio (the one betwwen the keyboard and the screen)
as well as a cover for the port outlet on the same..

Could anyone tell me where I can go in the area to get the above..

(Australian Atari distributers suck - they told me they would have
stock when they did!)
--
A sig is a sig you dig you dig - and no one can talk to a sig you dig -
that is of course unless the sig is the famous Mr SIG!!!

* Craig Harnath craig@loose.apana.org.au Australia *

1977. FOR SALE -- UK Only

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 08:53:39 UTC
From: hridley@axion.bt.co.uk
Message-ID: <2iajqj$gge@zaphod.axion.bt.co.uk>
Source record: 194007

++++ FOR SALE ++++ UK Only

Stereo Master sound cartridge
boxed + docs + leads 15 pounds

Monitor switch box 8 pounds

Formula 1 Grand Prix
original disks + boxed + docs 8 pounds

Sensible Soccer
original disks + boxed + docs 7 pounds

Kick Off 2 + Final Whistle
original disks + unboxed + docs 5 pounds

Lemmings
original disks + unboxed + docs 4 pounds

Dungeon Master
original disks + unboxed + docs 4 pounds

if interested email me > hridley@axion.bt.co.uk

Cheers

Harry

1978. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 09:50:48 UTC
From: djs@jet.uk
Message-ID: <1994Jan28.095048.10849@jet.uk>
Source record: 194024

In <2i9bsc$hmo@quad.wfunet.wfu.edu> schokmrp@ac.wfu.edu (Rick Schokman) writes:

>I must add my hearty support of Calligrapher. I've been using it for a couple
>of years and it hasn't crashed once. The only strike against it, as far as I'm
>concerned, is that Working Title has stopped supporting the program :(
Working Title *never* supported Calligrapher. The only difference is
that they don't *sell* it any more. If you ever rang them to ask for
technical assistance, or to enquire about getting bugs fixed, or to complain
about the *terrible* PostScript driver, then you'll know what I mean.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1979. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 10:00:19 UTC
From: djs@jet.uk
Message-ID: <1994Jan28.100019.10972@jet.uk>
Source record: 194025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CKB0y1.3zH@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <1994Jan27.093250.4780@jet.uk>, djs@jet.uk said:
>...
>>Indeed, that was the very point made by, er, somebody's column in the last
>>Atari ST Review. The writer then went on to say how wonderful GEM Bench is!

>If you're talking about my column, I don't think that's what I said. The
>relevant text follows:

>------------------------------cut here-----------------------------------

>I was debating this very issue while writing GEMBench. Rightly or
>otherwise, my conclusion was that a benchmark program should limit itself
>to purely performing tasks. The memory tests in GEMBench simply reads the
>computer's memory, the text and graphics test do just that. Any attempt to
>immitate a 'real-life' situation as some benchmark utilities for the PC
>do, is totally subjective and open to scrutiny. The downside of my
>approach is that one has to read the figures with caution.

>------------------------------cut here-----------------------------------
Your column started quite admirably, saying what a waste of time that
benchmark programs are. Then, as you quoted above, GemBench does exactly
what you criticise the others for.

Such benchmarks can always be used to mislead people (See Systems Solutions
misuse of your own program in their T28/T36 ads, for example; they do not
compare 8MHz with 28/36MHz, but compare 8 w/o NVDI to 28/36 with).

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1980. Re: Lattice or Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 10:02:42 UTC
From: djs@jet.uk
Message-ID: <1994Jan28.100242.11065@jet.uk>
Source record: 194021

In <2i975a$jrr@news.u.washington.edu> dud@u.washington.edu (Dan Aylward) writes:

>I have TCSH working under MTOS, which is nice, but it seems crash-prone...
I found that using MiNT 1.08 or 1.09 as the MultiTOS kernel *greatly*
improved the reliability of tcsh, as did moving from an old version of
the shell to a slightly newer one (6.2 to 6.3.3 if my memory is working
today). The current combination is pretty stable.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1981. Re: Making GIFS (Spectrum and STE)

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 11:23:38 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Jan28.112338.4657@vax.sbu.ac.uk>
Source record: 193918

In article <2i9csd$q6u@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] I want to zap to a PC friend. The problem is, I am now on an STe, and
>] Spectrum will not run on it. Thus, I am unable to get my .PI1 files into
>] ..SPC format, and consequently cannot run my .SPC -> .GIF converter on
>] them.
>
> Wierd, the Spectrum 512 I've got works fine on my TOS 1.62 1040STE!
>

Yes, but on TOS 2.x it locks up the first time you go to the menu.

1982. Re: Does Anyone Use STOS? (STOSFX11)

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 11:29:39 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Jan28.112940.4658@vax.sbu.ac.uk>
Source record: 193917

>
> There is a program called STOSFX11 which can fix an already compiled
> program to make it run on STs with TOS versions higher than 1.62
> (I've even heard of it running on the FALCON and TT). BASICMJH
> makes the editor and interpreter run on those newer TOSses.
>
> Both programs are in atari.archive.umich.edu in
> /atari/Languages/stosers.zip
>
> AE.
>

STOSFX11 can only fix the problems with STOS itself. On programs which use certain extensions, there are still problems because the extensions use illegal routines.

On my TOS 2.06 machine, BASICMJH gets STOS running but I get no response from the joystick ports, which makes it a bit difficult to test the games before compiling them.

I'd like to use STOS on the Mega STE, since it has 4Mb and a hard drive compared to the 1Mb single-floppy system which I have to use for STOS (STOS and Spectrum 512 are the only reasons I still have that machine!)

--
Ross

1983. Re: apple suits (was Problem with AES)

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 12:34:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKCAxx.90M@cix.compulink.co.uk>
Source record: 193907

In message <H.eg.hRp9elg9XEY@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>
>Well, the AV Macs are just Apple doing right what Atari managed to
>fumble with the Falcon, and the PowerPC Macs are just fast Macs. No
>memory protection and no real multitasking yet on the PowerPC version of
>System 7; hardly innovative, just getting on a hot trend at the
>beginning.

I have also heard (don't know if it's true) that the DSP on the Mac AV is
not coping too well with direct-to-disc audio applications.

Ofir ogal@cix.compulink.co.uk

1984. Frontier (Elite II) on ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 13:00:08 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <2ib28o$9e8@loch2.cc.strath.ac.uk>
Source record: 194018

I have just bought Frontier for the ST, and I was wondering if there was any mailing list or something for comments and hints. I have discovered (to my dismay) that I can't actually destroy any pirates, as the laser shots have to be very accurate. In the days of Elite, there were several `tactics' you could use to ensure a quick kill, and it seems obvious that there are some (different) tactics for Frontier.

Any ideas ?

Dave.

+---+
| David McNicol, 4th year laser physics, Strathclyde University. |
| cabp09@cc.strath.ac.uk |
+---+

1985. Re: CVG (Calamus Vector Graphics) Format?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 14:38:00 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2d4923bb@p4.troed.ct.se>
Source record: 193941

In a message of <27 Jan 94 16:07:53>, David Stevenson (2:200/427.3) writes:

> Is the CVG file format documented and publicly available?
> The main reason that I ask is that I am having trouble with
> compatibility between DA's Vektor and PageStream, and I am
> currently unsure which to blame. It's usually PageStream's
> fault in such cases, but DA's Vektor has it's share of
> bugs and foibles too...

Not sure if this will help but... I don't know whether the CVG format is
publically available but I know that I've had no problems what so ever when
using CVGs created by Da's Vektor in my Calamus documents... I think that hints
that it's PageStream's fault...

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

1986. Re: Falcon030 audio in

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 14:46:41 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan28.144641.6746@unix.brighton.ac.uk>
Source record: 194041

I trust you haven't tried using it with out the attenuator much. I did and screwed up the thing so that now I can barely get any sound through the port unless I turn the volume up *alot*.

Be careful!

Pads

--

_____
Desk File Options

| Info | ---------------------------------
|_______| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |

1987. Re: Making GIFS

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 14:48:02 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan28.144802.6839@unix.brighton.ac.uk>
Source record: 194042

Get GEMView I am sure it will satisfy :)

Its shareware I think and available from most ftp sites/pd libs, etc.

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

1988. STE analog joystick ports as sound samplers?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 14:59:28 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan28095928@wpi.WPI.EDU>
Source record: 194037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This may sound like a wacky idea to some...

I was thinking this morning that it's too bad the STE doesn't have audio sampling built in... Then I got thinking about ADCs and something snapped! It DOES have a pair of ADCs! In the never-used analog controller ports! Could these somehow be rigged up for audio sampling? I wonder...

They're probably pretty cheap/cheesy ADCs, but they'd probably work...

Can anyone with more programming/hardware knowledge than I enlighten me on this matter?

danke!

.s.
--
- lancer@wpi.wpi.edu - "hacking represents about as much -
- of a threat to the newly rampant telecommunications juggernaut -
- as shoplifting does to the future of world capitalism." -
- -julian@PANIX.COM deriding Phiber Optik's sentence -

1989. Re: MultiTOS Gemini 1.99 console interaction problem

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 15:12:47 UTC
From: uk8u@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2iba1f$l9q@nz12.rz.uni-karlsruhe.de>
Source record: 194033
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CK4J3s.46K@wm.estec.esa.nl>,
Ton van Overbeek <tvoverbe@estwk5.estec.esa.nl> wrote:
>When trying out Gemini 1.99 together with MultiTOS 1.0 (Mint 1.04 + AES 4.0)
>on my TT I noticed the following problem.
>When running a TOS/TTP program in the console window both Gemini and the TOS/TTP
>program are competing for keyboard input. Very annoying when running something
>like more and you have to hit the space bar a number of times till the next
>page appears. After exiting more you then get all the 'missed' spaces echoed.
>I suppose this is a generic problem when running any TOS/TTP program in
>Gemini's console window.
>Has anybody else noticed this

Oh yes!

The reason for this behaviour may be that programs that are started
in the Console window don't become extra processes, but the run under
the process id of Gemini. (Even Mupfel in the Console is no extra process).

But, the programs you run in the Mupfel window are TOS-Programs with
receive their keyboard inputs from Gemdos- or Bios calls. Gemini itself
(including the Console windos) is a GEM Program that uses AES Calls for
Keyboard handling. It looks like this both methodes within the same
process conflict under MultiTOS.

? Any explanation and/or fixes or workarounds known

The only fix with is know to me is: Don't use the Console Window under
MultiTOS.

The Mupfel Shell is also a standalone program (MUPFEL.TTP) which is
startable in TOSWIN or MINIWIN. Then, Mupfel is a TOS process and
the problems with running TOS programs disappear.

By the way, if the Mupfel shell runs under TOSWIN/MINIWIN, your mouse
arrow won't disappear while more-ing a file or anything like it does
in the Console.

This method has also a few disadvantages, e.g. the cd $TOPWIND command
whith is defaulted to function key F1 by profile.mup won't work anymore
because Gemini and TOSWIN/Mupfel have different environment variables.
But this things don't mind very much.

Bye, Harald
--
Harald Weidner +49 721 606500 Is there someone to hear me?
s_weidn@ira.uka.de Is there no one to see?

Sternbergstr. 6 uk8u@rz.uni-karlsruhe.de Is there someone to hear me?
76131 Karlsruhe Heavy@irc Doesn't anybody care?

1990. Re: Looking for MegaSte

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 15:17:47 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2ibaar$sip@cismsun.univ-lyon1.fr>
Source record: 194036

In article <1994Jan25.075055.8835@acri.fr> lonsdale@acri.fr writes:
>I know I bought one! Auchan I believe. Do you know where
>I can get the hard drive interface kit. If I remeber rightly you
>already had the Hard drive or at least the interface in there.
>
Buy it at INFORMATIQUE et NATURE, Cabannes 13, between Avignon and Cavaillon.
Cheap, good...

Yes, I had both (Nice mistake !)

1991. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 15:28:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKCIzz.EsL@cix.compulink.co.uk>
Source record: 193911

In message <1994Jan28.112030.10643@dct.ac.uk>, mcssesw@dct.ac.uk said:
>
>Calligrapher fonts are scalable between 6 and 128 points (quite large!). This
>is in graphics mode in which you can mix .IMG graphics as well easily. The
>printing is sometimes slow because graphical data is transfered. For fast
>printing you can switch into "Text only" mode which sends ASCII data off to
>the printer and can use the printer's own fonts.
>
>Calligrapher Gold III is the best version to go for and it is MTOS compatible.
>It comes with Spell Checker, Thesaurus, Label Printer, Bar Code creator,
>Gramar Checker, Inport / Export, and others. Calligrapher isn't the fastest
>word processor available, but it is certainly the most powerful.
>
> Import : ASCII line based
> ASCII paragraph based
> Firstword Plus
> Rich Text Format (RTF)
>
> Export : ASCII paragraph based
> RTF
>
> Actual Calligrapher documents are saved in its own file format.

Calligrapher is an excellent program. I use it to write my articles. One
point to remember is that it is very slow, I wouldn't use it on an 8MHz
machine myself.

Ofir ogal@cix.compulink.co.uk

1992. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 15:28:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKCJ01.Et8@cix.compulink.co.uk>
Source record: 193906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <1994Jan28.100019.10972@jet.uk>, djs@jet.uk said:
>Your column started quite admirably, saying what a waste of time that
>benchmark programs are. Then, as you quoted above, GemBench does exactly
>what you criticise the others for.

I don't see what you mean. All I wanted to tell people is that benchmarking is useful, but the results should be read with caution. Are you suggesting that there is no need for benchmarking at all? I didn't imply that benchmarking was useless, at least I didn't mean to. I just wanted to let readers know that it shouldn't be taken too seriously.

I wrote GEMBench for my private use, but gave copies of the early versions to friends, and before I knew it, everyone was using it. I think that as far as benchmarks go it's quite good. If you have any relevant criticism, I would be glad to hear it. Many suggestions from users have been incorporated along the way.

>Such benchmarks can always be used to mislead people (See Systems Solutions
>misuse of your own program in their T28/T36 ads, for example; they do not
>compare 8MHz with 28/36MHz, but compare 8 w/o NVDI to 28/36 with).

True, but you can't blame me for that.

Ofir ogal@cix.compulink.co.uk

1993. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 15:45:50 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKCJsE.IM4@newcastle.ac.uk>
Source record: 193910

In article <h54118.759738063@sakura>, h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:
>Hi, does anybody have experience with virtual memory software
>for the F030?
>I know about VRAM 030 and Outside, where the latter is cheaper.
>Which is better?
>

Actually, here in the UK, VRAM030 is about a third cheaper than Outside.

Don't know about better though......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1994. Re: Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 16:20:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan28.162005.26497@newshost.lanl.gov>
Source record: 193954

In article F3J@cix.compulink.co.uk, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>>Ah, once again, in his inimitable fashion, Daron Greenwood manages to post ...
>
>At least please get the name correct my friend. As you may have noticed
>I am now trying to follow common network practice, that is; sig made much
>smaller, quoting a brief portion of relevant text only, and not wasting
>band width with a small post. The effort has ben made to keep everyone
>happy. I hope these actions serve?

hahahahaha... Right you are, Daron. Got me cold on that one. My apologies.
And THANK YOU for your efforts in reducing the excess bulk. It's appreciated.

-Hutch- @ Fair Dinkum Tech

1995. Re: Which DESKPIC ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 16:20:26 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan28.162026.26593@newshost.lanl.gov>
Source record: 193950

In article 2d4175da@troed.ct.se, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 21 Jan 94 16:53:04, John Hutchinson wrote:
>
> ... < comments about overly-large .sigs deleted >
>
>John .. I must say that I find this ridicolous .. This is an anarchy, and many
>people would stop posting here if everyone started acting as cops here ...

Rickard -- I'm sorry that once again you feel that following the 'rules' is ridiculous and symptomatic of an anarchy. The rules are there for a reason which I have repeated more often than should be necessary.

Daron has very thoughtfully taken steps to reduce his .sig's bulk and to make some kind of reference to the messages he replies to. I appreciate his open willingness to be considerate of others.

So Rickard... what's your problem, eh?

-Hutch- @ Fair Dinkum Tech

1996. BMP

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 16:27:11 UTC
From: di3dah@douglas.adbutb.hks.se
Message-ID: <1994Jan28.162711.27837@gdunix.gd.chalmers.se>
Source record: 193925

Hello!

Is there anybody out there who know how the BMP-picture-format looks like??

CD

1997. Re: Gemulator 3.02 (Was: Gemulator Answers)

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 16:30:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan28.163041.27828@newshost.lanl.gov>
Source record: 193938

In article Kqx@microsoft.com, darekm@microsoft.com (Darek Mihocka) writes:

> Gemulator 3.02 upgrade info deleted <

Ah, it just keeps getting better and better, eh Darek? The new mods sound very good indeed. Congratulations and thanks for the continued support!

Seriously folks, if you have a need to run ST programs on a PC, you should take a long hard look at the Gemulator. It really has matured into a very usable product.

-Hutch- @ Fair Dinkum Tech

1998. Re: Falcon 486 emulation & 040 status?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 16:43:29 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Jan28.164329.29952@newshost.lanl.gov>
Source record: 193937

In article 79h@news.bu.edu, selick@acs.bu.edu () writes:
>
>What is the status of the Falcon these days?

Still alive and still shipping, although certainly not in the numbers that we or Atari would prefer. Atari has admittedly concentrated most of their development dollars and efforts on the Jaguar game console.

>Is there an 040 option in the works? Is there a 486 emulator (onboard 486 >processor) available or in the works? Is there a tower case with external >keyboard available or in the works? Any word on the software based modem?

None of these are available or 'in the works' from Atari, to the best of my knowledge. I'll let others address your questions in regards to possible third party availablity of these upgrades, primarily via UK sources.

> ... if Atari doesn't get its act together soon, I may be forced to get a >486 machine. That would really be tragic.

Tragic? It would be a downright shame! :(

The Falcon still has a lot to offer, IMHO, although that edge has slipped quite a bit this last year. If you eventually decide against an Atari, might I suggest you consider one of the new Apple PowerPC's? At the risk of being branded another 'Peter Sinclair' (a wildly fanatic Apple fan who used to regularly harass this newsgroup), these new machines really are amazing and certainly worth a look after the March 14th intro date. I mean, $2000 for a system complete with monitor and keyboard which will run rings around most Pentium machines is a revelation, indeed. Now if Darek Mihocka could just develop a Gemulator board for the PPC... :)

But don't give up on Atari just yet...

-Hutch- @ Fair Dinkum Tech

1999. Re: postscript gdos-driver

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 16:56:18 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2ibg3i$788@geraldo.cc.utexas.edu>
Source record: 193905

Hi,

>The Word-Prozessor Calligrapher-Professional has a postscript gdos-driver, ...

>UNIX-machines at our university are not able to print them. And I do not know it is
>a error of the PS-File or the UNIX-Server.

Ghostscript is useful for debugging problems like this. It is an
interactive PostScript interpreter, so you can debug PS like you
might debug a basic program.

If GS works OK, but the PS printers still crash, you can use GS to
convert the image to another format and then print on another type
of printer.

-Tim Gallivan
timg@landau.ph.utexas.edu

2000. Re: Someone's echoing old news from this group!

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 16:56:21 UTC
From: woodford@esca.com
Message-ID: <1994Jan28.165621.21470@esca.com>
Source record: 194046

This is the reply I got from the postmaster at the Fido node echoing
the news:

[--]

From mechanic!mechanic.fidonet.org!postmaster@myrddin.sybus.com Thu Jan 27 16:23:16 1994
Received: from mechanic by myrddin.sybus.com with uucp
(Smail3.1.28.1 #1) id m0pPgyo-0001qWC; Thu, 27 Jan 94 19:22 EST
Received: by mechanic.fidonet.org (mailout1.26); Thu, 27 Jan 94 17:32:15 PDT
Date: Thu, 27 Jan 94 17:32:02 PDT
Message-Id: <94.2D486B1F@mechanic.fidonet.org>
From: postmaster@mechanic.fidonet.org (George Wilson)
Subject: backfeed
To: woodford@esca.com
X-Mailer: mailout v1.26 released
Status: RO

>Message-Id: <9401261634.AA17986@flash.esca.com>
>To: postmaster@f998.n3603.z1.fidonet.org
>Subject: Echoing old news messages
>
>Just thought I'd let you know, in case you don't know already, that
>your system is sending old news to 'comp.sys.atari.st' on usenet.

Thanks Steve; I'll check it out. I'm haven't been tossing out any
newsgroups for a couple of weeks which I change over from UFgate to
GIGO to handle Fido<>Usenet stuff. I _do_ feed a pot full of downlinks
in Fido and I know of one downlink who is feeding further down the line.
If by any chance you saved on of these messages I'd like it. Was there
anyone other than /998(fakenode) on the path or seen-bys??

GeoW...a harried postmaster....

--
Internet: postmaster@mechanic.fidonet.org
UUCP: myrddin.sybus.com!mechanic!postmaster

[--]

I havn't seen any more repeat postings, so I guess all's well with his
system now.

Cheers, Steve.

2001. TOS2.06 in 1040ST with AdSpeed (Was: Re: AutoSwitch Overscan and SM124)

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 17:06:54 UTC
From: woodford@esca.com
Message-ID: <1994Jan28.170654.21648@esca.com>
Source record: 193926

brobson@cix.compulink.co.uk ("Brian Robson") writes:

> My machine is a 1040STFM 4MB TOS2.06 and ICD 16MHz Accelerator, and I
> find Overscan is compatible with this configuration.

Just a quicky; how did you get TOS2.06 _and_ AdSpeed ST into the ST's case? I was of the opinion that the TOS2.06 expansion for the STFM required a small board to be bolted onto the CPU. I have AdSpeed ST and there is not a cat in h*ll's chance of bolting anything else onto the CPU and still have enough clearance for keyboard to fit properly. In fact I had to get the tin-snips out & cut the shielding to fit AdSpeed!

Cheers, Steve

2002. Falcon oddity

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 17:38:14 UTC
From: elvis@watserv.ucr.edu
Message-ID: <2ibii6$dfr@galaxy.ucr.edu>
Source record: 193901

Hi,
I've noticed something odd when I assign keys to menu options on my Falcon. When I first boot up, the keyboard equivilants work fine. As soon as I run a program (any program), the last menu repeats the keys from the first. If I reload the newdesk.inf file, they get reset correctly, until I run another program. Also, they *never* save correctly. When I look in the .inf file, the fifth or so line has #k followed by codes for the equivilant letter for each menu entry (or 00 for none), but about halfway through the line, there is another #k, and then the full line as I saved it. The only way to fix this, it seems, is to go in with an editor and delete the first #k entry. Then, if the .inf will load correctly, but gets messed up as before. Has anyone else experienced this? Is there a patch program that will fix it? Any help would be appreciated.

Andrew Cullum "Whoo-oa! Don't go on the
elvis@watserv.ucr.edu Wild Mouse Ride, its not
acullum@ucrac1.ucr.edu s-a-f-e!"

2003. ICD email address?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 17:40:28 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2ibimc$lml@m.ehd.hwc.ca>
Source record: 193930

Does anyone know ICD's email address, if they have one? I have been
trying to get some information & they have not returned my calls.

--
Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life

2004. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 18:20:04 UTC
From: walra@moacs11
Message-ID: <wvydgoo3ric@moacs11>
Source record: 194031
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2i96ru$q1k@elroy.jpl.nasa.gov>, Howard Chu wrote:

> This seems like a simple enough question, but all my tinkering has produced no
> results so far. In the 1280x960 monochrome mode, is there any way to invert
> the screen so you get white foreground/black background instead of the
> current black on white?

Yes there is: write your own VDI screen driver.

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

2005. Is portable 16-bit color possible?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 18:48:07 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2ibml7$ac2@geraldo.cc.utexas.edu>
Source record: 194039
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

As some of you are aware, I am having some trouble getting Ghostscript to properly display 16-bit color on some graphics hardware. I seem to be quite misinformed. Some authoritative answers to the following questions would be helpful:

1.) Does all 16-bit graphics hardware represent a pixel as a single word (i.e. 16 consecutive bits) of rgb information (rrrrrgggggbbbbb) and use no lookup table. It seems that the 32K mode of the Crazy Dots board does something different, but WHAT? Does it use some interleaved format? The Crazy Dots vdi reports that there is a lookup table in this mode. Is there some way to find out from the vdi what format is used?

2.) Does vr_trnfm() work properly on the Falcon in 16-bit mode. I have heard rumors that it does not.

My third question requires a little background. Ghostscript creates a bitmap in memory, which I must then transform to the proper format and display on the screen. GS asks the screen driver code to tell it what bit sequence to use for a given color, so I cannot draw directly to the screen with the vdi. I have to somehow find out (using portable GEM calls) what bit sequence corresponds to what color.

3.) Is there a problem (an any hardware) with the following procedure to find which bit sequence corresponds to which color?

a.) Use vs_color() to set one pen (say pen 1) to the desired color.
b.) Use the vdi to draw one pixel to the upper left corner of the screen.
c.) Copy the first 16 bits of screen memory to find the bit sequence which corresponds to the desired color.
d.) Tell Ghostscript to use this word to represent a pixel of this color.

Clearly this won't work if an interleaved format is used, but how do I find out (with function calls) whether the bits for one pixel are interleaved or consecutive in memory?

I know I have been asking questions similar to these for a long time, but I still don't seem to have enough correct information to get working 16-bit color on all hardware.

Thanks for any help.

-Tim Gallivan
timg@landau.ph.utexas.edu

2006. STOS mailing list

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 18:48:37 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <759782917.12822@minster.york.ac.uk>
Source record: 193922

A mailing list for STOS basic now exists!!!
This is where large numbers of people correspond by e-mail on all aspects of STOS, whether they are just learning to program STOS, or are at the level of writing extensions.
If you would like to join the list, send an e-mail message to ae-a@minster.york.ac.uk telling me the address you want your correspondence of the list to be sent, and I will add your name and tell you how to send things to the list.

2007. Atari STf with mono monitor

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 18:56:10 UTC
From: allen_marshall.student@netmail.washcoll.edu
Message-ID: <allen_marshall.student-280194135057@kent5.washcoll.edu>
Source record: 194030

I'm going to have to sell my machine, regrettably. It has 1 Mb, a built in floppy (duh, it is an STf), and TOS 1.0. I have TOS 3.01 on floppy (if this were available as n inexpensive upgrade, i'd probably keep it.), and about 15Mb of shareware. I'll also throw in computes 2nd book of the ST. I'm asking $250 with the monitor. If you want my modem with it, that adds about $200 more, since th modem is new, and is a fax 14.4.

my email is allen_marshall@washcoll.edu
thanks

2008. Re: ICD email address?

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 19:06:22 UTC
From: muocj@uxa.ecn.bgu.edu
Message-ID: <2ibnne$iq3@uxa.ecn.bgu.edu>
Source record: 194040

ICD is should be reachable on GEnie. Try sending e-mail to
icdinc@genie.geis.com.

Later,

Olivo Contreras
muocj@uxa.ecn.bgu.edu

2009. Diagnosing heat-induced death? -- For hardware buffs.

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 19:31:46 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2ibp72$bn7@geraldo.cc.utexas.edu>
Source record: 193929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

My ST has a heat-related problem that causes the machine to hang when accessing the hard disk for just about anything nontrivial. Does anyone have any suggestions for pinpointing the problem (dma chip, ICD card, drive itself)? I know it is a heat problem, because it goes away if I open the case (it is in an IBM PC case with the usual fan in the power supply) and blow on the board and drive with a big room fan.

>>>>>>> Sequence of events during failure: <<<<<<<

Machine accesses hard disk,
Disk access light comes on,
Dialog stating "data on disk may be corrupted ..." appears (sometimes bombs instead). The ICD board reports no sense errors or other errors of any kind. The data is really fine, since everything works fine with the big fan.
Disk access light remains on, even if the dma cable to ICD card is unplugged or power to icd board is removed,
Machine must be rebooted, first reboot always fails -- won't reboot from hard disk,
Further attempts to reboot may fail depending on whether the drive hangs during the boot.
The floppy drives seem to be unaffected -- they still work OK.

>>>>>>> Failed attempts to fix the problem: <<<<<<<

Reseat chip ritual -- reseated ROMS, DMA, MFP, floppy controller, and MMU. Tried this may times.
Reseated SCSI, dma cable, and memory board connections.
Felt all chips to see if any seemed abnormally warm. All seem quite cool.

>>>>>>> Hardware information <<<<<<<

I have an old 520stf (TOS 1.0), from around 1984 I guess. It has 4M of ram on an Aerco board, an ICD SCSI board (85M Quantum drive), and a midi port modification (slowed the baud rate) which allows the use of a DEC keyboard.

Any suggestions for how to pinpoint the problem? Can I take the drive to a local PC store to be tested? Can I eliminate the ICD card as the source of the trouble? Is it time to get a Unix box? Any help would be appreciated.

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

2010. Re: Falconscreen

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 19:34:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4968b4@troed.ct.se>
Source record: 193942

In a message of 28 Jan 94 08:35:21, Daron Brewood wrote:

DB> As far as I know, that is the last mail I got from the author later
DB> versions are still restricted access.

Can you check that out? I'd hate to delete yet ANOTHER program listed as PD/SW
and found not to be ... <sigh> ..

I thought the FS author went to do Screenblaster, which was quickly killed by
BlowUp030 .. (says the happy BlowUp030 Hard-II user .. :-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2011. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 19:36:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d496932@troed.ct.se>
Source record: 193940

In a message of 28 Jan 94 11:46:17, Harald Schoenfeld wrote:

HS> Speedo fonts are NOT PD - only the 'charter family' is pd for some
HS> Unix-systems.

A user on my BBS uploaded a few Speedo fonts, which he claimed he got from a PC
PD disk, can you fill me in on this?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2012. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 19:37:18 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan28.194908.26998@inca.comlab.ox.ac.uk>
Source record: 193921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de) wrote:

: Result: The Dhrystone benchmarks aren't Cache-friendly (they don't seem to
: fit in the F030-Caches). As the F030 only has a 16 bit data-path to the
: memory, the results of the benchmarks turn out bad.

What's this about a 16 bit data path? The manual clearly gives the data bus
width as 32 bits and recent Net arcticles on memory upgrading have stated that
four 8/9bit SIMMs are needed in parallel to provide the required data width.
Anyway, if the Dhrystone benchmarks are oriented towards memory access speed
a 20MHz machine is likely to be faster than a 16MHz. (Of course, accessing
screen memory over the expansion bus on the 386 would be slower, and a 386
can't decompress JPEGs quickly like my Falcon can with its DSP etc. etc.)

2013. Mod program for megaST

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 19:39:53 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2ibpm9$8ds@charm.magnus.acs.ohio-state.edu>
Source record: 193927

I have been searching for awhile for a mod program for my Mega2ST. I have been suffering through non-working petra's for paula, and finally to the coup de grace audio12...

I have gotten the file off the archive, which first has to be unlzh'ed then unmsa'd. This last step with MSA has been a nightmare. Any disk created from the file crashes, I believe it is because my archiver tries to format the disk 82 tracks with 9 sectors for a file about 755 K. I have tried everything, from turning off the auto-format and using disks formatted beyond the 755 K, to heavy coaxing and pleading.

Since I can't use this program (audio_12), though highly recommended, are there any others of note that don't have to use MSA? I hate using MSA, I think it is the most horrible compression utility (I have dubbed it a Futility) I have ever come across.

Also, what is the current version of MSA, I am using the 1.xx 1990 version. This may be the root of my problems.

Michael Steve jr.
The Sequel

2014. Desperately NEED: VT-100 or ANSI terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 21:35:25 UTC
From: raver909@telerama.lm.com
Message-ID: <2ic0et$j09@telerama.lm.com>
Source record: 194045

The header says it all. Needed one good 1040ST Term with atleast xmodem
and most importantly ANSI or VT-100 emulation.
I just got a modem for the ST and would like to use it with my machine
here but I need VT-100 or ANSI emulation the vt-52 supplied just doesn't
cut it. I can't FTP anything so that is not an option. If you feel any
pity for me please, please send a good ST term to:
Joe LeSesne
4014 Stilwell St
Pittsburgh, PA
15214

and I will try and think of a way to re pay you. Incidentally I will pay
for any postage and disk cost.
Many thanks in advanced to all kind souls who respond to this request.
Joe
--

|-------------------------1-8-7_____________Wicked_Rides_to_the_Darkside____
| Jungle/Darkness/Hard Acid *live* PAs (performances)_
|___________________email raver909@telerama.pgh.pa.us for bookings&demo_____

2015. Re: CV-Translator v1.1

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 22:41:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FeRPGf6vooY@semprini.waterloo-rdp.on.ca>
Source record: 193947

In <030302Z21011994@anon.penet.fi>, an65022@anon.penet.fi writes:
>
> I've uploaded CVTRAN11.ZIP to atari.archive.umich.edu.
>
> This is an update to GER2EN30.ZIP and does the following
> languages:
>
> - English
> - German
> - Danish
> - French
> - Italian
> - Spanish
> - Portuguese

Sounds nice... but is it still written in GFA-BASIC and does it still do
incredibly funky things to the system it's running on? GER2ENG (albeit,
a 2.x version) does nasty, nasty things on my ST ranging from crashing
to mangling the screen (it seems set up for ST-Medium only).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2016. Diamond Back and Diamond Edge: current version???

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 22:43:32 UTC
From: vij@vnet.ibm.com
Message-ID: <CKD34K.3y7F@hawnews.watson.ibm.com>
Source record: 194020

Does anyone know what are the current versions of
Diamond Back and Diamond Edge?

Thanks!

VIJ...

2017. Re: HERMES

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 22:49:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.sznS7CWBEQA@semprini.waterloo-rdp.on.ca>
Source record: 193948

In <2honga$371@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
> I recently saw posts in this echo indicating that the package Hermes could
> be used for NNTP mail reading.

Nope! Hermes is a full-featured UUCP package...

> So I snagged the package off of umich.

Oops.

> If somebody would take a few minutes to write up a tutorial, I'd really
> appreciate it. Assume I know nothing about NNTP, Unix or anything else that's
> related.

As far as I know, there isn't a single NNTP newsreader or the Atari
platform... There might be one that works with SLIP, but I haven't
heard of it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2018. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 22:51:04 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2ic4so$92p@news.rhrz.uni-bonn.de>
Source record: 193912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
|>
|> 386/20 4550 - 5000 dhrystones/sec
|> Acorn A410 ARM3 10000 dhrystones/sec
|> Falcon030 1500 - 2500 dhrystones/sec
```

Strange. My ST with a 25 MHz 68030 board has roughly 4300 d/sec when compiled for 32 bit ints. I've used gcc 1.37, gcc 1.40, and gcc 2.3.3 pl 1. I can reach over 5000 d/sec with -mshort. The Falcon should have roughly the same speed since its slower CPU is compensated by its faster memory bandwidth. Are You sure not to have forgotten to optimise (although You said You did)?

M. Ritzert
mjrqdyn.geo.uni-bonn.de

2019. Re: Falcon oddity

Newsgroup: comp.sys.atari.st
Date: 1994-01-28 23:01:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKD3yx.86n@cix.compulink.co.uk>
Source record: 194034

In message <2ibii6$dfr@galaxy.ucr.edu>, elvis@watserv.ucr.edu said:
>
>Hi,
> I've noticed something odd when I assign keys to menu options on my Falcon.
>When I first boot up, the keyboard equivilants work fine. As soon as I run a
>program (any program), the last menu repeats the keys from the first. If I
>reload the newdesk.inf file, they get reset correctly, until I run another
>program. Also, they *never* save correctly. When I look in the .inf file,
>the fifth or so line has #k followed by codes for the equivilant letter for
>each menu entry (or 00 for none), but about halfway through the line, there is
>another #k, and then the full line as I saved it. The only way to fix this,
>it seems, is to go in with an editor and delete the first #k entry. Then, if
>the .inf will load correctly, but gets messed up as before. Has anyone else
>experienced this? Is there a patch program that will fix it? Any help would
>be appreciated.

You have either edited your NEWDESK.INF file or exceeded the 4096 byte
limit. Your best bet is to delete it and start again.
SHBUF and WINX will solve this problem.

Ofir ogal@cix.compulink.co.uk

2020. Re: Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 00:28:19 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Jan29.002819.25482@mnemosyne.cs.du.edu>
Source record: 194029

In article <587_9401240848@dswhq.omahug.org>,
Roland Givan <"roland.givan"@f998.n3603.z1.fidonet.org> wrote:
>From: rgivan@cix.compulink.co.uk ("Roland Givan")
>Date: Sat, 15 Jan 1994 00:28:20 GMT
>
>> Personally I don't see why Atari can't release later binaries for
>>MiNT which will *only* run under MultiTOS.
>
>I quite agree, except I'm sure I've seen a little patch program which can
>take an MTOS kernel and force it to load the AES from ROM.
>
>:-(
>
>Roland.
>

Well an alternative is to allow the redistribution of a scrambled binary
which makes use of one of the distribution (i.e. the one they sell) disk
files to unscramble itself. In other words if you haven't got MultiTOS
you can't unscramble the later versions.
Steve.
PS I'm always open to offers if someone wants me to write such a thing :-)
(or anything else for that matter).

2021. Re: TOS2.06 in 1040ST with AdSpeed (Was: Re: AutoSwitch Overscan and SM124)

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 00:56:03 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CKD99F.BEu@cix.compulink.co.uk>
Source record: 194035

In message <1994Jan28.170654.21648@esca.com>, woodford@esca.com said:
>
>Just a quicky; how did you get TOS2.06 _and_ AdSpeed ST into the ST's
>case? I was of the opinion that the TOS2.06 expansion for the STFM required
>a small board to be bolted onto the CPU. I have AdSpeed ST and there is

I have the 'BiTZ' TOS 2.06 upgrade, which makes use of the unoccupied
ROM sockets in my machine, while retaining the original TOS 1.02 ROMS
in two of the six sockets available. This allows switching between
the two TOS versions by means of either a hardware or a software switch,
and in addition to the ROMS the upgrade includes a TOS Decoder chip, on
which the pins are flattened out and soldered directly to the CPU
(AdSpeed ST) on the underside of the mother board, so that no additional
space on the upper side of the board is required.
I too found space very tight when installing AdSpeed and, like Steve,
had to cut away part of the shielding - that shielding is really tough :-)

Best Regards,
Brian

brobson@cix.compulink.co.uk

2022. Re: Mod program for megaST

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 01:56:17 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2icfo1$cmp@mailer.fsu.edu>
Source record: 194038

Michael Steve (msteve@magnus.acs.ohio-state.edu) wrote:
> I have been searching for awhile for a mod program for my Mega2ST. I have been
> suffering through non-working petra's for paula, and finally to the coup de
> grace audio12...

I use ProtrackerST on my Mega2, with excellent results. Be sure to check it
out (pt20s.lzh on atari.archive.umich.edu). It is the best tracker for the ST
that I have located. It comes with versions for the ST, STe, and TT.

> I have gotten the file off the archive, which first has to be unlzh'ed then
> unmsa'd. This last step with MSA has been a nightmare. Any disk created from
> the file crashes, I believe it is because my archiver tries to format the disk
> 82 tracks with 9 sectors for a file about 755 K. I have tried everything, from
> turning off the auto-format and using disks formatted beyond the 755 K, to
> heavy coaxing and pleading.

Perhaps your floppy disk cannot handle more than 80 tracks. You can check
this with DC Maxtracks (available from atari.archive.umich.edu).

> Since I can't use this program (audio_12), though highly recommended, are there
> any others of note that don't have to use MSA? I hate using MSA, I think it is
> the most horrible compression utility (I have dubbed it a Futility) I have ever
> come across.

Well, I've never heard of this program, but I am a mod file fanatic and will
have to check it out. If I can get it to unmsa, I can attempt to put it
in a format that you should be able to handle. Email me in a couple of days.

> Also, what is the current version of MSA, I am using the 1.xx 1990 version.
> This may be the root of my problems.

You want to get msa_2_3+.prg from atari.archive. It is installable as an
application, and is much nicer than the original MSA programs.

Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2023. Re: Adding/Replacing HD

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 01:59:19 UTC
From: scotty@verdix.com
Message-ID: <scotty.759808759@sarge>
Source record: 194047
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gregk@nskernel.tandem.com (Greg Kilfoyle) writes:

>Hi,

> ...

>Okay, now I'm looking into what's involved in adding a HD or replacing my
>existing HD. I have a Supra 30Mb drive which I think has a Seagate ST138
>drive and Seagate 138N controller. It also has a 25-pin port on the back
>with some instructions on how to make a cable for this port with a 50 pin
>(SCSI?) connector on the other end.

>Is it possible for me to replace the drive in my system with an off-the-shelf
>SCSI drive? Does this involve getting a new controller as well? When I went
>to a local store yesterday, I noticed the drives have a 50-pin connector, but
>the controllers are more specific - like for a PC.

>If I can't replace the drive inside my Supra, how do I attach another drive
>via the SCSI port on the back? Do I just need to buy a drive with power supply,
>make the cable I talked about above, and plug it in? Or do I also need to
>add a controller?

> ...

>Thanks for your help, Greg.
>---
>Greg Kilfoyle
>Tandem Computers Inc.
>California, U.S.A..
>e-mail: gregk@nskernel.tandem.com

Hello Greg,

There are a minimum of four pieces in any Atari ST hard disk system (not
counting the Falcon030). These are:
1. Host Adapter
2. SCSI Hard Disk Drive
3. Case
4. Power supply.

The host adapter is what you're calling the controller; I think yours is
a Supra(?). As you've noticed, Supra used a nonstandard 25 pin SCSI connection
on some of their host adapters. The common 50 Pin connector has every signal
pin intereaved with a ground pin to minimize noise interference in the wide
ribbon cable. Later Supra adapters had both the 25 pin and the 50 pin
connections.

A host adapter is what allows you to plug a SCSI device into a non-SCSI host computer; in this case, through the Atari DMA connector. Although you can still use the Supra if you choose your SCSI drive carefully and cable it properly, you're limited in your choices of drives to connect. Check your formatting software, SUPFMT.PRG, and see what drives it lists. If you choose a newer SCSI drive it may not work, since you may not be able to format it (or even *find* it) with the Supra formatting software.

A single host adapter should be able to connect up to eight SCSI hard disks to your Atari. Once you have a 50 pin SCSI ribbon cable, you can put several connectors on it and chain multiple drives (I have four right now). However, each drive needs to have a unique ID set, via jumpers, so that the computer can tell them apart. For each unique ID you can also have multiple Logical Unit Numbers (or LUNs), but this is not significant unless you're using an unusual controller. You just need to check the IDs of each drive and make sure they're different.

There's usually three jumpers somewhere on the drive's circuit-board, labeled A2 A1 A0, with a jumper or two on the pins above them. These jumpers can be read as binary "1", so that, for instance, if the first two are empty and the third (A0) has a jumper, the ID is 001. If you have only one hard disk, most likely all three sets of pins are un-jumpered, giving you SCSI ID 0. If so, when you add more drives, make sure their IDs are higher numbers.

If you have the money, I'd recommend that you get a newer host adapter, such as ICD's "The Link". This adapter should work with any current SCSI or SCSI-II drive, or even a CD ROM drive. The software is up to date, and will let you format nearly any popular unit.

Another consideration, when you expand your system, is what the power supply can handle. If you can read the output current in Amperes for your supply, you can calculate its capacity using volts * current = watts. Add the draw of the present drive plus the one you want to use, and see if it's below the limit.

Hope this information helps your efforts. Best of luck!

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

2024. Re: Mod program for megaST

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 02:25:10 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2iche6$f4r@mailer.fsu.edu>
Source record: 194044

Michael Steve (msteve@magnus.acs.ohio-state.edu) wrote:
> I have been searching for awhile for a mod program for my Mega2ST. I have been
> suffering through non-working petra's for paula, and finally to the coup de
> grace audio12...

Two things:

1. I forgot to mention that pt20s.lzh does not contain an MSA file :-).
2. I cannot seem to find audio_12 anywhere. Email me and let's figure out
a way to get me the file, if you don't mind.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2025. 14400 baud modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 03:15:18 UTC
From: Joseph_Hogan@UQAC.UQuebec.CA
Message-ID: <9401290316.AA29870@infocom>
Source record: 194048

Hello,

I have received some helpful mail on different modems, and I want to
thank those who have sent mail to me. I have a couple more
questions to ask:

While looking at adds, and various write ups on
the performance of modems, I have been seeing the different modems
having different qualities. For example, .32, .42, .42bis, mnp1-5
and I have seen the different fax qualities class 1,2 and 3.
Could anyone explain them to me. I know that the .32, .42, etc are types
of compression or error detection, or something like that, and the
different class of faxes, are just different types. I was hoping
some one could explain to me, in a basic way, the differences.

That about says it.

Thanks again in advance,

Joseph Hogan

ps. who would I talk to to find out which modems work for the
faxing software available in the USA? Thanks:)

2026. Re: 14400 baud modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 04:06:53 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan28230653@wpi.WPI.EDU>
Source record: 193916

Quick guide to modem terminology:

MNP 2-4 == error correction protocols
MNP 5 == compression protocol (2:1 at best)
v.32 == 9600 bps
v.32bis == 14,400 bps
v.42 == error correction protocol
v.42bis == compression protocol (4:1 at best)

You want one which can do ALL of these things! No kidding! v.42 is compatible with MNP2-4, so you don't have to look for that... Also, v.42bis doesn't work without v.42 so it may not mention that... It'll say something like "v.32bis, v.42bis with MNP!" or some such...

You can get any IBM compatible external modem. I would reccomment the Supra v.32bis or the US Robotics Sportster. They are readily available at most major electronics and home/office stores. They'll be in the $150-$180 range.

As for fax, you need a ZyXel modem to use HackFax, the only PD fax program I know of... (You'll also have to read German!)

Both of those modems are compatible with Toad Computers' excellent Straight FAX 2.0 software. Toad also offers good deals on the Supra modem...

For a modem program... PD suggestions: UniTerm, STorm, Kermit

Also, your ST will probably need (or LIKE) a serial port patch program. Look for HSMODA02 or SERIALFIX20 and put it in your auto folder. I use HSMODA02 right now, but STorm seems to like SF20...

When you GET your modem, set your terminal to 19200, RTS/CTS and have fun!

.s.
--
- lancer@wpi.wpi.edu - -
- "Good ideas can often be far more dangerous to those in power -
- than bad ideas." -
- -0005847161@MCIMAIL.COM in CU Digest 6.09 -

2027. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 05:19:35 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2icrl7$6l0@terminator.rs.itd.umich.edu>
Source record: 193913
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 112384 Jan 25 15:31 ./Magazines/Aeo/aeo_0301.lzh
-rw-r--r-- lenn 24339 Jan 26 09:46 ./Archivers/unsit.lzh
-rw-rw-r-- entropy 3427 Jan 26 09:48 ./Archivers/0index
-rw-r--r-- lenn 37892 Jan 26 09:42 ./Sound/Sounds/obiknobi.lzh
-rw-r--r-- lenn 5960 Jan 26 09:38 ./Telecomm/linelnks.lzh
-rw-r--r-- lenn 253 Jan 26 09:38 ./Telecomm/linelnks.readm
-rw-r--r-- lenn 83050 Jan 26 09:34 ./Info/gemcdrom.lzh
-rw-r--r-- lenn 235 Jan 26 09:34 ./Info/gemcdrom.readm
-rw-rw-r-- weiner 5565 Jan 28 11:07 ./Applications/0index
-rw-r--r-- molin 16020 Jan 19 22:44 ./Applications/Dtp/pgs_cfg.lzh
-rw-r--r-- molin 8796 Jan 18 11:59 ./Demos/rotate.lzh
-rw-rw-r-- weiner 8674 Jan 28 11:19 ./Demos/0index
-rw-r--r-- molin 16238 Dec 27 19:56 ./Diskutils/df_suite.lzh
-rw-r--r-- molin 24024 Dec 31 02:28 ./Diskutils/dformat.lzh
-rw-r--r-- molin 18771 Dec 31 02:28 ./Diskutils/dirsort.lzh
-rw-r--r-- molin 28345 Dec 29 16:30 ./Diskutils/hddirect.lzh
-rw-r--r-- molin 15070 Dec 31 02:28 ./Diskutils/hdfree.lzh
-rw-r--r-- molin 6797 Dec 27 19:56 ./Diskutils/hdparts.lzh
-rw-r--r-- molin 32664 Dec 29 16:30 ./Diskutils/hdscan.lzh
-rw-r--r-- molin 3086 Dec 31 02:28 ./Diskutils/hdwboot.lzh
-rw-r--r-- molin 16400 Dec 31 02:28 ./Diskutils/ratehd15.lzh
-rw-r--r-- molin 4164 Dec 29 16:30 ./Diskutils/recover.lzh
-rw-rw-r-- entropy 8352 Jan 28 12:33 ./Diskutils/0index
-rw-r--r-- molin 335283 Jan 23 09:24 ./Graphics/movie100.zip
-rw-r--r-- entropy 11981 Jan 28 10:47 ./Graphics/0index
-rw-r--r-- molin 222976 Jan 10 15:08 ./Misc/gnva_003.lzh
-rw-rw-r-- weiner 2369 Jan 28 12:48 ./Misc/0index
-rw-r--r-- molin 53536 Jan 23 19:55 ./Sound/Sounds/abe_dude.lzh
-rw-r--r-- molin 101653 Jan 23 19:55 ./Sound/Sounds/adam12.lzh
-rw-r--r-- molin 62781 Jan 23 19:56 ./Sound/Sounds/darth.lzh
-rw-r--r-- molin 8614 Jan 23 19:56 ./Sound/Sounds/deadjim2.lzh
-rw-r--r-- molin 49403 Jan 23 19:57 ./Sound/Sounds/f-troop.lzh
-rw-r--r-- molin 121862 Jan 23 19:57 ./Sound/Sounds/f18flyby.lzh
-rw-r--r-- molin 78327 Jan 23 19:58 ./Sound/Sounds/flintsto.lzh
-rw-r--r-- molin 16891 Jan 23 19:58 ./Sound/Sounds/gameover.lzh
-rw-r--r-- molin 10575 Jan 23 19:58 ./Sound/Sounds/glass.lzh
-rw-r--r-- molin 7169 Jan 23 19:58 ./Sound/Sounds/gunshot.lzh
-rw-r--r-- molin 18787 Jan 23 20:00 ./Sound/Sounds/meepmeep.lzh
-rw-r--r-- molin 1270 Jan 23 20:00 ./Sound/Sounds/monkey.lzh
-rw-r--r-- molin 42326 Jan 23 20:00 ./Sound/Sounds/mr_ed.lzh
-rw-r--r-- molin 80820 Jan 23 20:00 ./Sound/Sounds/mr_ed2.lzh
-rw-r--r-- molin 504649 Jan 28 12:52 ./Sound/Sounds/hawaii5.lzh
-rw-r--r-- molin 12506 Dec 29 16:30 ./Utilities/onepart.lzh
```

```
-rw-r--r-- molin 6400 Dec 29 16:30 ./Utilities/purger.lzh
-rw-r--r-- molin 16183 Dec 29 16:30 ./Utilities/sddfr_12.lzh
-rw-r--r-- molin 9344 Dec 29 16:30 ./Utilities/setkbd22.lzh
-rw-r--r-- molin 9088 Dec 31 02:28 ./Utilities/td.lzh
-rw-r--r-- molin 9819 Dec 31 02:28 ./Utilities/wo.lzh
-rw-r--r-- molin 15765 Dec 29 16:31 ./Utilities/zap2_5.lzh
-rw-rw-r-- entropy 23304 Jan 28 12:21 ./Utilities/0index
-rw-r--r-- weiner 6641 Jan 28 19:38 ./Telecomm/0index
-rw-rw-rw- lenn 98048 Jan 28 19:29 ./Telecomm/tterm210.zip
-rw-r--r-- molin 496948 Jan 7 07:08 ./Falcon/digital_demo201.zip
-rw-r--r-- molin 11983 Jan 16 21:10 ./Falcon/dsp_mod.zip
-rw-r--r-- molin 240083 Jan 23 09:22 ./Falcon/jpeg.zip
-rw-r--r-- molin 27855 Jan 24 04:24 ./Falcon/jpegv218a.zip
-rw-r--r-- dpz 3829 Jan 28 12:12 ./Falcon/0index
-rw-r--r-- lenn 59796 Jan 28 10:10 ./Magazines/Aeo/aeopj2.zip
-rw-r--r-- lenn 68648 Jan 28 10:10 ./Magazines/Aeo/aeopj3.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2028. Re: 14400 baud modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 05:34:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKDM4v.Grq@cix.compulink.co.uk>
Source record: 193914

In message <9401290316.AA29870@infocom>, Joseph_Hogan@UQAC.UQuebec.CA said:
>
>ps. who would I talk to to find out which modems work for the
>faxing software available in the USA? Thanks:)

Toad Computers sell STraight FAX which is quite good and can run as a desk
acc. They should be able to tell you which modems it supports.

Ofir ogal@cix.compulink.co.uk

2029. Re: Hard Drive Utilities For Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 05:58:13 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2icttl$j5q@cxc1.cl.msu.edu>
Source record: 193915

bernd.friedrich@f998.n3603.z1.fidonet.org (Bernd Friedrich) writes:

>I'm looking for reliable and easy to use back-up, optimizers,
>defragmenters, stuff like that.

Try Diamond Edge, from Oregon Research. It's very reliable stuff...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2030. Re: Speed of Light v3.0 LOOSE!

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 06:34:16 UTC
From: jonc@iconz.co.nz
Message-ID: <2id018$6jh@iconz.co.nz>
Source record: 193928

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <CJyJHD.JC@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal")
writes:
: >In message <1994Jan20.210544.29397@beaver.cs.washington.edu>,
sdenman@wolf.cs.washington.edu said:
: >>
: >>Damn....
: >>Anyone that has a copy, please send it to me so I can trace from whom it came.
: >>Remember, this is VERSION 3.0, Versions 2.6 and below are Shareware, and these
: >>are OK to have on your BBS.

: I do think this is a bit point less, it was sent all over the world by
: a well known Atari man via Z-Net and other Network feeds, Fido etc..

As Ron is not on the net who from our Z*NET group did this Roger ?

: Mind you I have had people come into my house and copy software behind my
: back..

Ditto so has STu and myself.

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com

Regards

Jon Clarke
Z*NET Pacific
sysadmin iconz.co.nz

_ _
( )o "Internet users equal 3 times the POPULATION of New Zealand ?" o( )
/\ \ Public Access Internet , jonc@iconz.co.nz Auckland NZL / /\
"No SIX times the population and growing daily"

2031. composite OUT to TV...

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 06:38:33 UTC
From: mode@convex.csd.uwm.edu
Message-ID: <2id099INNo04@uwm.edu>
Source record: 193920

does anyone remember which pins are used to get composite output to connect to a TV? ive done this before and now i dont remember! my ST model (STf) doesnt have a the RF output...

thanks, dan

--
Daniel James Frederiksen -- ---------
------------------------------ -- -- ----------------------------
-- -- ------ --- -- ------------ modE@convex.csd.uwm.edu
-- -- -- -- -- -- -- -- -- modE@alpha2.csd.uwm.edu

2032. Re: Ken Kressin/The Knowledge Vine

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 08:32:02 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <19940129.03320257.biblinski@delphi.com>
Source record: 193923

Frans Meulenbroeks <meulenbr@prl.philips.nl> writes:

>He also mentions a genie account, but unfortunately I don't know how to
>reach genie from internet....
>

You can send e-mail to GEnie by appending @genie.geis.com to the username.

Similarly, you can send e-mail to Delphi by appending @delphi.com to the
username.

--Gordie Meyer
biblinski@delphi.com

2033. Re: Colour Ansi?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 09:51:43 UTC
From: DOWDLE@delphi.com
Message-ID: <19940129.04514364.dowdle@delphi.com>
Source record: 193924

Paul,

Like a few of the others have already mentioned, yes there is a termina
program that will give you 80 columns & 16 colors (or colours if you prefer)..
.. and it is ANSITerm. The latest shareware release version is v1.90. I
think the version posted on archive.umich.edu (or mirrors of same) are v1.50.
Quite a bit of changes and bug fixes have happened since v1.50. I'm a
registered owner of v1.91 and it has a few features not included in the
publically available shareware release, including autologin macros, faster
screen scrolling for highspeed modems, and a few bug fixes. ANSITerm is
-THE BEST- bar none, 16-color ANSI program and it'll run on the lowly ST, ie
not TT or Falcon needed for those extra colors. Basically, ANSITerm switches
to low resolution but uses a custom font for full 80-columns. It is is a
tenny, tiny bit harder to read, but it is very readable. I actually like
the font provided with it... and since it comes with a font editor, some
folks have made up alternative fonts. So far as supporting ANSI goes,it
does it all including blink, bold, etc. I've tried just about every terminal
program included CoNnect, STalker, STorm, etc... but for ANSI work, ANSITerm
is the best... and it is in fact that fastest for those with highspeed modems
and I should know.

TYL, Scott

2034. Re: WANTED: "Phantasie" for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 10:35:49 UTC
From: domingo@news.delphi.com
Message-ID: <2ide65$qkc@news.delphi.com>
Source record: 193934

<IO20066@MAINE.MAINE.EDU> writes:

>Before I got my aging Atari 520 ST repaired, it destroyed some of
>my favorite games, and I'm now trying to track these down. The

So do you still have the original disks?

>ones I'm currently after are Phantasie I and II by SSI. Both
>disks for each of these games copy readily, and all I'm really
>after are working copies, though I'd certainly take originals

I know these are old games and all, and I wouldn't have ANY problem
copying my originals onto your originals, but you certainly aren't asking
for COPIES ONLY, right?

>as well. Just respond with a price in mind and I'll get right
>back to you. Thanks.

No problem. :-)

>-Mike Woodsum
>Orono, ME

Dom Alvear
Venice, CA

2035. Re: Atari parts

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 10:47:23 UTC
From: "Dom Alvear"
Message-ID: <2iderr$qnn@news.delphi.com>
Source record: 193932

craig@loose.apana.org.au (Craig Harnath) writes:

>I'm going to San Fransico in a week and need to pick up a ribbon for
>an Atari portfolio (the one betwwen the keyboard and the screen)
>as well as a cover for the port outlet on the same..
>
>Could anyone tell me where I can go in the area to get the above..

Since SF is quite close to San Jose, You might try Best Electronics.
Here is their address and phone number:

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950

You should call ahead since they don't operate a regular storefront.
Tell 'em Dom Alvear sent ya! (Won't do much, but why not? <grin>)

>(Australian Atari distributers suck - they told me they would have
>stock when they did!)

I'm confused, is this bad? <ducking & running>

>--
> A sig is a sig you dig you dig - and no one can talk to a sig you dig -
> that is of course unless the sig is the famous Mr SIG!!!
>
> * Craig Harnath craig@loose.apana.org.au Australia *

Cheesy T-shirt: I Survived the '94 Quake!

Dom "not ANOTHER aftershock" Alvear
Venice, CA

2036. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 11:06:10 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ekU.ez8Lf77zAJ6@nathan.do.open.de>
Source record: 193854

In <CK5s1F.J7A@cix.compulink.co.uk>, "Roland Givan" writes:

Hi Roland,
>>The current version 1.05 already says that you must include headings while
>
>This implies there are several versions around? Are bug fix patches being
>released as well?
this is the big question. I've seen different Frontier versions on other systems (I've played PC Frontier Version 1.00) but I don't know if there are other frontier versions for the ST. Quick question to all Frontier players out there:

Is there anybody playing Frontier who doesn't have that "include headings" message within the copyright question? If your version does not mention this, check if you can gain money by trying to sell your ship with a passenger inside.

Or just use strings.ttp (with options -a -A) or frontier.prg and look for version. My frontier.prg says something like release 4, version 1.05
/s/Udo
--
Note: The above adress ue@nathan.do.open.de won't work after 1.2.1994.
After this date, please use ue@icmp.ping.de

2037. Re: Atari ST Emulator for Amig

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 11:30:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A12@M4.maus.de>
Source record: 193896

>TOS 1.0 (and .99 and .98) were distributed on disks. If you really want
>to use them...go for it. I'd prefer 2.06/3.06.

About three or four years ago, Atari declared distribution of all RAM-based TOS versions illegal, including beta and 1.00 versions.

So, there is no legally available RAM-based TOS version. Except MultiTOS, but this one isn't for free either.

2038. Re: Invisible Speedo fonts?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 11:36:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A13@M4.maus.de>
Source record: 193893

>Easydraw recognizes all my lovely new fonts, but SURPRISE! they are not
>shown on screen! In Full Page mode, I can see some point sizes and not
>others. Similarly, Geneva knows all the fonts are there, but fails to
>display them. It is as if theyare all being displayed transparently ...
>Anybody have any idea how I can make them visible.

Old non-Speedo-aware applications are not aware of the scalability of fonts.
They just see the fixed point sizes you assigned in OUTLINE.APP.
To have more font sizes in old applications, just assign them using
OUTLINE.APP. You can do so globally for all fonts, or fontwise.

2039. Re: MinterGames

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 11:38:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A14@M4.maus.de>
Source record: 193900

>For the ST, you can get Llamatron, Revenge of the Mutant Camels, and
>Hardcore.
>Also there is ColorspaceST (a graphic demo thingy). I have heard of a
>Defender clone for the ST called Andes Attack, but I have never been
>able to
>find it (anybody? Is it shareware?).

You get Andes Attack when you register either Llamatron or RotMC - can't
remember, just look at the title screen.

2040. Re: Prices.... (was: Using CD-ROM)

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 11:42:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A15@M4.maus.de>
Source record: 193894

>Sadly, the same price/performance race have not affected the Atari scene
>with the same strenght these five last years (IMHO)!

Are you kidding? My dad forked out DM 3500,- for a plain 1-Meg no HD-1040 STF in 1986, whereas nowadays you get a Falcon 030-14 MB RAM-240 MB HD for about that.

2041. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 13:42:33 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CKE8ru.MKy@midge.bath.ac.uk>
Source record: 193935

>
>What are the missing link bobs? Something I obviously haven't come across.
>Speedwise I'd have to have my results with me but if I remember rightly with
>32 x 32 sprites it was quicker to use my extension (ICBIS - working title)
>when you used four or more and the speed was maintained for more, more so than
>the STOS ones. I shift the sprites in all four bitplanes on the fly - it is a
>low res only utility (although you could use some features in other modes
>possibly). Sprites graphics are exactly the same as the STOS ones and use the
>same format etc.. I'll post details after the Easter break ...
>
>Richard.

The missing link is the premier extension for Stos by Top Notch software , the writers of the misty extension . It adds about 50 new commands the most important of which are replacement sprite commands of the form
bob SCREEN,ADDRESS OF BOB GRAPHICS,IMAGE NUMBER,X,Y

All graphics are preshifted which results in huge files but also huge speed increase , about 2-3 times quicker than Stos sprites . You can lot the bob's in bulk and also plot 1 bitplane versions called joes <sick>.You can get it from atari archive I think its under link1.lzh link2.lzh etc.Well worth a look.

Les

2042. Re: Does Anyone Use STOS? (STOSFX11)

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 13:49:21 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CKE936.Myq@midge.bath.ac.uk>
Source record: 193931

In the referenced article, mcnaugra@vax.sbu.ac.uk (Ross McNaughton) writes
>
>On my TOS 2.06 machine, BASICMJH gets STOS running but I get no response from
>the joystick ports, which makes it a bit difficult to test the games before
>compiling them.
>
>I'd like to use STOS on the Mega STE, since it has 4Mb and a hard drive
>compared to the 1Mb single-floppy system which I have to use for STOS (STOS
>and Spectrum 512 are the only reason....

Older version of BASICMJH are BUGGED , there is a newer version which
allows Stos to run PERFECTLY on Mega STEs and TT but unfortunately it
isn't Pd.You can get it from Goodman International.

On the other hand there is a brand new stos fix program called stsfx27a.lzh
from a different author which you can download from atari archive , its
in either the langauges or Programming directories . This claims to patch Stos
and its compiled programs to run on every atari including mega ste , TT and all
Falcon toses.Try it out...
Les

2043. Re: 14400 baud modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 14:58:45 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <CKEC9y.3n8@cix.compulink.co.uk>
Source record: 193952

>ps. who would I talk to to find out which modems work for the
>faxing software available in the USA? Thanks:)

According to the STraight Fax manual (STFax being an American programme), it's compatable with: Supra Fax modems; Zoom Telephonics (FX9624 Class 2); Smart One Class 2 - Best Data Products; Practical Peripherals (2400 FX96SA Class 2; GVC Technologies (Fax Modem 9696 Class 2) and ZyXEL (U-1496 Fax Modem. Class 2).

STraight Fax is available from Toad Computers (see earlier messages).

The possible advantage of using a Supra Modem is that it supports "Silent Answer" so that you can use one line for a phone and fax modem to receive faxes automatically.

AFAIK there are only three fax programs for the Atari - the above, TeleOffice (a German programme but available in English - it's very good for sending faxes but I had a lot of problems with receiving them) and another German programme - this time shareware - called Communications Manager. This last, used with a ZyXel modem also supposedly supports digital messages! I'm trying to get a copy from Germany at the moment, so if you are intereseted, email me.

Andrew Harvey

2044. Atari STF/STFM disk drive

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 14:58:47 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <CKECA0.3nu@cix.compulink.co.uk>
Source record: 193949

Does anyone know where to get (in the UK) a replacement drive for the above machine? It is the old one with a slanting (and large - 4.5cm) eject button in the centre - not the smaller button to the side as found in the STE.

New - or secondhand (perhaps from an upgrade to a HD drive?

Please email me if you may be able to help.

Andrew Harvey kiatxo@cix.compulink.co.uk

2045. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 15:00:55 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CKECDJ.C7w@hermes.hrz.uni-bielefeld.de>
Source record: 193936
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <...>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

|> This seems like a simple enough question, but all my tinkering has produced no
|> results so far. In the 1280x960 monochrome mode, is there any way to invert
|> the screen so you get white foreground/black background instead of the
|> current black on white? I *hate* looking at a white screen... Just flipping
|> the bit in palette 0 has no effect.

That would do for ST-HIGH. Try not just flipping the lowest bit, but
exchange the color values for the two colors (either 0/1 or 0/255, can't
remember), maybe this one helps. I remember having heard the term
`duochrome' instead of `monochrome', so I think there's a software
solution like this.

If you continue to dislike the white screen, give me the monitor! :-)

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

2046. Re: Falcon oddity

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 15:58:35 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CKEF1n.4vE@cix.compulink.co.uk>
Source record: 193951

>program (any program), the last menu repeats the keys from the first. If I
>reload the newdesk.inf file, they get reset correctly, until I run another
>program. Also, they *never* save correctly. When I look in the .inf file,
>the fifth or so line has #k followed by codes for the equivilant letter for
>each menu entry (or 00 for none), but about halfway through the line, there i

this is an easy one to solve, you are trying to install too many
applications, icons, or whatever and are overflowing the cache for the
NEWDWESK.INF file.

the best way around this is to install ROMSPEED.PRG in the auto folder
and use SH_BUFxx.PRG to extend the size of your cache. I have a lot of
installed appications and have my cache set to 16k!

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

2047. Blitter.

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 15:58:37 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CKEF1p.4vz@cix.compulink.co.uk>
Source record: 193953

Does anyone know whether there is anyone working on a new blitter for teh falcon which wil work in 256 colour mode?

I'm not a hardware guys but it seems to me one could be designed and implemented?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

2048. Re: help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 17:08:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.eULe7fQfX2A@semprini.waterloo-rdp.on.ca>
Source record: 193898
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In <1994Jan25.101242.20467@cee.hw.ac.uk>, Simon Greaves writes:
> Hi all,
>
> I want to be able to install custom traps/exception
> handlers from a C program.
> void
> trapFunc(void)
> {
> printf("\n\n*****\tBoo!\t*****\n\n");
> getchar();
> }
>
> 8<----------------------------------------------------------------------
>
> This compiles ok (gcc-2.5.7, gas-2.2), and seems to install ok, but I get a
> full screen width line of bombs when it calls the trap. I know it should
> probably do an rte back from the trap, however it doesn't get as far as
> printing the message. I tried putting printf's in to see what the program
> was putting into the exception vector address, and I think it's ok, but
> still doesn't work. Should I be concerned about relocation (didn't think
> I should...), any other suggestions (apart from 'learn C':)?

Well, you've installed it right, AFAIK, but you can't make C library
calls from a trap handler! I'm _pretty_ sure you can make other TRAP
calls, but I don't take my word for it... who knows what would happen if
you called another TRAP that called your TRAP handler, which called that
TRAP, which called your TRAP handler, etc, etc... (probably a whole line
of bombs.. ;-))

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

2049. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 17:13:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.VJjOMSAbjmk@semprini.waterloo-rdp.on.ca>
Source record: 193895

In <2d3f87de@troed.ct.se>, Rickard Troedsson writes:
> Ever since people started to talk about Linux being done on other computers,
> I've heard that the Amiga version was "soon ready", and that the TT (notice
> TT!) version was about 3 weeks behind .... is this really only a rumour?

Last I heard, the Amiga version would come up and idle, and that's about
all it would do... I doubt the TT version would be anywhere near 3
weeks behind, due to the fact that you'd have to completely re-write
most of the device drivers (like keyboard, and screen output and disk
i/o, etc).

> (I hope they mean 030/PMMU with "TT", I want it on my Falcon!)

I doubt they do... the Falcon does lots of things very differently than
the TT (like having an IDE drive for example!).

And I _think_ you'd be _really_ disappointed with the performance of
even a tiny UNIX like Linux on such a slow machine, especially if you
used X (assuming a port of XFree86 was developed as well). The X server
on my OS/2 box at work ('386/33 w/8M of RAM) is barely acceptable, and
that's only because I don't have access to a faster machine (ie, I have
no choice).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2050. Re: Lattice C---bloody hell.

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 17:23:22 UTC
From: hrs@aber.ac.uk
Message-ID: <1994Jan29.172322.28666@aber.ac.uk>
Source record: 193968
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <2i5qoc$p2c@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>djs@jet.uk (David Stevenson) writes:
>>More agreement from me, too! The binding is a bind. The functions reference
>>are in a strange order, so I have to look in the index first. The functions

..everything he says I agree with completely...

>> 4) Wrong bindings for several SpeedoGDOS functions.

If the published bindings are incorrect (which ones?) where can we obtain the
correct ones???

>> 5) The manuals are shite. I know I mentioned this already, but they're
>> so shite that I thought it was worth mentioning again.
>>

...agreed!
>
etc etc
>--
>--Chris
>
>X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>Cix: chrisridd@cix

I've noticed another thing. The make program they supply can't pass
long command lines to the lcc processor. This means I've had to go back
to the gcc make program, very annoying!

Herbert Sauro

2051. Re: MinterGames

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 17:24:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lrkOTai78rg@semprini.waterloo-rdp.on.ca>
Source record: 193897

In <2i66n6$9qh@mailer.fsu.edu>, Mickey Boyd writes:
> For the ST, you can get Llamatron, Revenge of the Mutant Camels, and Hardcore.
> Also there is ColorspaceST (a graphic demo thingy). I have heard of a
> Defender clone for the ST called Andes Attack, but I have never been able to
> find it (anybody? Is it shareware?).

I think to get Andes Attack you have to register Llamatron...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2052. Re: TOS2.06 in 1040ST with AdSpeed (Was: Re: AutoSwitch Overscan and S

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 17:29:06 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2ie6d2$c0v@charm.magnus.acs.ohio-state.edu>
Source record: 193939

In article <1994Jan28.170654.21648@esca.com>,
Steven Woodford <woodford@esca.com> wrote:

>Just a quicky; how did you get TOS2.06 _and_ AdSpeed ST into the ST's
>case? I was of the opinion that the TOS2.06 expansion for the STFM required
>a small board to be bolted onto the CPU. I have AdSpeed ST and there is
>not a cat in h*ll's chance of bolting anything else onto the CPU and
>still have enough clearance for keyboard to fit properly. In fact I had
>to get the tin-snips out & cut the shielding to fit AdSpeed!

Heh, heh. Try putting an AdSpeed in a STacy. That was fun.

I can't for the life of me understand why they would put the "power supply"
directly over the 68000.......

-
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2053. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 17:35:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MnIdvrZcxLc@semprini.waterloo-rdp.on.ca>
Source record: 193899

In <GJ9KB86R@isys-hh.hanse.de>, Edmund Ramm writes:
> What about comp.sys.atari.mint.* ? Who's still running plain TOS, and
> if so, why?

I have to run it now and then thanks to the brain-dead GFA-BASIC uucico
in the UUCP software that I use. I haven't been able to beg a complete
MiNT uucp setup out of nox yet... ;-)

> And am I suspecting rightly that most of those opposing a TT group don't
> have one?

I oppose it because I don't want someone to go through the proposal, the
RFD and then the CFVs just to find out that they don't have enough votes
to put the new groups through. A lot of work for a lot of embarassment.
And it seems rather pointless... the comp.sys.atari.st and
comp.sys.atari.st.tech newsgroups aren't exactly swamped with TT and
Falcon messages. Lots of work for someone to go through just so you can
feel a bit better about your machine.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2054. Re: Lattice or Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 17:37:07 UTC
From: hrs@aber.ac.uk
Message-ID: <1994Jan29.173707.29099@aber.ac.uk>
Source record: 193943

In article <CKBzsL.20H@world.std.com> Lexicor@world.std.com (LEXICOR SOFTWARE CORPORATION) writes:
>Lattice and/or Pure C both will work fine on the NOVA Board. Now I don't
>know Lattice, I like Pure C a lot and use it aswell, but I am no sure if
>there is an english version out?
>Yat

The latest version of Lattice C (5.6) is shit, poor manuals and buggy programs, eg the make program and the gem based controlling program can crash - do we therefore trust the compiler?

H Sauro

2055. RE: Smalltalk compiler???

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 19:14:26 UTC
From: petryv@meena.cc.uregina.ca
Message-ID: <29JAN94.13142693@meena.cc.uregina.ca>
Source record: 193990

In a previous article, ant@mks.com (Anthony Howe) wrote:
>
>What is the latest Smalltalk compiler available for the Atari ST?
>Where and how much?
>
>-ant
>--
>ant@mks.com Anthony C Howe
>Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
>"grrrrrr" - Worf

2056. Re: DESKPIC

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 19:24:08 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <759871136.0@mettav.royle>
Source record: 193955

On 22 Jan 94 at 21:10:29 ("Daron Brewood") wrote the
following:

>> HH>: >DESKPIC
>> HH> Puts a Degas-Picture on your Desktop-background. Nice but
you
>> don't HH>have to install this...
>> Not only Degaspics! You can use other Formats (e.g. GIF)
too.
>> And You can convert the loaded picture into a Format used by
Deskpic
>> which makes the loading faster.
>
> And it works in every resolution I can throw at it on the Falcon.
The
> next release will be in CPX format and will be commercial via
Maxon

Does it work on an STFM TOS 1.2, I think I had a copy once but remember it
saying only STE and above or something like that...

-Paul-

--
~=~=~=

2057. Re: AutoSwitch Overscan and SM124

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 19:50:58 UTC
From: thopman@uoguelph.ca
Message-ID: <2ieen2$hhm@nermal.cs.uoguelph.ca>
Source record: 193966

Michael Clemmetsen (michael@rz.fh-heilbronn.de) wrote:
: I would like to know about peoples' experiences with Overscan on an ST.
: My main question is, does it slow down the machine at all?
: If not it sounds too good to be true, to get all that extra screen for
: that price. Also, any other major advantages or problems would be
: appreciated.

I've got overscan installed on my machine, and it does work. However,
your monitor needs to be perfectly tuned to get the maximum advertised
area out of the screen, and mine isn't. I can get up to 640x480 without
distortion, and when I do use it, the extra area is nice. I don't notice
any slow down, since I almost always have my T25 turned on ;-)

THeo

2058. Re: Invisible Speedo fonts?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 19:54:31 UTC
From: thopman@uoguelph.ca
Message-ID: <2ieetn$hhm@nermal.cs.uoguelph.ca>
Source record: 193965

Mike Morris (mike@medsun.unige.ch) wrote:
: Easydraw recognizes all my lovely new fonts, but SURPRISE! they are
: not shown on screen! In Full Page mode, I can see some point sizes and
: not others. Similarly, Geneva knows all the fonts are there, but fails
: to display them. It is as if theyare all being displayed transparently ...
: Anybody have any idea how I can make them visible.

I don't have Speedo myself, but I do have EasyDraw and Geneva. I wouldn't trust the full page mode of EasyDraw to accurately represent the page any farther than I could throw my monitor, but if you do need it, I would suggest installing some smaller point sizes. Geneva only uses monospaced fonts, so if you were looking to get a nice, easy-to-read font in Geneva, you're out of luck. There is supposed to be one mono-spaced font with Speedo, though, isn't there?

THeo

2059. Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 20:42:34 UTC
From: selick@acs.bu.edu
Message-ID: <2iehnq$8ic@news.bu.edu>
Source record: 193963

Is there a floptical drive available for the Atari STe line of computers? I've already got a Supra SCSI host adaptor. Is the floptical format compatible with SCSI? Can the Atari read/write/format the flopticals OK? Will they work for hard drive backup with Diamond Back 2.42? 3.0?

Thanks,
Steve
selick@acs.bu.edu

2060. TOSfax

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 20:57:21 UTC
From: Joseph_Hogan@UQAC.UQuebec.CA
Message-ID: <9401292059.AA01616@infocom>
Source record: 193964

Hello,

I just got the latest issue of ST Magazine, and I saw an ad for a program called TOSfax. It seems to be made by a company in Toulouse(salut JED!!!), and I was wondering what anybody knows about this program. BTW, that's Toulouse, France for those who don't know.

Thanks,

Joseph Hogan

ps. Yes, i ask a lot of questions, but I have to find out somehow:)

2061. Re: 14400 baud modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 21:07:39 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2iej6r$jje@apakabar.cc.columbia.edu>
Source record: 193967

If you're looking for a 14400bps FaxModem you might want to try the LineLink 144e from MicroWarehouse (although it's really a Prometheus using a Sierra chipset). It has the standard array of features:
- 14400 bps transmission
- V.42bis (plus MNP2-5, plus all of the other standard V.s) for 57.6kpbs potential throughput.
- 14400 Fax Send and Receive (you don't need to buy the software from them to use it--it works great with STraight Fax)--Class II.
- Voice mail support (although I don't know of ST software that supports it).

It isn't a great modem, but it works fine for me, and I'm connecting to my schools screwy modem pool (which doesn't support RTS/CTS!). PLUS, you can have it shipped next day for $106--not bad.

It's available from MicroWarehouse (MacWarehouse if you want it with a Mac Cable and Mac Comm software)...

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

2062. Graphing programs

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 21:57:05 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.759880625@cwis>
Source record: 193944

Are there any good graphing programs out there that support the Deskjet 500C? I would love to have one. Thanks

2063. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 22:11:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2iemuu$qoc@mailer.fsu.edu>
Source record: 193989

selick@acs.bu.edu wrote:

> Is there a floptical drive available for the Atari STe line of computers?

Yes.

> I've already got a Supra SCSI host adaptor.

Unfortunately, I don't think it will work with the Supra software. I know
it will work with an ICD Link host adaptor and ICD software. It is possible
that you would only need to get the software (the Pro level ICD stuff).

> Is the floptical format compatible with
> SCSI? Can the Atari read/write/format the flopticals OK?

With ICD stuff, yes. Toad computers sells turn-key floptical drives for the
ST. Give them a call and ask what you need (1-800-448-TOAD).

> Will they work for
> hard drive backup with Diamond Back 2.42? 3.0?

This I don't know, though I suspect that the answer is "yes" (since the
flopticals are mounted just like hard drive partitions, to my knowledge).
Toad should know.

Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2064. Re: Making GIFS

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 22:27:53 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ient9$cvv@golem.wcc.govt.nz>
Source record: 193945

] If you want to convert neo/degas pics to gifs just use ViewGif at
] atari@atari.archive.umich.edu

Doing this isn't a lot of use on an ST however. There is a conversion utility that will convert SPC to GIF, and several that go GIF to SPC (The best probably being Photochrome).

16-color GIF's, yecch! :)

2065. Re: Colour Ansi?

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 22:42:57 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <759883377snz@filesys.demon.co.uk>
Source record: 193946

>>Are there any programs that are able to display colour ansi graphics on my
>>1040STE?

Have you tried 'Teddy-Term 2.10' - it's written by Mark Matts, a friend
of mine and it supports ANSI colour graphics. I'm not sure if it's
available on his BBS here in the U.K. If you can't get onto it let me know
and I'll mail it to you. Here's the BBS info:

```
################## ~~ The official UK RATSoft~ST Support BBS ~~ ##################
# ._______. .____ ____. .______. .___________. .____ ____. #
# / || \\ \ / ./ / || | || | \ // .| #
# / .____! \\ \// / / .____! !___. .___! | \// || #
# / //__ \ // / //__ | || | . . || #
######\\ \########\ //##\\ \#########| ||######| ||\ //| ||######
#######\___ .\#######\ //#####\___ .\########| ||######| ||#\/#| ||######
# .____/ // / // .____/ // | || | || | || #
# || // / // || // | || | || | || #
# !______./ /__./ !______./ !___! !___! !___! #
# ________/| .______________/| #
# .....Atari.ST/STE/TT/Falcon.Support.... / | | || #
# ..................................... / .______! !____. ..____! #
# .........Online.10pm.to.7am.GMT........ / //_____ | || #
# ..........300 upto 14,400 Baud.........##\ \#########| ||######### #
# ...........+44.(0)533.413443...........###\______ \#######| ||######### #
# ..................................... .______/ // | || #
# ......NeST.:.90:100/300.0@Nest.Ftn..... | // | || #
# ...AtariNet.:.51:6/200.0@Atarinet.Ftn.. | ________/ | ___! #
# ..................................... |/ |/ #
# #
########################## The FIRST >UK< RATsoft BBS ##########################

+---'THE' Official Support BBS For The Following Authors & Programs---+
| |
| Matzoft (Mark Matts) - The Sysop Of System~ST BBS |
| The Hitchhiker (Stuart Coates) ~~ Mug UK (Mike Mee) |
| TeraDesk 'Replacement Desktop' (Wout Klaren) |
| KM_Term 'Advanced Comms Terminal' (Kevin Millican) |
+-------------------------------------------------------------------+

--

=========================================================================
\\\\\\\----------------!!!-----| Internet : scoates@filesys.demon.co.uk
-\\\------\\-----------!!!-----| : scoates@eurobase.demon.co.uk
--\\\\\\--\\\\--\\-\\---!!!-----| CompuServe: 100010,2106
-------\\\--\\---\\-\\----------| NeST : 90:100/304
```

----\\\\\\\--\\\\-\\\\\-!!!-----| AtariNet : 51:6/204
S t u a r t C o a t e s | Chelmsford, Essex, England U.K.
==========

2066. Re: CV-Translator v1.1

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 22:49:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKEy24.EIn@cix.compulink.co.uk>
Source record: 193957

In message <H.eg.FeRPGf6vooY@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>
>Sounds nice... but is it still written in GFA-BASIC and does it still do
>incredibly funky things to the system it's running on? GER2ENG (albeit,
>a 2.x version) does nasty, nasty things on my ST ranging from crashing
>to mangling the screen (it seems set up for ST-Medium only).

Very true. All you BASIC programmers out there, have a look at HiSoft
BASIC, that's what I used in GEMBench (except for some of the CPU tests).

Ofir ogal@cix.compulink.co.uk

2067. 4-SALE

Newsgroup: comp.sys.atari.st
Date: 1994-01-29 22:50:01 UTC
From: David.Sheldon@f47.n282.z1.fidonet.org
Message-ID: <759968525.AA07935@rochgte.fidonet.org>
Source record: 193871

```
2 Atari 520 ST's
1 Atari SM124 monochrome monitor
1 Atari ST keyboard (new)
1 1040 motherboard -(runs but needs help)
Complete chip set
Atari Factory service manuals (schematics, diagnostics, etc.)
+MISC.

ALL FOR $175.00 / Call Dave at (612) 754-7849
```

2068. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 01:06:44 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2if174E50h@uni-erlangen.de>
Source record: 193956

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 28 Jan 94 11:46:17, Harald Schoenfeld wrote:

>HS> Speedo fonts are NOT PD - only the 'charter family' is pd for some
>HS> Unix-systems.

>A user on my BBS uploaded a few Speedo fonts, which he claimed he got from a PC
>PD disk, can you fill me in on this?

Well, certainly everybody who has a bitstream font editor (very rare!) can
produce his own fonts and can define them as PD. But the 'real' fonts from
bitstream (swiss, dutch, future, times, garamond....) are not pd.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2069. Re: 14400 baud modems

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 01:30:30 UTC
From: ETAT@delphi.com
Message-ID: <19940129.20303093.etat@delphi.com>
Source record: 193958

I just picked up a USR Sportster 14.4 faxmodem...does anyone have the proper NVRAM settings? I am using Serial fix 2x and do alright with PC BBS.s but the speed really drops when I logon an Atari ST BBS...surely someone out there owns one of thes things too...any input would be appreciated.

2070. Kennedy Approach--strange bug?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 02:01:24 UTC
From: ua887@freenet.Victoria.BC.CA
Message-ID: <CKF6yD.HDG@suncad.camosun.bc.ca>
Source record: 193962

Yes, I just picked up that ancient game today, and the strangest thing happens (well, not THAT strange, but you get the idea)...

The speech synthesis doesn't run at all on my system (it ran fine on the systme I tried it on)...mine is a 520ST (ext. drive), TOS1.0, and 2.5Megs. This isn't really a serious problem, but if anyone has encountered this in the past, and knows why it does what it does, please e-mail me, I am tres curious!

2071. Yow! 1110 cps at 9600 bps?!?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 03:38:30 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <2ifa3m$7kn@bigboote.WPI.EDU>
Source record: 193969
Cross-posted to: wpi.ccc,comp.sys.atari.st

Any ideas how this could be happening? I just downloaded a ZIPped file with zmodem over a 9600bps MNP reliable (though not MNP 5 compressed) connection and got 1110 cps! My calculator tells me that the maximum possible transfer rate at 9600 with 8 databits and one stop bit should be 1067cps. 1110 is 105% efficiency!

Does this have something to do with the MNP4 (well, v.42 really) reliable connection? Does that strip out the stop bit from the modem to modem data stream? That would give me the more realistic 96% efficiency...

No matter... 1110 cps is a whole lot better than the 230 I always got with my 2400 baud modem!

Cheers to high speed modems!

.s.
(I just wish I could get a 14.4 connection here!)

--
- lancer@wpi.wpi.edu - - "the Woman in the Wall": -
- He was just a social drinker but social every night -
- He enjoyed a pint or two or three or four -

2072. Medusa T40

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 04:17:06 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940129.23170666.abarbiero@delphi.com>
Source record: 193970

Anyone ACTUALLY have some hands on with this machine? It LOOKS
interesting, but I would love to talk to someone who has used it.

Andreas
ABARBIERO@Delphi.com
AEO.2@genie.geis.com

2073. What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 04:40:15 UTC
From: jcassara@weird.miami.fl.us
Message-ID: <jcassara.0gya@weird.miami.fl.us>
Source record: 193980

What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
If so, what does GEM stand for? You'll have to excuse these basic questions.
I'm not an Atari user, just a curious Amiga user.

--
Joe Cassara jcassara@wierd.miami.fl.us
---------- -------------------------
"Look, Captain! I've got Mr. Data hooked up to the modem!"

2074. Re: Yow! 1110 cps at 9600 bps?!?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 04:53:57 UTC
From: dxn@elm.WPI.EDU
Message-ID: <2ifeh5$9ol@bigboote.WPI.EDU>
Source record: 193973
Cross-posted to: wpi.ccc,comp.sys.atari.st

lancer@wpi.WPI.EDU (Stephe Lewis Foskett):
>Any ideas how this could be happening? I just downloaded a ZIPped
>file with zmodem over a 9600bps MNP reliable (though not MNP 5
>compressed) connection and got 1110 cps! My calculator tells me that
>the maximum possible transfer rate at 9600 with 8 databits and one
>stop bit should be 1067cps. 1110 is 105% efficiency!

Hmmm. I have absolutely no experience with modems whatsoever, but,
could this be an effect of data compression?

Let me know what you find out.

2075. Mac -> Atari docs

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 04:57:01 UTC
From: craig@loose.apana.org.au
Message-ID: <2ifemt$gc@loose.apana.org.au>
Source record: 193971

Is there software out there to convert Mac documents so I can read them
on my Atari??

--
A sig is a sig you dig you dig - and no one can talk to a sig you dig -
that is of course unless the sig is the famous Mr SIG!!!

* Craig Harnath craig@loose.apana.org.au Australia *

2076. Re: MEGALINE!!

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 05:02:06 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2iff0e$eha@golem.wcc.govt.nz>
Source record: 193975

] I am posting this message again in the hopes that someone out there
] will read it. Does anyone out there have the shareware game MEGALINE,
] it is a tron-light cycles game with STE specific sounds. I want to see
] if I can get it to work on my Falcon, but I can't find it on any of the
] FTP sites.

Tell everyone about it folks, anything supporting the STE and better
is worth a look! :)

2077. CD-ROM Drives - which,where,$?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 05:03:46 UTC
From: selick@acs.bu.edu
Message-ID: <2iff3i$hc6@news.bu.edu>
Source record: 193972

I'm thinking about getting a CD-ROM drive for my 1040STe and was wondering which drives are known to work with a Supra SCSI host adaptor, and how much it should cost for just a scsi drive without any PC interface garbage, etc. Also, what could a CD-ROM be used for on the Atari other than the new disk specifically for Atari? I mean, maybe clipart, or fonts, but would an encyclopedia cd be easily read on the Atari? How much would it cost to have a cd made of my hard drive so I could boot up on the CD and have my hard drive be at the end of the chain somewhere? Would this increase my drive speed? Will it necessarily be compatible with the Falcon 486 emulators that are hopefully being worked on now? How abouut Spectre?

-Steve
selick@acs.bu.edu

2078. Help needed with Amberstar

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 05:21:31 UTC
From: sk2n@henson.cs.virginia.edu
Message-ID: <SK2N.94Jan30002131@henson.cs.virginia.edu>
Source record: 193977
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.rpg,comp.sys.atari.st

Hello, I am currently playing the game 'Amberstar.' I am
stuck at the Riddler's tower (more specifically, I am totally
incapable of solving riddles of this type, and so I can't get past any
of them). Could someone kindly E-mail me solutions (or big time
hints) to each of the riddles? Thank you in advance.

Shuichi

--
==
Shuichi Koga : SKoga@Virginia.EDU (That's Shoo eechi)
College of Arts and Sciences
University of Virginia
==

2079. Cpio executable wanted

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 05:37:47 UTC
From: a09878@giant.rsoft.bc.ca
Message-ID: <2ifh3b$3ft@deep.rsoft.bc.ca>
Source record: 193974
Cross-posted to: comp.sys.amiga.software,comp.sys.mac.app,comp.sys.mac.apps,comp.sys.atari.st,comp.atari.st

I'm looking for executable versions of programs to archive and unarchive to Unix cpio files for various platforms, these currently being the Amiga, Atari ST and the Mac (I have an MS-DOS version already and it comes with every Unix I've ever seen.)

I'd really appreciate it if you could help me out by mailing me a reply (not posting it, please) telling me where I might find such a thing. If anyone else is interested in my results, send me mail and I will forward them to you.

Thanks greatly for your help.

cjs
--
Curt Sampson a09878@giant.rsoft.bc.ca
Fluor Daniel 604 691 5458
1444 Alberni Street
Vanouver, B.C., V6G 2Z4 "Small cows work best." --Ty Bower

2080. Re: Yow! 1110 cps at 9600 bps?!?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 05:59:32 UTC
From: logajan@ns.network.com
Message-ID: <1994Jan30.055932.20239@ns.network.com>
Source record: 193976
Cross-posted to: wpi.ccc,comp.sys.atari.st

lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>Any ideas how this could be happening? I just downloaded a ZIPped
>file with zmodem over a 9600bps MNP reliable (though not MNP 5
>compressed) connection and got 1110 cps! My calculator tells me that
>the maximum possible transfer rate at 9600 with 8 databits and one
>stop bit should be 1067cps. 1110 is 105% efficiency!

There are 8 data bits, one stop bit, and one start bit = 10 bits. At
9,600bps, that is 960 cps max.

>Does this have something to do with the MNP4 (well, v.42 really)
>reliable connection? Does that strip out the stop bit from the modem
>to modem data stream? That would give me the more realistic 96%
>efficiency...

According to my modem operating manual, MNP5 and v.42bis are both
compression protocols -- v.42bis has a theoretical capability of 4:1
compression and MNP5 2:1. In addition v.42bis can detect pre-compressed
files and shut itself off. Therefore many modems try to negotiate
v.42bis first as the preferred protocol.

This compression stuff assumes, of course, that you have a 19,200baud
serial connection to your 'puter from the modem.

--
-John Logajan MS612; Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
-logajan@network.com, 612-391-1159, Fax 612-424-2853

2081. Re: TOSfax

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 06:32:53 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <iDDygc1w165w@sys6626.bison.mb.ca>
Source record: 193987

Joseph_Hogan@UQAC.UQuebec.CA (Joseph Hogan) writes:

> I just got the latest issue of ST Magazine, and I saw an ad for a
> program called TOSfax. It seems to be made by a company in
> Toulouse(salut JED!!!), and I was wondering what anybody knows
> about this program. BTW, that's Toulouse, France for those
> who don't know.

Could you describe the ad to us, Joseph? What are some of the features
the program lists?

Also, could you give me the specifics (maybe even the page number) of
where you saw the ad?

Thanks.

2082. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 07:10:57 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CKFLA9.wy@usenet.ucs.indiana.edu>
Source record: 193978
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In my valiant attempt to build a gcc cross compiler on the DEC alpha axp 4000/384 MB here at school, I don't know if I've done anything right yet, but so far:

I got all the sources.

Got cgcc/gcc-cc1/gcc-cpp to compile with no errors.

got gcc-as to compile with no errors.

obtained the libraries in binary.

However, nothing in utlsrc37.zoo compiles for me, and when I run cgcc, I get
cgcc: Internal compiler error: program as got fatal signal 6

What do I need to do to get utlsrc37.zoo to compile? All it says is warning: redefining 'free' and then exits some time later but gives no explanation.

and what is the problem with cgcc?? Do I need to give it a command line option to look in my gcc-cross directory instead of the default dir?

thanks very much for your help.

david

2083. Re: Yow! 1110 cps at 9600 bps?!?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 07:19:14 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan30021914@wpi.WPI.EDU>
Source record: 193979

```
0{{ "John" == John Logajan <logajan@ns.network.com> writes:
John> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>> Does this have something to do with the MNP4 (well, v.42 really)
>> reliable connection? Does that strip out the stop bit from the
>> modem to modem data stream? That would give me the more realistic
>> 96% efficiency...

John> According to my modem operating manual, MNP5 and v.42bis are
John> both compression protocols -- v.42bis has a theoretical
John> capability of 4:1 compression and MNP5 2:1. In addition v.42bis
John> can detect pre-compressed files and shut itself off. Therefore
John> many modems try to negotiate v.42bis first as the preferred
John> protocol.

However, as I tried to say, I wasn't using v.42bis OR MNP5! I was
using v.42, which is an error correction protocol and is compatible in
its alternate mode with MNP4, also an error correction protocol.

John> This compression stuff assumes, of course, that you have a
John> 19,200baud serial connection to your 'puter from the modem.

Tha's right... I use HSMODA02 and xyz.ttp from Uniterm...

.s.
--
- lancer@wpi.wpi.edu - - 0{{ "MoDiMiDoFrSaSo": -
- Mein Kopf ist ein Labyrinth, mein Leben ist ein Minenfeld -
```

2084. SEQ Animation Player

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 07:34:48 UTC
From: ummacle8@cc.umanitoba.ca
Message-ID: <2ifnuo$lug@canopus.cc.umanitoba.ca>
Source record: 193981

Can anyone tell me where I can find an SEQ Animation player on
the internet?

Thanks

Stephen MacLean
ummacle8@cc.umanitoba.ca

--
****
Stephen MacLean
Assistant Network Administrator Computer Science II
LINNET Graphics International University of Manitoba

2085. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 08:57:27 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2ifspn$q3a@elroy.jpl.nasa.gov>
Source record: 193983
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <wvydgoo3ric@moacs11>, Waldi Ravens <walra%moacs11@NL.net> wrote:
>In <2i96ru$q1k@elroy.jpl.nasa.gov>, Howard Chu wrote:
>
>> This seems like a simple enough question, but all my tinkering has produced no
>> results so far. In the 1280x960 monochrome mode, is there any way to invert
>> the screen so you get white foreground/black background instead of the
>> current black on white?
>
>Yes there is: write your own VDI screen driver.

I was afraid that would be the answer... But, I suppose I can patch my copy of
NVDI and let it go.

It seems, from various TT docs, that there is no palette change that will
invert the TT-hi video, the inverters are only present for the lower rez's.
Oh well.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

2086. Re: Graphing programs

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 09:08:49 UTC
From: Lexicor@world.std.com
Message-ID: <CKFqqq.EAs@world.std.com>
Source record: 193984

In article <lombardo.759880625@cwis>, <lombardo@cwis.unomaha.edu> wrote:
>Are there any good graphing programs out there that support the Deskjet
>500C? I would love to have one. Thanks
>
>

Yeah! DGRAPH will do fine, by Dragonware.

Yat

2087. Re: SEQ Animation Player

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 09:11:11 UTC
From: Lexicor@world.std.com
Message-ID: <CKFquo.EJ3@world.std.com>
Source record: 193985

In article <2ifnuo$lug@canopus.cc.umanitoba.ca>,
Stephen Maclean <ummacle8@cc.umanitoba.ca> wrote:
>Can anyone tell me where I can find an SEQ Animation player on
>the internet?

Try world.std.com at /pub/atari/Graphics/Lexicor in Freesoftware, if not
SEQ there is an SEQ to FLM Converter, and there are plenty players for
FLM <g>

Cheers

2088. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 09:15:14 UTC
From: Lexicor@world.std.com
Message-ID: <CKFr1F.EuG@world.std.com>
Source record: 193986

In article <2iehnq$8ic@news.bu.edu>, <selick@acs.bu.edu> wrote:
>
>Is there a floptical drive available for the Atari STe line of computers? I've
>already got a Supra SCSI host adaptor. Is the floptical format compatible with
>SCSI? Can the Atari read/write/format the flopticals OK? Will they work for
>hard drive backup with Diamond Back 2.42? 3.0?

There are flopticals' that are SCSI (I think most if not all are) and it works with an Atari just fine, I had one back then from PMC.

Seriously though....I would NOT recommend a floptical for ANYTHING but backup and easy transfer via Postal Mail. It is slow, overheats extremely easily and I always have problems with autobooting it from an ST (i.e. I had to use a startup disk). Might have been an old model, but the speed will more than likely NOT be faster.

I recommend a Syquest...more capacity and faster, they are also getting really cheap.

Cheers

2089. Re: STE analog joystick ports as sound samplers?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 10:18:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2ig1i7$ai@elroy.jpl.nasa.gov>
Source record: 193991
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <LANCER.94Jan28095928@wpi.wpi.edu>,
Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
>
>This may sound like a wacky idea to some...
>
>I was thinking this morning that it's too bad the STE doesn't have
>audio sampling built in... Then I got thinking about ADCs and
>something snapped! It DOES have a pair of ADCs! In the never-used
>analog controller ports! Could these somehow be rigged up for audio
>sampling? I wonder...
>
>They're probably pretty cheap/cheesy ADCs, but they'd probably work...
>
>Can anyone with more programming/hardware knowledge than I enlighten
>me on this matter?

What the heck, give it a try. You've got a wide variety of options; each
port has an 8 bit X and Y (paddle) input, so you could easily have 4 8-bit
inputs. Port 0 also has a light-pen input, which gives 10-bit values for X
and Y, which you could try to use for higher resolution. But, I've never
seen any docs describing how fast these ports can be sampled, or what voltage
levels they expect... The button inputs seem to be 5 volt TTL level, dunno
about the analogs...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.
```

2090. Re: UK/Euro Mags/Dealers

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 10:35:18 UTC
From: aturco@netcom.com
Message-ID: <aturcoCKFuqv.Kt8@netcom.com>
Source record: 193992

My name is Brian Rost (rost@tecrus.enet.dec.com) wrote:

: With the US software situation in disarray, I'm interested in finding out
: about UK or European magazines or dealers. I need educational software for my
: kids (6 and 8 today, I'm looking for packages good for 8-12 year olds) and
: figure that *something* must exist over there.

: Any US users who can tell me where to get European mags or (better yet) have
: dealt with overseas dealers, if you could give me some pointers, I'd apprecaite
: it.

UK mags are available from Computer Games Plus 714-639-8189.
They import them directly from the publishers and therefore
have an excellent selection of back issues at reduced prices.

--

2091. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 11:08:04 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ig4ek$fjl@golem.wcc.govt.nz>
Source record: 193993

In article <1994Jan27.171932.27878@news.unige.ch>, mike@medsun.unige.ch (Mike Morris) writes:
>I am very disappointed with Calligrapher - and I have really tried
>but not _great_. The perfect prog. would edit like Red4, and lay out
>like Calamus SL.
> Anybody have any comments about Papyrus (is it only in German?), or
>AtariWorks?
>

>Michael Morris PhD

There is also 3 otheres that I can think of but all German,
Script III, Signum III and Tempus Word..

Its posible that there is a English version of Signum III, but its a shame
as these are all excellent Word Processors or Document Processors..

There is a working demo of Script III, and I do have a demo
of Tempus Word, there could even be a demo of Signum III..

I do wish some one would convert all of these as I think these are the best you
can get..!!!!

They leave all others for dead....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2092. Re: Adding/Replacing HD

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 11:44:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ig6jj$fjl@golem.wcc.govt.nz>
Source record: 193994
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <scotty.759808759@sarge>, scotty@verdix.com (Scott R. Chilcote) writes:
>gregk@nskernel.tandem.com (Greg Kilfoyle) writes:
>
>>Hi,
>
>> ...
>
>>Okay, now I'm looking into what's involved in adding a HD or replacing my
>>existing HD. I have a Supra 30Mb drive which I think has a Seagate ST138
>>drive and Seagate 138N controller. It also has a 25-pin port on the back
>>with some instructions on how to make a cable for this port with a 50 pin
>>(SCSI?) connector on the other end.

>If you have the money, I'd recommend that you get a newer host adapter, such
>as ICD's "The Link". This adapter should work with any current SCSI or
>SCSI-II drive, or even a CD ROM drive. The software is up to date, and will
>let you format nearly any popular unit.

I would not recommend the LINK at all, as its not intended for this
type of contruction, its intended for Mac/PC type external hard drive boxes
with 50 way connectors on them, its a external host adapter not a internal one.

> Scott R. Chilcote
> scotty@verdix.com - or -
> scotty%verdix.com@uunet.uu.net

All you need to do is to remove the hard drive in the box and fit a Quatum
LPS type drive, but you will have to get ICD's Pro software to make this drive
work, Supra does not support these drives..

Note: the 25 way 'D' type connector is wired the same way as Mac type drives
use, so a Mac type hard drive can connect to this 25 way connector...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2093. Re: Diamond Back and Diamond Edge: current version???

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 12:21:09 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan30.122207.2185@inca.comlab.ox.ac.uk>
Source record: 193995

Vij Singh (vij@vnet.ibm.com) wrote:
: Does anyone know what are the current versions of
: Diamond Back and Diamond Edge?

I just bought Diamond Edge and it was v1.10.

2094. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 12:25:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKFzuE.2vF@cix.compulink.co.uk>
Source record: 193998

>What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
>If so, what does GEM stand for? You'll have to excuse these basic questions.
>I'm not an Atari user, just a curious Amiga user.

TOS = The Operating System
GEM = Graphical Environment Manager

Ofir ogal@cix.compulink.co.uk

2095. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 13:32:45 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <L8ILBZCG@isys-hh.hanse.de>
Source record: 193860
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>In article <...>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>|> This seems like a simple enough question, but all my tinkering has produced no
>|> results so far. In the 1280x960 monochrome mode, is there any way to invert
>|> the screen so you get white foreground/black background instead of the
>|> current black on white? I *hate* looking at a white screen... Just flipping
>|> the bit in palette 0 has no effect.

Where is the problem? I've never used anything but inverse video selected
from the CPX control panel, giving me at least white characters on a black
background until I find a green phosphor CRT replacement for my PTM144.

Rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

2096. Re: Lattice or Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 13:43:12 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <W8ILB1QG@isys-hh.hanse.de>
Source record: 193859

Neither, I'd say. Why part with cash for immature compilers (Pure-C's assembler is one pass and the linker can't resolve forward references; Lattice will not compile modules >32K) when GNU-C is for free and produces superior code? The latter's optimizer is a pleasure to see at work, and lot's of the resulting assembler code I couldn't have done more efficient manually.

Unfortunately I spent money on both of the above mentioned C compilers, which is what some would describe as paying for one's education...

rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

2097. Re: STE analog joystick ports as sound samplers?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 15:05:02 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EA5PDAVC@zaphot.abg.sub.org>
Source record: 193855
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2ig1i7$ai@elroy.jpl.nasa.gov> Howard Chu wrote :

>In article <LANCER.94Jan28095928@wpi.wpi.edu>,
>Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
>>
>>This may sound like a wacky idea to some...
>>
>>I was thinking this morning that it's too bad the STE doesn't have
>>audio sampling built in... Then I got thinking about ADCs and
>>something snapped! It DOES have a pair of ADCs! In the never-used
>>analog controller ports! Could these somehow be rigged up for audio
>>sampling? I wonder...
>>
>>They're probably pretty cheap/cheesy ADCs, but they'd probably work...
>>
>>Can anyone with more programming/hardware knowledge than I enlighten
>>me on this matter?
>
>What the heck, give it a try. You've got a wide variety of options; each
>port has an 8 bit X and Y (paddle) input, so you could easily have 4 8-bit
>inputs. Port 0 also has a light-pen input, which gives 10-bit values for X
>and Y, which you could try to use for higher resolution. But, I've never
>seen any docs describing how fast these ports can be sampled, or what voltage
>levels they expect... The button inputs seem to be 5 volt TTL level, dunno
>about the analogs...
>--

Uhhh ... one _must not_ use the STe/Falcon-analog-ports for sound-sampling
or anything else like this !!! The analog-inputs are the same than in every
old home-computer (VC-20, C-64, Atari 400/800/600XL/800XL ...) !!

That means you can only connect a paddle or a variable resistor of 500kOhm
This resistor is used to unload an internal condensator ! During the
unloading a 8-bit-counter is running, so you get a value between
0 and 255 - thats all.

You see - there are _no_ "real" ADCs in the STe ! For sound-sampling, the
Falcon has audio inputs wich are connected to "real" ADCs.

BTW: The light-pen-input is a _digital_ input. It does not produce
x/y-values ... only the video-chip writes its current row/coloumn
into the light-pen-registers, if this input becomes low (0V).

I recommend to use "real" ADCs like AD-7569 from Analog Devices. This chip
produces up to 100000 8-bit-samples per second and is very cheap.

Greetings, Arno

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

2098. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 15:08:38 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EA5PDAVF@zaphot.abg.sub.org>
Source record: 193856

In <jcassara.0gya@weird.miami.fl.us> Joe Cassara wrote :

>What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
>If so, what does GEM stand for? You'll have to excuse these basic questions.
>I'm not an Atari user, just a curious Amiga user.
>

TOS stands for "The Operating System" - wich means the whole operating
system of Atari.

GEM stands for "Graphic Environment Manager" - this is a part of TOS
to handle the GUI (windows, dialogs etc.)

Greetings, Arno

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

2099. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 15:45:16 UTC
From: tal@st-andrews.ac.uk
Message-ID: <2igkmc$pkf@calvin.st-and.ac.uk>
Source record: 193852

In article <jcassara.0gya@weird.miami.fl.us>,
Joe Cassara <jcassara@weird.miami.fl.us> wrote:
>What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
>If so, what does GEM stand for? You'll have to excuse these basic questions.

TOS is the operating system which is why it stands for The Operating System
(not Tramiel Operating System as I've seen it quoted...). GEM is the windowing
front end for TOS and was originally written by Digital Research (possibly when
they were Intergalactic Digital Research!) and stands for Graphic Enviroment
Manager.

The secret of success in Mathematics:
"Plagiarize. Plagiarize, let no one's work evade your eyes, but remember all of
the time to call it... research" - with apolgies to Tom Lehrer.

2100. Supercharger software versions?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 15:45:58 UTC
From: men@us.dynix.com
Message-ID: <Pine.3.05.9401300825.A71920-a100000@cpu.us.dynix.com>
Source record: 193996

Does anyone know the last version of software produced for the SuperCharger PC emulator, and where I might get it? I have version 1.40, and it seems that there must have been a few bug fixes at the very least.

P.S. Please excuse me, I posted this a few months back and then experienced a lot of problems with my account, not getting my mail, etc. (I'm not really even sure if my post ever made it).

Mark E. Nelson, men@us.dynix.com
Wasn't it a millionaire who said, 'Imagine no possessions'? - P. McManus

2101. Re: UNIXMODE was: Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 15:46:05 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Jan30.154605.12068@solaris.rz.tu-clausthal.de>
Source record: 193999

In article <1994Jan27.162656.18995@ibr.cs.tu-bs.de> you wrote:
> In article <1600@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko)
writes:
[...]
> Thats how i got my UNIXMODE settings as well, but is there
> someone who knows the meaning of

> cu/rUx ?

From the documentation of the UNIXMODE enviroment (the complete doc is
available from ftp.tu-clausthal.de (139.174.2.10) in the file
/pub/atari/programming/docs/unixmode.lzh [5880 bytes] - access via FTP,
FSP (port 21) or Email ("mail-server@ftptu-clausthal.de")):

c -- Pretend case is significant in file names. If this flag is
present, then UNIXMODE programs will not translate the case
of file names in any way, and will assume that case is significant
to the underlying operating system.
The "c" flag should *not* be used in present versions of GEMDOS,
since these are case insensitive. It is provided so that programs
will work correctly under GEMDOS extenders or future versions of
the OS.

u -- Assume file name length is unlimited. Like the "c" option, this
should not normally be used under GEMDOS. If "u" is not present,
it is assumed that the operating system recognizes only the first
8 characters of the filename, and 3 characters of the extension
(if any). If "u" is present, then it is assumed that files may
be of any length, and may contain any number of '.' characters. If
the second assumption is false (e.g. a GEMDOS emulator running on
VAX/VMS) then the "." option must be used to translate extra
occurrences of periods.

/ -- Allow the use of '/' as well as '\' to separate the directories
in a path name. If the "/" option is given, then the name
"foo/bar" refers to the file "BAR" in the directory "FOO".
Otherwise (the default) it refers to the file "FOO/BAR" in the
current directory.

r<c> -- Provide a default root drive. If the "r" option is present, then
the search for a file whose name begins with a directory separator
(e.g. '\') and which have no explicit drive letter present will
begin on drive <c>. If the "r" option is not present, then
the search will begin on the current drive (the default). Note
that the actual drive on which the file is found may differ,
if one of the components of the file name is a symbolic link.

Example: if "rC" is set in UNIXMODE, and the current directory
is "D:\FOO\BAR", then the filename "\bin\sh" refers to the file
"C:\BIN\SH", not the file "D:\BIN\SH" as it would normally.

x -- The stat-functions recognizes executable files by looking at the
first two bytes. If these are 0x601A or "#!", the file has the
executable bit set.

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

2102. Atari ST Emulator (Amiga, again)

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 15:53:06 UTC
From: titan@sys6626.bison.mb.ca
Message-ID: <8a4ygc1w165w@sys6626.bison.mb.ca>
Source record: 193867

Hi again,

Well, I was looking through the November 1993 issue of Amiga Format and lo and behold I came across the Atari ST Emulator in a PD catalog. It must be the same one I have/had (now), because it said that it requires 2 drives to run. So, I'm now assuming this emulator is PD. I would like to have this verified by giving it to another Amiga user on the net, but it would be too large to send in e-mail (atleast 160K uuencoded, and my editor only allows 250 lines each message). So, I could upload it to a local BBS and allow someone to FREQ (File REQuest) the archive, and then if the emulator turns out to be legal, you could pass it on to everybody else by sending it to an FTP site. How's that? Leave me mail if you don't mind FREQ'ing 115K packed archive in Canada. V.32bis speeds, so it won't take long at all.

Leave me mail and I'll give you the Fido address.

Titan

PS: I also wrote out some docs for the program.

"Philosophy will_clip an angel's wing." -John Keats 'Endymion' AMIGA::
_|_ o_|_ _.._ / \ _ _ / //) / |_ o _ _ ._ ._ _ |_ _ _. 600HD::
|_ | |_(_|| || (|/_>\/_>()()/_()o|_)|_>(_)| |o| | ||_)o(_(_| 1200:::
__ /

2103. STE Joystick Port Problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 15:56:53 UTC
From: men@us.dynix.com
Message-ID: <Pine.3.05.9401300843.B71920-a100000@cpu.us.dynix.com>
Source record: 194000

I have an STE which works fine in every respect except that joystick port 1 recognizes only left, up and the button, no down or right. Down and right produce bizzare results, such as rapidly sending left, left, left pulses. What's really strange about this to me, is that I took it to be repaired, and the shop replaced the keyboard ($105 for this :(labor and parts?) After that, the joystick port worked fine for about 2 months, then it broke again, in EXACTLY the same way as before. Does anyone know what's REALLy wrong with this thing. I mean, I don't want to pay a lot of money just to have a joystick for 2 months. But I do want my joystick!

Of course, this could be just a really amazing coincidence.

I would be ever so grateful for any ideas.

Mark E. Nelson, men@us.dynix.com
Wasn't it a millionaire who said, 'Imagine no possessions'? - P. McManus

2104. Re: Yow! 1110 cps at 9600 bps?!?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 16:39:17 UTC
From: leppa@bigwpi.WPI.EDU
Message-ID: <2ignrl$pm9@bigboote.WPI.EDU>
Source record: 193997
Cross-posted to: wpi.ccc,comp.sys.atari.st

In article <2ifa3m$7kn@bigboote.wpi.edu>,
Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
>Any ideas how this could be happening? I just downloaded a ZIPped
>file with zmodem over a 9600bps MNP reliable (though not MNP 5
>compressed) connection and got 1110 cps! My calculator tells me that
>the maximum possible transfer rate at 9600 with 8 databits and one
>stop bit should be 1067cps. 1110 is 105% efficiency!
>
>Does this have something to do with the MNP4 (well, v.42 really)
>reliable connection? Does that strip out the stop bit from the modem
>to modem data stream? That would give me the more realistic 96%
>efficiency...
>
>No matter... 1110 cps is a whole lot better than the 230 I always got
>with my 2400 baud modem!
>
>Cheers to high speed modems!
[cut]

Ok... when you are working with a high speed modem, and you have a
v.42 or a MNP4 connection, you will not be using any stop bits. The
connection between your modem and the computer (the serial prot
itself) will be sending a start and a stop bit. the connection
between the modems, however, do not send the stop bits. This is
becuase MNP or v.42 handle the stop bits themselves, and therefore,
the you are only sending 8 bits instead of 9 or 10 over the phone
line. this makes your maximum thruput equal 9600 / 8, or 1200 cps.

Hope this helps.

2105. CV-Translator v1.1

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 16:44:49 UTC
From: an65022@anon.penet.fi
Message-ID: <165302Z30011994@anon.penet.fi>
Source record: 193853

```
> Sounds nice... but is it still written in GFA-BASIC and does it still do
> incredibly funky things to the system it's running on? GER2ENG (albeit,
> a 2.x version) does nasty, nasty things on my ST ranging from crashing
> to mangling the screen (it seems set up for ST-Medium only).
-
Try GER2EN30.
-
CVTRAN11 is only set up for 640x200 and 640x400. I'm beta testing a new
version that works in any resolution up to 32768x32768. [I hope no one
has higher resolution :)]
Also you can resize the window and other improvements.
Do you want to Beta test it? I've a 1040ST and it seems to work fine
at 640x200 and 640x400.
-
Have a look at 1.1 and tell me what you don't like.
-
C.V.
------------------------------------------------------------------------
To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.
```

2106. fax classes

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 17:16:52 UTC
From: Joseph_Hogan@UQAC.UQuebec.CA
Message-ID: <9401301718.AA03082@infocom>
Source record: 193857

Hello,

I was wondering about the different classes of faxes that are available.

I have read something about class I, II, & III. What are the differences, and why would you need any of the them?

Next question.

I would like to know if STraight FAX works with a BOCA modem. I have seen them for a good price, but I have not heard anyone mention them on the net. Also, what are peoples experience with US Robotics Sportser modem and STraight Fax.

Thanks again for the help,

Joseph Hogan

2107. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 17:38:58 UTC
From: hiot@sun.rz.tu-clausthal.de
Message-ID: <1994Jan30.173858.13951@solaris.rz.tu-clausthal.de>
Source record: 193851

does Elite II run on the Atari TT?

--

____ ___
/ / / / Oliver Teuber hiot@sun.rz.tu-claustahl.de
/ / / / Schulweg 8
/___/ /__ _/_ D-37534 Badenhausen DH0OAE@DB0KG

ftp.tu-clausthal.de: FTP-Server fuer HAM-RADIO,ATARI,UNIX,DOS,LINUX,MAC,AMIGA

2108. Snapshot Program

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 17:50:11 UTC
From: Lexicor@world.std.com
Message-ID: <CKGEvn.L5p@world.std.com>
Source record: 193858

Can anyone recommend me a really good Snapshot Program? I've been using MultiSNAP, Snapper, J-Snap, they are ok, except I have one problem with most snappers out there.

I'd like a program that can snap via a keyboard command, or time frame like MultiSNAP (except IT only goes to 640x400 max., everything else is garbled even as IMG). Now many great Snappers let you carve out what you want to Snap....that's neat...however when I am in a modal dialog they won't let me do that....of COURSE as I can't access the Snapshot program.

So! If anyone can help me out :) I'm looking for a snapshot program that is resolution independent AND can snap Modal Dialogs :) eg. via a keyboard command.

It need not support lot's a colors ;)

Cheers

Yat
y.siu@lexicor.com

2109. img -> text

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:11:02 UTC
From: miff@apanix.apana.org.au
Message-ID: <2ih0o6$a78@olivaw.apanix.apana.org.au>
Source record: 193959

Greetings... This will serve me right not to keep the interesting snippets that go past 8(

I have a need to translate a small .img file into a 'best look' ascii representation. Thinking to take advantage of our wonderful resources, I grabbed several ports of the PBM utils (namely those from uni-paderborn, and atari.archive) and proceeded to work img ->pbm (limited success) and pbm->text (no success at all).

Needless to say, I'm not hugely impressed - does anyone have a reasonably recent version of these tools - preferably built with the Mintlibs...

The reason I kick myself, however, is that I'm sure I saw a number of tiny programs go past for just this thing - if anyone has some source to do the trick, I'd be very grateful 8)

Ta!

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

2110. Calculator Accessory???

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:16:28 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <759971040.AA03994@byte.bbs.no>
Source record: 193863

>In <H.eg.PIktu2SeleE@yonder.equinox.gen.nz>, Craig Shore writes:
>> Anyone know where I can find a Calculator Accessory that will work
>> on an STE in hi-res???

don't know specificly about the STE but there is one program called
Procalc, it is not very advanced but okay for everyday normal use. (and
it's either PD or Sharewre) that is quite good. Also there is a very
basic calcualtor included in Harlekin..

2111. Re: Linux for Atari TT/Falcon (680x0 x >= 3)

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:18:56 UTC
From: miff@apanix.apana.org.au
Message-ID: <2ih170$9ef@olivaw.apanix.apana.org.au>
Source record: 193960

marshall@cs.uq.oz.au (Marshall (G.M) Harris)

>Is there any hope that Linux will eventually run on a MegaSte (Pppplease!)?

Hey, I will say it _yet_again_ : NO! IT CANNOT BE DONE!

It's hard enough trying to take that abominable mess they dare to call
a kernel, and get it to work on a motorola processor at _all_.

It is totally, utterly, impossible to make the linux kernel run on a
system that does not have the ability to execute from virtual address 0.

This means that a 68000-based system _CAN_NEVER_RUN_LINUX_

No amount of please, grovel, whatever can do it - it is a techincal
impossibility. If you want a unixlike system, and can't get MiNT to
look like you want, then look to Minix, or OS/9.

I'm sorry, I feel like I'm taking candy from a baby, but that's the way
it is. Finis. End Of Story.

> _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

2112. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:20:40 UTC
From: whitema@rtsg.mot.com
Message-ID: <2ih1a8$jmg@delphinium.cig.mot.com>
Source record: 193876

In article <CKFzuE.2vF@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
>>If so, what does GEM stand for? You'll have to excuse these basic questions.
>>I'm not an Atari user, just a curious Amiga user.
>
>TOS = The Operating System
>GEM = Graphical Environment Manager
>
>Ofir ogal@cix.compulink.co.uk
>
>

I've also heard TOS = Tramiel Operating System.

Michael
whitema@rtst.mot.com

2113. What's up with atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:23:35 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <135031@hydra.gatech.EDU>
Source record: 193961

The last two posts regarding new files on atari.archive contained some
files I was intersted in. When I requested them from BART or checked
the wuarchive mirror, I can't get them or find them.

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2114. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:23:52 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <759957832.27241@minster.york.ac.uk>
Source record: 193885

In article <CK92Hp.DC3@lut.ac.uk>, <R.N.Hunt-93@lut.ac.uk> wrote:
>In article <CK85yI.5uL@world.std.com> Lexicor@world.std.com (Lexicor Software
Corporation) writes:
>>
>>>STOS is not dead! Long live STOS ...
>>
>>Well..but does it support the Falcon or TT let alone run on it? It looked
>>like a great Hobby Purpose Language with some neat and easy life functions.
>>But it just crashes on TT, is it still upgrade on the Atari Platform?
>
>There were rumours in ST Applications some months ago about a FalcOS and also
>a SuperSTOS for the ST which would be similar to AMOS in structure. Were these
>just pure speculation or does anybody know anything more about this?
>
>Richard.

I have read in the latest ST format that FALCOS is no longer being
developped, and that Atari have pulled out of negotiations
with the company.

Back in 1990, I heard rumours about STOS-PRO. This was supposed to be
STOS with no line numbers, and more structure in the programming.
This also never materialised.

AE.

2115. Re: STE analog joystick ports as sound sam

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:26:44 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan30.192644.7318@t.hfb.se>
Source record: 193866

In article ai@elroy.jpl.nasa.gov, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <LANCER.94Jan28095928@wpi.wpi.edu>,
>Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
>>
>>This may sound like a wacky idea to some...
>>
>>I was thinking this morning that it's too bad the STE doesn't have
>>audio sampling built in... Then I got thinking about ADCs and
>>something snapped! It DOES have a pair of ADCs! In the never-used
>>analog controller ports! Could these somehow be rigged up for audio
>>sampling? I wonder...
>>
>>They're probably pretty cheap/cheesy ADCs, but they'd probably work...
>>
>>Can anyone with more programming/hardware knowledge than I enlighten
>>me on this matter?
>
>What the heck, give it a try. You've got a wide variety of options; each
>port has an 8 bit X and Y (paddle) input, so you could easily have 4 8-bit
>inputs. Port 0 also has a light-pen input, which gives 10-bit values for X
>and Y, which you could try to use for higher resolution. But, I've never
>seen any docs describing how fast these ports can be sampled, or what voltage
>levels they expect... The button inputs seem to be 5 volt TTL level, dunno
>about the analogs...
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
>
> Poets measure meters in feet.

DOOOOOOOONT......

The ADC isn't of the kind for audio sampling... it is only four timer chips (NE555)
wich gives specifik frequences for diffrent values over a resistor (the joypad)...

I'll guess you could make some kind of audio sampler with it, but I think it's
cheaper to buy a new ADC and use some other port on the computer....

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

2116. Re: Falconscreen

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:31:28 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CKGJKG.H2r@cix.compulink.co.uk>
Source record: 193861

>Can you check that out? I'd hate to delete yet ANOTHER program listed as PD/S
>and found not to be ... <sigh> ..

I have been trying to contact him for a couple of months as some of the
features in FS are better then BlowUp Hard II in my opinion. So far though
no response to my mails at all.

>I thought the FS author went to do Screenblaster, which was quickly killed by
>BlowUp030 .. (says the happy BlowUp030 Hard-II user .. :-)

Not as far as I know, as he did have his own design of hardware unit up
and running for FS, which I know from messages from him did out perform
BlowUp.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

2117. LINECRASH!!! (Was MEGALINE!!)

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:43:38 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <759959017.27418@minster.york.ac.uk>
Source record: 193886

In article <cs93294.759728251@wolfcreek.cs.ualberta.ca>,
Stuart David A <cs93294@assn030.cs.ualberta.ca> wrote:
>I am posting this message again in the hopes that someone out there
>will read it. Does anyone out there have the shareware game MEGALINE,
>it is a tron-light cycles game with STE specific sounds. I want to see
>if I can get it to work on my Falcon, but I can't find it on any of the
>FTP sites.

If you are interested in the 4-player aspect of MEGALINE, rather than
the sound effects, may I reccomend that you get LINECRASH instead.
This can be played by up to eight players (four if you don't have
an STE) using both the normal, paralell, and STE joysticks.

It is available in atari.archive.umich.edu in
/atari/Games/linecras.lzh

Instructions on how to build the adaptors for the extra joysticks
are included, and also how to read them from your own programs.

However, if your ST has a TOS version greater than 1.62, you
should wait until linecras.zip has been moved to
/atari/Games, as the lzh version does not work on the newer TOSses.

AE.

2118. Falcon040 status and which computer to buy (was Re: Falcon 486 em...

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 19:59:19 UTC
From: hoosier@rider.cactus.org
Message-ID: <5852@rider.UUCP>
Source record: 193864
Cross-posted to: comp.sys.atari.st,local.atari

that
Atari shelved it and turned its financial resources on the Jaguar. While
it may be true that the 040 is not "in the works", I think it's also true
that very little would be required at this point to get it into produc-
tion.

]> ... if Atari doesn't get its act together soon, I may be forced to get a
]>486 machine. That would really be tragic.
]
]Tragic? It would be a downright shame! :(

And likely a mistake, IMHO. But then I'm rather biased, as you're about
to see.

]The Falcon still has a lot to offer, IMHO, although that edge has slipped
]quite a bit this last year. If you eventually decide against an Atari, might
]I suggest you consider one of the new Apple PowerPC's? At the risk of being
]branded another 'Peter Sinclair' (a wildly fanatic Apple fan who used to
]regularly harass this newsgroup), these new machines really are amazing and
]certainly worth a look after the March 14th intro date. I mean, $2000 for a
]system complete with monitor and keyboard which will run rings around most
]Pentium machines is a revelation, indeed. Now if Darek Mihocka could just
]develop a Gemulator board for the PPC... :)

IMHO (again), the major forces in the desktop world can be devided into
four groups:

Mac
PC
Unix workstations
Other

Atari and Commodore fall into the "other" category and should be only of
interest to a small minority for which they have advantages. In Atari's
case, I'm in that group by virture of already having a significant in-
vestment in Atari equipment, software, and knowhow. Someone new just
getting into an Atari would fit into that minority only if they were in-
to MIDI music, getting into computers with the help of someone who was
an Atarian, getting into Ataris because of a particularly good deal, or
needing to run an Atari-specific piece of software. This really is quite
a small group, and I suspect a similar case could be made for Amigoids.

As for the other groups, a great deal of blurring is about to commence.
The Unix workstations are really RISC workstations, and we are about to
see them capable of running other operating systems with greater and

greater ease, either native or as "guest" operating systems on top of Unix. In addition, PCs are capable of running (though not necessarily well) forms of Unix, and Apple is about to spring RISC versions of the Mac upon the world. So much for nice, neat categories. In spite of that, I'm willing to make the following sweeping generalizations (I never claimed to have any sense).

If you are looking for a fairly powerful computer that is easy to use, get a Mac. If you are a power user and want the maximum performance at a penalty in ease of use, get a Unix/RISC workstation. If you are too poor (like me) to buy either of those new, patience and some effort will reward you with a decent older model of either. I do NOT recommend a PC because it offers no more "power" than an equivalent Mac with ease of use not significantly better than Unix. If you want to pick nits regarding small differences in performance or ease of use, you're missing the point.

Having said that, I DO recognize that there are valid reasons for buying PCs, such as needing to run a particular piece of software or needing compatibility with the machine on your desk at the office, but I still believe that PCs come out on the short end of the ease/power equation.

As for me, I intend to stick to the Atari world for several years yet, with the hope that I can jump directly to a RISC machine when used ones finally arrive in my price range. My Atari is doing nearly everything I have current need of doing.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

2119. Audio sampling DIY project?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 20:27:41 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan30152742@wpi.WPI.EDU>
Source record: 193873

OK, so the STE's analog ports can't be used for audio sampling...

Now, I know that it should be pretty easy to build an audio sampling cart for the ST. I just don't know exactly how...

Does anyone have a text file or know of the location of plans for such a beast?

It would be really cool if a program like SoundLab came with plans and supported a homebuild sampler!

.s.
--
- lancer@wpi.wpi.edu - - 0{{ "MoDiMiDoFrSaSo": -
- Mein Kopf ist ein Labyrinth, mein Leben ist ein Minenfeld -

2120. Re: Mac -> Atari docs

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 20:36:00 UTC
From: ken@isgtec.com
Message-ID: <CKGMK2.6u4@isgtec.com>
Source record: 193875

In article <2ifemt$gc@loose.apana.org.au>,
Craig Harnath <craig@loose.apana.org.au> wrote:
>
>Is there software out there to convert Mac documents so I can read them
>on my Atari??

If you're talking about Mac text files, the Scrolling Thunder file viewer
can read them as is. However, if you mean like Word documents, I dunno.

--
A great many people think they are thinking when they are merely
rearranging their prejudices. -- William James

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2121. Lattice C 5.6 Bug Alert

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 21:12:27 UTC
From: sys1@exnet.com
Message-ID: <CKGo8t.HMH@exnet.com>
Source record: 193865
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi,

If people want to send me details of things they have found wrong with Lattice
C 5.6, as well es extensions to the OS not supported in the current stuff
they are sending out (such as multicoloured icons in the WERCS program)
I shall contect Hisoft and see what their plans are to correct the errors.

Xavier

mail me as sys1@exnet.com

2122. problem with AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 23:00:59 UTC
From: avocado@u.washington.edu
Message-ID: <2ihe7b$nvc@news.u.washington.edu>
Source record: 193869

I'm posting this for my father; replies via email would be appreciated.

In running AtariWorks on the Falcon 030, he is having problems with charts--it will not allow him to copy the chart to a document or to save it. He receives an error message saying, "GDOS cannot load the metafile driver. There may not be enough memory to load it."

He is not running MultiTOS, and has 3.2 Megs free before he loads Atari Works. He's tried deactivating some fonts and running the program only in two-color mode, all to no avail.

He only has 22K in the sound cache and 100K in the "other" cache.

Anyone have any idea what the problem might be?

-Amy
avocado@u.washington.edu

2123. Re: Yow! 1110 cps at 9600 bps?!?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 23:09:53 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKGtoH.Art@cen.ex.ac.uk>
Source record: 193891

In article <LANCER.94Jan30021914@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

> However, as I tried to say, I wasn't using v.42bis OR MNP5! I was
> using v.42, which is an error correction protocol and is compatible in
> its alternate mode with MNP4, also an error correction protocol.

V42 error correction replaces the start/stop bit system, allowing a higher throughput.
--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

2124. composite OUT to TV...

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 23:20:22 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <759998277.AA04023@byte.bbs.no>
Source record: 193805

```
>does anyone remember which pins are used to get composite output to co
>to a TV? ive done this before and now i dont remember! my ST model (ST

Here are the two easiest cables to make for the ST:

_
Atari ST, ST+,STF and MEGA ST / |
(all machines without RF-modulator) / |
""""""""""""""""""""""""""""""""""" ___/20 |
- All have SYNC (HSYNC+VSYNC) on | 19 | SCART-
pin 2 in the monitor connector | 18 | connector
- No COMPOSITE signal available, | 17 | pinout
Will only work on TV with RGB-IN | 16 | diagram
| 15 |
SCART ST-CONNECTOR | 14 |
------------ ------------- | 13 | Both
6: Audio In ----------- 1: Audio Out | 12 | connectors
20: Video In ----------- 2: Reserved | 11 | are seen
11: Green In ----------- 6: Green | 10 | from the
15: Red In ------------- 7: Red | 9 | soldering
16: Blanking ----------- 8: Gnd | 8 | view/side
7: Blue In ------------ 10: Blue | 7 |
17: Gnd --------------- 13: Gnd | 6 |
| 5 | Below:
| 4 | ST-video
Atari STM, STFM, STE and MEGA STE | 3 | connector
(all machines with RF-modulator) | 2 | pinout
"""""""""""""""""""""""""""""""" | 1 | diagram
- All have COMPOSITE signal on '-------'
pin 2 in the monitor connector
- Cable uses COMPOSITE, works on """"
more TVs and is easier to make 04 03 02 01

SCART ST-CONNECTOR 08 07 06 05
------------ -------------
6: Audio In ----------- 1: Audio Out 12 11 10 09
20: Video In ----------- 2: Composite
17: Gnd --------------- 13: Gnd 13

Lars-Erik Osterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

2125. Re: Tosfax

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 23:39:02 UTC
From: Joseph_Hogan@UQAC.UQuebec.CA
Message-ID: <9401302340.AA04365@infocom>
Source record: 193870

Joseph_Hogan@UQAC.UQuebec.CA (Joseph Hogan) writes:

-> I just got the latest issue of ST Magazine, and I saw an ad for a
-> program called TOSfax. It seems to be made by a company in
-> Toulouse(salut JED!!!), and I was wondering what anybody knows
-> about this program. BTW, that's Toulouse, France for those
-> who don't know.
-
-Could you describe the ad to us, Joseph? What are some of the features
-the program lists?

-Also, could you give me the specifics (maybe even the page number) of
-where you saw the ad?

-Thanks.

Okay, I picked up the ST Magazine No 79, and on page 25 there
is an add from CYBER design.

It says it works on all Atari's after TOS 1.02, works under MTOS,
Mint,GDOS/FSMGDOS. It says something about recognizing various
graphical formats. Send and receive fax. A special protocol if both
parties are using TOSfax.

That's all the ad says.

Thanks.

Joseph

2126. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 23:51:16 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCKGvLG.GrA@netcom.com>
Source record: 193877

In article <jcassara.0gya@weird.miami.fl.us> jcassara@weird.miami.fl.us (Joe Cassara) writes:
>What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
>If so, what does GEM stand for? You'll have to excuse these basic questions.
>I'm not an Atari user, just a curious Amiga user.

TOS: The Operating System. Some say it's "Tramiel Operating System."
GEM: Graphic Environment Manager. This is the GUI.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2127. Re: GEMAR 2.x in the US?

Newsgroup: comp.sys.atari.st
Date: 1994-01-30 23:54:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <A7885@PE2.maus.de>
Source record: 193982

Hi Stephen,

SJ>I then emailed Steffen Engel and asked how I could get a current
SJ>version (I may not have been entirely clear. I'm offering to pay
SJ>money for disks and registration). He answered that he didn't know.
I'm sorry, the answer was for availability on any ftp-server.

I don't know if the 2.01 is on any ftp-server.

I will talk to a user with access to ftp to put it to a server.

SJ>I'd like to be able to use the tape again, and tar format would be
SJ>nice.
In Version 2.01 there is a bug with the tar-headers. The checksumm is
incorrect, so the archivers can't be read by a tar.

You have to use the Device-Driver for tar-archives until the next version
is released.

Bye, Steffen

2128. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 00:07:16 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2ihi3kINN12gs@rs1.rrz.Uni-Koeln.DE>
Source record: 193878

In <1994Jan21.223930.25980@i88.isc.com> jeq@lachman.com (Jonathan E. Quist) writes:

>In article <2hj772$o1r@sus.edu.eur.nl> cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
>>Allthough it is technically piracy, i would like to make a comment: If
>>software isn't supported and supplied by the original company, then you
>>can't obtain it legally anymore.. right? so if you want it, I think you
>>are allowed to copy it, because the original creators don't give us -
>>the honest people - a way to get it legally.
>>
>>Remember: This copying thing is just when the program isn't supported and
>>supplied anymore.

>Why must the original authors be obliged to sell it to you?
>Perhaps there was a very good reason why they shouldn't -
>or perhaps they just simply don't want to be in that business
>anymore. Why does that mean they must be willing to give away
>their property?

This argument is not valid, even if we agree to assume the
concept of "intellectual property" to be valid. It is not true
that owning property allows you to do anything you like with it.
If, for instance, you own a tenement hall, you can choose the
tenants you accept, and the rates you demand (within very wide
and reasonable limits, at least), but if you choose not to rent
the flats to anybody and not to make any use of them at all,
squatters will move into your property and the authorities may
refuse to take any action against them, ruling that the public
interest of making shelters available to people outweighs your
freedom to do what you wish with your property.
By the same token, infringing copyrights that are not used by the
owner(s), or used to prevent everyone from using the copyrighted
stuff, should be considered to be "software squatting" (rather
than "piracy"). IMHO, it would make a lot of sense if the
copyright legislation explicitly stated that copyright holders
must make their stuff available to the public if they want the
public authorities to help them enforce their copyrights.

>Or, suppose there was a serious problem with the product,
>resulting in a large potential liability. Should they allow
>themselves greater liability exposure by turning a blind eye
>to piracy?

Huh?? If you squat a program which then trashes your hard disk,
or falsely diagnoses your pet cat to be terminally ill, you still
can't hold the author(s) liable for anything. By the analogy I
outlined above, if you squat a house which is uninhabited because

it may collapse, nobody will refund you if the building collapses
and buries your hard disk and all your other possessions.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2129. Re: CD-ROM Drives - which,where,$?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 00:08:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKGwE0.1wr@cix.compulink.co.uk>
Source record: 193888

>I'm thinking about getting a CD-ROM drive for my 1040STe and was wondering
>which drives are known to work with a Supra SCSI host adaptor, and how much

Connecting a CD-ROM to an Atari based host adaptor should be no problem.
I have a NEC CDR-37 connected to an ICD one.

The big problem is the drivers. ICD sell some .XFS (MiNT based) ones which
work perfectly for some people and not at all for others.

The only ones ones are the Atari Metados drivers which apparently work some
of the time for most people, and all of the time for none ;-)

Roland.

@CiX

2130. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 00:08:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKGwE3.1xC@cix.compulink.co.uk>
Source record: 193887

>Is there anybody playing Frontier who doesn't have that "include headings"

Haven't noticed it, but then I haven't really looked yet ;-)

>message within the copyright question? If your version does not mention
>this, check if you can gain money by trying to sell your ship with a
>passenger inside.

Will do.

Whats the file size of your frontier.prg?

Mine is:

587798

With the date stamp of:

20-11-85 12:02am (which isn't very useful, apart from indicating that the final machine used had TOS 1.0 in it ;-)

Finally I had my first serious combat today (serious to the extent I had *some* hope of winning). The first 2 pirates were merely painful. The 3rd, though, when I shot him his ship gave a brief circular flash. Could this be laser reflecting armour?

Roland.

@CiX

2131. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 00:36:18 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ihjq2$l9n@golem.wcc.govt.nz>
Source record: 193881

] What exactly does TOS stand for? It's the Atari GUI, right? Or is that GE
] If so, what does GEM stand for? You'll have to excuse these basic question
] I'm not an Atari user, just a curious Amiga user.

TOS has stood for many things:/

The Operating System
Tramiel Operating System

Well, okay, 2 things. (I remember seeing a lot more).

AFAIK it is just 'The' Operating System. (Although I recall seeing a
more official meaning somewhere).

GEM is the Graphics Environment Manager, (The Desktop etc.), WIMPS
essentially.

2132. Re: Diamond Back and Diamond Edge: current version???

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 00:37:25 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ihjs5$l9n@golem.wcc.govt.nz>
Source record: 193882

```
] : Does anyone know what are the current versions of
] : Diamond Back and Diamond Edge?
]
] I just bought Diamond Edge and it was v1.10.

I recall seeing somewhere that there was a v1.14, unless it was a
(most probable) typo and was v1.04!
```

2133. Deskjet GDOS Driver

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 00:44:32 UTC
From: J.E.Storer@bradford.ac.uk
Message-ID: <1994Jan31.004432.26410@bradford.ac.uk>
Source record: 193884

Somebody help me !!!!!!!!

I am in desperate need of a HP Deskjet printer driver for GDOS. The model I have is a 510 though any deskjet driver should do the trick. If anyone out there has got one, PLEASE PLEASE PLEASE could you uuencode it and mail it to me at :
j.e.storer@bradford.ac.uk

I have loads of stuff that I could mail back in return. Just give us a clue as to what your after when you send the driver.

Cheers

Jim Storer.

2134. Re: apple suits (was Problem with AES)

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 02:35:27 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.08we@temptation.alphanet.ch>
Source record: 193988

In a message dated Sat 29 Jan 94 21:42, Cherborth@semprini.waterloo-Rdp.on.
wrote:

CR> Well, the AV Macs are just Apple doing right what Atari managed to
CR> fumble with the Falcon, and the PowerPC Macs are just fast Macs. No
CR> memory protection and no real multitasking yet on the PowerPC version
CR> of
CR> System 7; hardly innovative, just getting on a hot trend at the
CR> beginning.

Uhhh?!?
I think these MACs are closer to NeXT than Falcon...no?

At this moment,nobody can tell that PPC are just fast Macs,IMHO

-- Via DLG Pro v0.995

Greets,
Lol

------------------+----------------------------+--------------------
Laurent Zimmerli | paw-pp@alphanet.ch (Mails) | CH-VTX: 039.267037
PARANORMAL | paw-pp@cultnet.ch (UUcode) | Tel +41 39.26.70.37
Grafix/Video/Music| FIDO: 2:301/331 | Fax +41 39.28.00.77
------------------+----------------------------+--------------------
/// We have to shout above the din of our rice crispies. (Sting) \\\

2135. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 02:40:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ihr2l$alg@uqcspe.cs.uq.oz.au>
Source record: 193826
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

djs@jet.uk (David Stevenson) writes:

>The writer then went on to say how wonderful GEM Bench is!

Here's an interesting point about GEM Bench:

The test for "blitting" appears to be done using a blit from RAM to the
screen. However, many (most?) of the real-world uses for blitting are
screen-to-screen.

So, while the "blitting" speed of the NOVAplus card is shown as "33%",
moving a window on the screen is practically instantaneous.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2136. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 02:40:38 UTC
From: walra@moacs11
Message-ID: <t7fxjll9key@moacs11>
Source record: 193828
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2ifspn$q3a@elroy.jpl.nasa.gov>, Howard Chu wrote:

> It seems, from various TT docs, that there is no palette change that will
> invert the TT-hi video, the inverters are only present for the lower rez's.

Your docs are correct on this.

--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

2137. Re: I need a utility Atari->DOS

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 02:51:08 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan31.025108.15045@bradford.ac.uk>
Source record: 193837

Garry Marshall writes:

: why not just format a floppy and stick the file onto it...

: Just a bog standard atari desktop format will do, or format a 720K
: one on the PC and use that.

This is only actually true on an ST with TOS >= 1.4, as I'm sure the vast majority of c.s.a.s. readers know.
Anyway, I am sure this information is in the F.A.Q. The next body who asks this question should be directed straight there.

Steve Taylor.

2138. Re: Diamond Back and Diamond Edge: current version???

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 02:55:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ihrvq$i48@mailer.fsu.edu>
Source record: 193827

Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
> Vij Singh (vij@vnet.ibm.com) wrote:
> : Does anyone know what are the current versions of
> : Diamond Back and Diamond Edge?
>
> I just bought Diamond Edge and it was v1.10.

Wow, you want to upgrade it to at least 1.03 immediately (the patches are
available on atari.archive.umich.edu). It think there is one newer version
that offers Falcon compatibility and minor bug fixes.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2139. Re: composite OUT to TV...

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 03:39:33 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan31.033933.16000@bradford.ac.uk>
Source record: 193815

modE writes:
: does anyone remember which pins are used to get composite output to connect
: to a TV? ive done this before and now i dont remember! my ST model (STf)
: doesnt have a the RF output...

The pin for Composite Video output is either 1 or 2. The other one is
audio, so getting this wrong will not have fatal results. The bottom pin
(16 is it?) is ground.

Steve Taylor.

2140. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 03:53:55 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan31.035355.16253@bradford.ac.uk>
Source record: 193816

Timothy Andrew Lister writes:

: TOS is the operating system which is why it stands for The Operating System
: (not Tramiel Operating System as I've seen it quoted...).

After all ST stands for Sam Tramiel doesn't it :-)

Only wasting bandwidth,

Steve Taylor.

2141. X-OR profiles needed!

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 04:30:42 UTC
From: breeze@bu.edu
Message-ID: <2ii1hi$g9u@news.bu.edu>
Source record: 193889
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

Since I'm having no luck with MOTU, who now handle X-OR instead of DR T's, maybe somebody could help me track down the following profiles, or at least let me know if they exist...

Roland JV-880
Korg 05R/W
Alesis QuadraverbGT

Thanks....

2142. Re: FLASH II BETA TESTERS

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 04:41:01 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <UWJLB7CP@math.fu-berlin.de>
Source record: 193890
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2hr483$s42@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:
>Hi some time back a chap reported to me that he was a Beta tester
>for Flash II..
>
>Please can you E-Mail me as I have a Zmodem error to report....

Roger, you might try sending mail directly to John Trautschol(d or t?) at GEnie. He is the person who writes Flash. I sent him a bug report for the demo of 2.2. His address is: J.TRAUTSCHOL@genie.geis.com

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

2143. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 06:52:08 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940131.01520845.abarbiero@delphi.com>
Source record: 193813

Elite II runs quite nicely on a tt030!

Andreas@AEO

2144. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 06:57:48 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940131.01574826.abarbiero@delphi.com>
Source record: 193814

That flash was shields... if you have the space, get a radar scanner, when you have the opponent on screen, hit the ESC key, this will freeze the game, you can then click on the baddie. Next, with the radar scanner installed, its icon should be in your control bar for weapons, hit it, and the status of the enemy in question will be onscreen. you can now tell if he has sheilds!

You can also collect bounties for your kills this way too.

I hope this helps.

ABARBIERO@Delphi.com

2145. Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 07:31:52 UTC
From: quinlan@gemini.csil.sfu.ca
Message-ID: <quinlan.760001512@sfu.ca>
Source record: 193817

Hi, I was just wondering why you all seem to like Ataries? I have
an Atari (in my closet) an I just can't see the appeal. I have a Mac and
I consider it far superior to my atari

Some points to address:

Falcon Quadra 650 Quadra 840 AV
030-25? 040-33 040-40
Sound Chip (type?) Sony Sound Chip Sony Sound Chip
16-bit sound 16-bit sound 16-bit sound
80 khz Sampling 78 khz Sampling 78 khz Sampling
Polygon accelerator -None- -None-
DSP? -None- 66Mhz AT&T
RAM? 8Mb (Up to 64) 16Mb (Up to 128)
VRAM? 1 Mb (w/o card) 2 Mb (w/o card)
HD? 230 Mb/500Mb 230/500/1.1
SCSI-II SCSI-II SCSI-II
Future? PowerMAC PowerMAC
Multi-TOS System 7 System 7
Awsum Midi Crap Crap

We'll probably fight about the OS but hardware wise it seems that except for
the MIDI the mac hardware is far superior. I wonder why Atari beets Mac in
Europe and Mac beets Atari in N.A. (and overall). I'd like to point out that
while Premption and Protection are cool they don't really mean much to me.

--
Brian Quinlan
quinlan@sfu.ca

This sig wasted 125 bytes

2146. Problem with tcache and MagiX

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 08:45:37 UTC
From: schrell@numerik.fernuni-hagen.de
Message-ID: <2iigfh$enl@fuhainf.fernuni-hagen.de>
Source record: 193823

for some weeks I use tcache. Now I bought MagiX! Fine, but tcache doesn't work right. The program forgets to write to disk sometimes (Laufwerk, WriteCache und SchreibenVerzoegern) selekted. Who can help me?

Andreas

2147. Ultrascript, PS35 Font Set & PageStream 2.2b

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 08:57:31 UTC
From: "Dom Alvear"
Message-ID: <2iih5r$fb3@news.delphi.com>
Source record: 193820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy!

I just purchased a used copy of Ultrascript ST-1. It came with the Times, Helvetica, Courier font disk as well.

The purpose of this message is two-fold. First, I was wondering if somebody out there might have the remaining font disks to complete the PS35 set. And if so, would they be willing to sell me those disks?

Second, and more importantly, I am looking for any hints and tips for using Ultrascript with PageStream 2.2b. I already have the PS35 screen fonts, so unless I can use the Ultrascript PS fonts (which I don't know if I can), I just need to know how to get Ultrascript and PageStream to work together to print PS documents on my Okidata OL400.

Thanks in advance,

Dom

P.S. E-mail responses would be best as they are easier to collect.

2148. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 08:59:37 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Jan31.085937.2787@zaphod.ox.ac.uk>
Source record: 193821

In article <H.ekU.ez8Lf77zAJ6@nathan.do.open.de>,
Udo Erdelhoff <ue@nathan.do.open.de> wrote:
>Or just use strings.ttp (with options -a -A) or frontier.prg and look for
>version. My frontier.prg says something like release 4, version 1.05

The first ST version of Frontier is Version 1.05, only the PC clone and
Amiga have older versions.

>/s/Udo
>--
>Note: The above adress ue@nathan.do.open.de won't work after 1.2.1994.
> After this date, please use ue@icmp.ping.de

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2149. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 09:00:24 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Jan31.090024.2865@zaphod.ox.ac.uk>
Source record: 193822

In article <1994Jan30.173858.13951@solaris.rz.tu-clausthal.de>,
Oliver Teuber <hiot@sun.rz.tu-clausthal.de> wrote:
>
>does Elite II run on the Atari TT?

Yes, very well... and off the hard drive too.

At least, it does on my machine.

>
>--
> ____ ___
> / / / / Oliver Teuber hiot@sun.rz.tu-claustahl.de
> / / / / Schulweg 8
> /___/ /__ _/_ D-37534 Badenhausen DH0OAE@DB0KG
>
> ftp.tu-clausthal.de: FTP-Server fuer HAM-RADIO,ATARI,UNIX,DOS,LINUX,MAC,AMIGA

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2150. Re: Mod program for megaST

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 09:03:22 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.JAStvGDWPfE@yonder.equinox.gen.nz>
Source record: 193862

In <2ibpm9$8ds@charm.magnus.acs.ohio-state.edu>, Michael Steve writes:
> I hate using MSA, I think it is
>the most horrible compression utility (I have dubbed it a Futility) I have
> ever come across.

Not that I support this... but it is useful for one thing.... pirating
games.
The amiga has a similar program.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

2151. Gif/Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 09:13:25 UTC
From: peterw@spider.co.uk
Message-ID: <1994Jan31.091325.15490@spider.co.uk>
Source record: 193825

Can anyone tell me where I can find a gif/jpg viewer for the Atari ST?

Any info via email appreciated.

Peter
--
Spider Software E-mail: peterw@spider.co.uk
Spider Park, Stanwell Street Phone : +44 31 555 5166
Edinburgh, Scotland

2152. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 09:39:09 UTC
From: djs@jet.uk
Message-ID: <1994Jan31.093909.23693@jet.uk>
Source record: 193657

In <CKCIzz.EsL@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>Calligrapher is an excellent program...
Until you try using the PostScript output.

>I use it to write my articles. One
>point to remember is that it is very slow, I wouldn't use it on an 8MHz
>machine myself.
I used to use it on a standard STe, and it was fine until the document got more than about four pages long, then it started to get really slow. But most of Calligrapher's good features are geared around large documents...

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2153. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 10:08:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKHo6p.CI0@cix.compulink.co.uk>
Source record: 193868
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2ihr2l$alg@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au said:
>Here's an interesting point about GEM Bench:
>
>The test for "blitting" appears to be done using a blit from RAM to the
>screen. However, many (most?) of the real-world uses for blitting are
>screen-to-screen.
>
>So, while the "blitting" speed of the NOVAplus card is shown as "33%",
>moving a window on the screen is practically instantaneous.

Correct. For screen to screen blitting look at the VDI scroll test
instead.
The blitting test stores the image in the computer RAM and then blits it
back to screen so you are measuring both system and VRAM access.
The VDI Scroll test uses vro_cpyfm to scroll and then draws the bottom line
using v_gtext. This test is probably more representative of a real world
situation. However, I believe that icons and images in a RSC file are
blitted to screen using RAM-to-screen method. Same applies to some progdef
that are used in modern flydials, etc.

Ofir ogal@cix.compulink.co.uk

2154. Re: Falcon monitors

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 10:09:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKHo7w.At2@barclays.co.uk>
Source record: 193824

Don't buy a VGA for your Falcon. Get at least SVGA or better yet a multisync. The basic Falcon res is too low and you'll soon want to add Blowup030 or Screenblaster and unless you have a more able monitor, you won't get much extra res. I have a Taxan 795 Multisync and get 928x700x16(can't remember exact y at the moment) at a good refresh rate.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2155. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 11:54:15 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan31.115415.19692@t.hfb.se>
Source record: 193872

In article 16253@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>Timothy Andrew Lister writes:
>
>: TOS is the operating system which is why it stands for The Operating System
>: (not Tramiel Operating System as I've seen it quoted...).
>
>After all ST stands for Sam Tramiel doesn't it :-)
>

NO... I heard that it is ST for SixTeen bits, (TT - ThirtyTwo).

>Only wasting bandwidth,
>

Yep... Me2...

>Steve Taylor.

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

2156. Re: FalcOS WAS: Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 11:57:41 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKHt85.HHw@barclays.co.uk>
Source record: 193831

In article <CKAvAM.7EK@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes
|> The last Atari UK falcon software list listed FalcOS as under developement......
|>
|> This is an official Atari brchure, but I know no more.....
I have read in the last week or so that Falcos has been dropped following failure of negotiations.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2157. SSI GAMES

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 12:06:41 UTC
From: 3ohl@rzdspc60.informatik.uni-hamburg.de
Message-ID: <2iis8h$d8v@rzsun02.rrz.uni-hamburg.de>
Source record: 193830

Hi there!

Is anybody out there who knows the E-Mail adress of SSI(Strategic Simulation Inc.)?
I have some of games from SSI for my old Atari 800XL and they are really great! So I want to know if these games had ever been evaluated on the ST.

Thank you

Karsten

2158. Re: Blitter.

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 12:06:48 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2iis8o$7q9@bambam.cs.city.ac.uk>
Source record: 193839

In article <CKEF1p.4vz@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
|> Does anyone know whether there is anyone working on a new blitter for teh
|> falcon which wil work in 256 colour mode?
|>
|> I'm not a hardware guys but it seems to me one could be designed and
|> implemented?

Whats wrong with the existing one? I haven't used the blitter on my falcon directly but the STe blitter takes any even 16bit x-increment and should be able to deal with upto 8192 bit planes! (2bytes * 8192planes = 16384x-inc).

Steven

2159. Problems with Pure C 1.1and MALLOC

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 12:07:53 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2iisap$iks@cismsun.univ-lyon1.fr>
Source record: 193874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everybody...

I'm trying to compile a Compiler Compiler on my Atari Mega STE 4/100 with
or without MultiTos. I tried both using PureC and Gnu GCC. With Pure C,
it compiles and links very well.
When I execute it and I try to compile a grammar, It parses and analyses the
text, then gives 2 bombs.
I traced it using Pure Debugger, and it happens that after performing (viva
Cobol ;-) about 200 mallocs (building trees) one malloc returns NULL, the
programm prints an error, continues, redirect on this pointer and hangs...
I didn't calculate the amount of memory allocated, but friends of mine
compiled it and had it running on a PC using less than 600 Kb (plain DOS).
I tried running it with 3.5 Meg available, but no avail...

=> My question:
What is the blocking factor of the malloc function provided in the PCSTDLIB.LIB
library ? Is it possible to change it ?
(I know that this programm do a LOT of SMALL mallocs (tens of bytes, or less)..
It's possible that because of the malloc blocking factor, each time I allocate
a few bytes, it allocates much more, and the program fills the memory...)

Is it a maximum number of mallocs allowed by the library routines, or a maximum
of Malloc allowed by the TOS (i.e, the Other, low level malloc) ?

Thank you for your help...

Patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

_____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

2160. Re: Kennedy Approach--strange bug?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 12:14:27 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKHu03.I2u@barclays.co.uk>
Source record: 193850

I remember being seriously upset to discover the speech on Kennedy Approach ST
was far worse than on my old 8bit Atari. Good game. Bad conversion.
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2161. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 12:17:25 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan31131725@issan.informatik.uni-dortmund.de>
Source record: 193838

In article <1994Jan31.115415.19692@t.hfb.se>, d93rkr@t.hfb.se (Robert Krenn) writes:

|> In article 16253@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
|>> Timothy Andrew Lister writes:
|>>
|>> : TOS is the operating system which is why it stands for The Operating System
|>> : (not Tramiel Operating System as I've seen it quoted...).
|>>
|>> After all ST stands for Sam Tramiel doesn't it :-)
|>>

|> NO... I heard that it is ST for SixTeen bits, (TT - ThirtyTwo).

No, i think ST is for Sixteen (external)/Thirtytwo (internal), and TT
is Thirtytwo/Thirtytwo (68030 is a true 32 bit cpu).

|>> Only wasting bandwidth,
|>>

|> Yep... Me2...

Me three :-)

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2162. Re: Llamazap?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 12:36:33 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CKHv10.8CC@festival.ed.ac.uk>
Source record: 193832

In article <LANCER.94Jan27185851@wpi.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

|> Well, I can answer ONE of your questions!
|>
|> 0{{ "STIRRE31" == STIRRE31 <STIRRE31@MAINE.MAINE.EDU> writes:
|> STIRRE31> One more question: what games does the
|> STIRRE31> Jaguar controller work with on the Falcon. On the box it
|> STIRRE31> says that it works with certain games. Which ones? It
|> STIRRE31> would be a nice second joystick, especially since it doesn't
|> STIRRE31> need to be hooked up underneath the keyboard.
|>
|> According to ST Format and my personal experience, the ONLY game which
|> supports the analog joystick/paddle/controller ports (where the Jag's
|> controllers connect) on the STE and above is Jeff Minter's Llamazap!

But Llamazap is for the Falcon only isn't it? Not the STe.

"Instant fish Alan Swanson Email : emdu02@castle.ed.ac.uk
By Phideas, Snail : Brewster House
Add water Pollock Halls Of Residence
And they swim." 18 Holyrood Park
Edinburgh
EH16 5AP

2163. Re: SSI GAMES

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 12:58:59 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKHw2B.L61@barclays.co.uk>
Source record: 193651

SSI released quite a few games for the ST. I sold about 8 of them off for virtually nil a while back as no-one wanted them. Oh well....

--

```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

2164. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 13:01:46 UTC
From: tal@st-andrews.ac.uk
Message-ID: <2iivfq$c8g@calvin.st-and.ac.uk>
Source record: 193879

In article <1994Jan31.115415.19692@t.hfb.se>,
Robert Krenn <d93rkr@t.hfb.se> wrote:
>NO... I heard that it is ST for SixTeen bits, (TT - ThirtyTwo).

I KNEW this would come up. As far as I know the name ST stands for:
Sixteen Thirtytwo. This refers to the the 68000 data paths i.e it is 32 bit
internal and 16 bit external.

The TT stands for Thirtytwo Thirtytwo, as it has a 68030 which is 32
bit external and internal to the chip.

Tim

The secret of success in Mathematics:
"Plagiarize. Plagiarize, let no one's work evade your eyes, but remember all of
the time to call it... research" - with apolgies to Tom Lehrer.

2165. Re: MinterGames

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 13:02:33 UTC
From: nj1@ukc.ac.uk
Message-ID: <6667@merlin.ukc.ac.uk>
Source record: 193880

In article <A14@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:
>You get Andes Attack when you register either Llamatron or RotMC - can't
>remember, just look at the title screen.

I'm pretty sure it's Llamatron.

When you register Revenge of the Mutant Camels, you get a souped up version
of your choice (i.e. STE version, 1 Meg version, 1 Meg STE version, TT version
and so on)
Wasn't so keen on RotMC myself, I much preferred Llamatron. Still have to
register it though. I'll probably do it in the next few weeks. Promise!

Rodders.

--
Neil Jones-Rodway
Computer Science Student, University of Kent at Canterbury

------== All the views expressed are my own - I enjoy having an opinion ==-----

2166. Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 13:42:53 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CKHy3H.F4L@bbc.co.uk>
Source record: 193883

I've heard a lot about TOS 5 and faster versions multitos (are they the same thing?) in the pipeline. Why don't Atari start actively supporting their new beast? Don't they realise that in order to sell it they have to convince people that it is the best? Also, how about a modular design for future machines.

-Annoyed.
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2167. Re: STE analog joystick ports as sound samplers?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 14:09:04 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2ij3e0$nq8@snlsu1.london.sinet.slb.com>
Source record: 193842
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <LANCER.94Jan28095928@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>This may sound like a wacky idea to some...
>
>I was thinking this morning that it's too bad the STE doesn't have
>audio sampling built in... Then I got thinking about ADCs and
>something snapped! It DOES have a pair of ADCs! In the never-used
>analog controller ports! Could these somehow be rigged up for audio
>sampling? I wonder...
>
>They're probably pretty cheap/cheesy ADCs, but they'd probably work...

Disclaimer: I don't know for sure that this is correct. However, if the STE is like every other micro with paddle inputs, then...

I don't think there are any ADCs on the paddle ports. Most paddle inputs are actually constructed out of an 8-bit counter, a latch and a capacitor.

To read the input value, the counter is initialised to zero and the capacitor charged [or discharged]. The resistor in the paddle is then used to discharge [or charge] the capacitor, while the counter runs. When the charge in the capacitor reaches some preset value, the output of the counter is latched -- this is the value that appears in the paddle register.

Paddles were originally done this way because ADCs were expensive, whereas counters and latches are cheap. With more, cheaper ADCs on the market, I wonder if that's still true.

Hope this helps,

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

2168. Mega STE already HAS 1.44 floppy?????

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 14:24:29 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1994Jan31.102429.1@vaxr.sscl.uwo.ca>
Source record: 193686

I was looking back through some copies of St Format magazine (to find the level codes for Lemmings actually) and I saw an article about "inside the mega ste". Since I have recently acquired a used mste I started reading. One interesting point was that they claim ALL megas have 1.44 floppies, and if you use the standard system format it will give you 1.44!!! Can this be right? They also state that the manual says nothing about the 1.44 capacity of the computer. This was when the mste first came about, so this would apply to the earliest mste's. Is anyone sure of any of these 'facts'?
--
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

2169. Re: postscript driver for gdos ?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 14:28:03 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2ij4hj$5tf@unicorn.ccc.nottingham.ac.uk>
Source record: 193843

In article <RALPH.94Jan27075751@hal.cerfacs.fr>, ralph@cerfacs.fr (Ralph Sobek) writes:

> Tim> There is a pseudo-solution to this problem, in the form of a program
> Tim> called mfps (metafile to ps). It converts GEM metafiles to PostScript.
>
> I have used it, mfps, successfully on a number of occasions. My only
> complaint was with the font spacings.
>

The registered version of Kandinsky (Drawing Prog) features a
postscript driver. I've not tested it much, but it seems to work OK.
Kandinsky can also handle .BGI fonts, which are scalable. A pretty
good selection is included in the package.

Sam

2170. Re: Diamond Back and Diamond Edge: current version???

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 14:28:11 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan31.143044.7562@inca.comlab.ox.ac.uk>
Source record: 193696

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
: > Vij Singh (vij@vnet.ibm.com) wrote:
: > : Does anyone know what are the current versions of
: > : Diamond Back and Diamond Edge?
: >
: > I just bought Diamond Edge and it was v1.10.

: Wow, you want to upgrade it to at least 1.03 immediately (the patches are
: available on atari.archive.umich.edu). It think there is one newer version
: that offers Falcon compatibility and minor bug fixes.

Upgrade from 1.03 to 1.10 ? Sounds backwards to me. Anyway, 1.10 works fine
on my Falcon (including partitioning the IDE drive).

2171. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 15:42:11 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2ij8sj$l2k@sol.ctr.columbia.edu>
Source record: 193846

Has anyone actually had a fight with more than one pirate yet ?

I've got to 'competent' - been there for a while, and I've only seen
one pirate at a time so far... Admittedly I still die occaisionally
but I'd like to see some dogfighting :-)

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2172. Hardware & Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 16:24:00 UTC
From: glr5029@utarlg.uta.edu
Message-ID: <31JAN199410244003@utarlg.uta.edu>
Source record: 193892
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Atari 520 STFM w/1 meg RAM $25 - Disk drive doesn't work -else o.k.
Atari SC1224 monitor $100 - Works perfectly. JVC screen.
Supra 20 meg Hard drive $100 - Plug n Go. Slight stiction problem.
Emerson 2400 baud modem $25 - Has all lights on front panel.
Volks 1200 baud modem $5 - Has connecter hard wired.
Synchro Express $30 - Copies any disk. Requires 2nd floppy.

Software:

GFA Basic v3.5 $35 - Manual and software
Thunder! $5 - Spell checker and writing assistant.
Warp 9 v3.61 $15 - Screen output accelerator.

Civilization $30 - Strategy game from Microprose
Mean 18 $5 - Golf game
Hacker $5 - Simulate hacking into Govt. system
Supremecy $5 - Conquer space before aliens do
Time Bandit $5 - Arcade style fun
Slaygon $5 - Use robot to infiltrate a rival company
Road Raider $5 - Mad Max type games
Outlands $5 - Xenon clone. Good
AD&D Heroes of the Lance $10 - RPG
Nitro $10 - Psygnosis racing game
Super Off-Road $5 - Just like the arcade
Lemmings $10 - Psygnosis
Leader Board Dual Pack $5 - Golf game with extra courses
Falcon $10 - F-16 fighter game.
War in Middle Earth $10 - Tolkien
Legend of Fearghail $10 - RPG
Drakkhen $10 - RPG
Empire! v2.05c $20 - Interstel. Best war game ever.
Ishar Legend of the Fortress $20 - RPG great graphics
Gridiron! Football $5 - My favorite football game
F-15 Strike eagle $5 - Jet fighter game

e-mail me at glr5029@utarlg.uta.edu with offers.

2173. 4 sale: complete 1040st system

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 16:53:34 UTC
From: bkrueger@mac.cc.macalstr.edu
Message-ID: <1994Jan31.105334.1@mac.cc.macalstr.edu>
Source record: 193801

For Sale:

Complete Atari 1040st system.

Includes:
Color monitor
2 Joystics
Mouse and pad
Tons 'o software incl. games, art progs., 1st Word and spellchecker, terminal progs., plus a lot of software from the old START magazines.
Modem (unfortunately it's 1200 bps, but ok for the occasional user)

And, I might even throw in a printer.

Asking $500, obo.

please answer via e-mail only: bkrueger@macalstr.edu

2174. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 17:09:51 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan31.170951.14736@bradford.ac.uk>
Source record: 193802

God this has become a SAD thread hasn't it?

2175. GFA BASIC Silliness

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 17:39:28 UTC
From: amd1@doc.ic.ac.uk
Message-ID: <2ijfog$l1a@oak25.doc.ic.ac.uk>
Source record: 193803

Does anyone out there know how to get aligned graphic text (I.e, horizontal left, right or centre alignment ; vertical alignment with base line, top line, bottom line, etc.) using `TEXT` in v3.5 of GFA BASIC?

I just canna work it out. At the moment I've had to write vst_alignment and v_gtext all over again using 'VDISYS'. I mean, I must be missing something here.

I got my copy from a cover disk of an ST magazine, and the disk manual was woefully inadequate.

Cheers to all.

2176. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 17:44:14 UTC
From: pagan@meiko.co.uk
Message-ID: <2ijg1e$6t5@bart.meiko.com>
Source record: 193804

If we are talking about stuff in the Mac price range why not buy yourself
a Meiko super-computer - I think they are slightly better than my Falcon :-)

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

2177. Re: Diamond Back and Diamond Edge: current version???

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 17:46:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ijg5c$hld@mailer.fsu.edu>
Source record: 193806

Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
> Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> : Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
> : > Vij Singh (vij@vnet.ibm.com) wrote:
> : > : Does anyone know what are the current versions of
> : > : Diamond Back and Diamond Edge?
> : >
> : > I just bought Diamond Edge and it was v1.10.
>
> : Wow, you want to upgrade it to at least 1.03 immediately (the patches are
> : available on atari.archive.umich.edu). It think there is one newer version
> : that offers Falcon compatibility and minor bug fixes.
>
> Upgrade from 1.03 to 1.10 ? Sounds backwards to me. Anyway, 1.10 works fine
> on my Falcon (including partitioning the IDE drive).

One often prepends a 0 to single digit version, instead of reading it as a decimal. Thus, 1.03 == 1.3. For an example of this, see the TOS version listings!

Of course, I'm not sure that DE does this. I did out of habit. Thus, you can read this as "upgrade to 1.3 ASAP".

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2178. Cubase Light crashed on my falcon

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 17:49:08 UTC
From: oyakea@rebecca.its.rpi.edu
Message-ID: <2ijgak$k8o@usenet.rpi.edu>
Source record: 193807

Hello I am an Atari Falcon user, I have the following equipment;

Yamaha sy77
Casio ct640
Atari Falcon 4/80
misc stereo & dj equipment.

I bought cubase light at The Computer Network in Glendale;
<thier phone is 818 500 3900>, they told me it would work on my Falcon030,
so I shelled out $130.00 for it. Of course I made them demo it on a Falcon
first. I saw it work on a 14/150 falcon.
Fine I thought, I made all my midi connections at home, copied th disk
to the harddisk folder I created, and tried to run it 3 bombs, I then did the
following <btw I have Tos 4.04> configs <mixing and matching>
1> disabled all acc's
2> made sure I was in st hi-res <mono>
3> killed the auto folder <disabled it then later enabled it, still futile>
4> uninstalled magi-boot <st emulator>
5> tried running from floppy

I kept on getting 2 or 3 bombs every time the Cubase screen came up.
Bombs and bombs no matter what I did. I called TCN and they told me to make
sure I had no background programs running. I did. Nothing was running.
I also found out that The Cubase Light I had was a version 1.0. Is this bad ?

I don't know what to do, I shelled out 160.00 total on this program and midi
cables. I don't know what to do next.

Any advice anyone please help me.

Please mail me at the following addresses.

aoyake@inst-sun1.jpl.nasa.gov

or

falcon@eggcream.jpl.nasa.gov

or <if absolutely neccessary>

oyakea@rpi.edu

Thanks,

Amalaye Oyake

2179. For Sale: Spectre GCR package

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 17:54:04 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2ijgjsINN1kq@uwm.edu>
Source record: 193808

I've got to jump ship from the Mac world to the IBM world, so I no longer need my Spectre GCR. I would like to sell the following as a package. If you are interested in exploring the Mac world, here is an excellent starter kit for you.

Spectre GCR (w/ Mac ROMs) and complete documentation
latest version (3.0) of Spectre software
Mac System disks (latest 6.0.x version)
"The Macintosh Bible" reference book
fair amount of PD and other Mac software

All for only $210 ppd.
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2180. Re: Ultrascript, PS35 Font Set & PageStream 2.2b

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 17:58:18 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKI9x7.86y@newcastle.ac.uk>
Source record: 193658

In article <2iih5r$fb3@news.delphi.com>, Dom Alvear writes:
>Second, and more importantly, I am looking for any hints and tips for using
>Ultrascript with PageStream 2.2b. I already have the PS35 screen fonts, so
>unless I can use the Ultrascript PS fonts (which I don't know if I can), I
>just need to know how to get Ultrascript and PageStream to work together to
>print PS documents on my Okidata OL400.
>

I don't get it - you can use postscript fonts in pagestream itself (I know,
I've got loads. And they work fine for display & printing on anything you like.

So why does this guy want to use Ultrascript to print when he can do it direct ?

>P.S. E-mail responses would be best as they are easier to collect.
>

2181. Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 18:03:28 UTC
From: avg@cwi.nl
Message-ID: <CKIA5s.AA0@cwi.nl>
Source record: 193809

Does anyone have experience with Spectre GCR and a TT with a 1.44MB
floppy disk drive? And what about mac emulation in general? What resolutions
are possible? Anything more than 640x400 at mono? Of course there is
no such thing as a patch that makes it work with a graphics board :-)...

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2182. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 18:35:42 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EA6SFIVC@zaphot.abg.sub.org>
Source record: 193810

In <1994Jan31.115415.19692@t.hfb.se> Robert Krenn wrote :

>In article 16253@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>>Timothy Andrew Lister writes:
>>
>>: TOS is the operating system which is why it stands for The Operating System
>>: (not Tramiel Operating System as I've seen it quoted...).
>>
>>After all ST stands for Sam Tramiel doesn't it :-)
>>
>
>NO... I heard that it is ST for SixTeen bits, (TT - ThirtyTwo).
>

IMHO one should replace "TOS" by "MBI" - Many Bugs Inside :-)

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

2183. Re: Smalltalk compiler???

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 18:36:13 UTC
From: thopman@uoguelph.ca
Message-ID: <2ijj2t$ah3@nermal.cs.uoguelph.ca>
Source record: 193811

Anthony Howe (ant@mks.com) wrote:

: What is the latest Smalltalk compiler available for the Atari ST?
: Where and how much?

I don't know too much about Smalltalk, but I understand it is availble by
FTP from atari.archive. I think it's in the Gnustuff directory, so if
it's not the latest version, you can always compile the newest one.

THeo

2184. Re: CD-ROM Drives - which,where,$?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 18:40:06 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CKHvGw.BsE@ryn.mro4.dec.com>
Source record: 193652

In article <2iff3i$hc6@news.bu.edu>, selick@acs.bu.edu () writes...

>Also, what could a CD-ROM be used for on the Atari other than the new disk
>specifically for Atari? I mean, maybe clipart, or fonts, but would an
>encyclopedia cd be easily read on the Atari? How much would it cost to have
>a cd made of my hard drive so I could boot up on the CD and have my hard drive
>be at the end of the chain somewhere? Would this increase my drive speed?

A CD-ROM on the atari can also be used for reading photo-CD's, source from the GNU CD-ROM, source from C Users group CD-ROM, texts from many of the electronic book CD-ROMs, Audio CD's, Clip Art CD-ROMS (might need convertorprogram) Creating a CD from your harddrive will cost you about $100, but I am not sure you can boot of it, I think not. Reading from CD is faster then from floppy but a lot slower then from harddisk. Of course if your harddisk is empty after this operation, access to it will be a bit faster.

Erlend.

2185. POVRay 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 18:54:07 UTC
From: thopman@uoguelph.ca
Message-ID: <2ijk4f$ah3@nermal.cs.uoguelph.ca>
Source record: 193812

I recently obtained for myself POVRay 2.1, and after much struggle I got it to work. I'm not very happy with it, because it won't run with my T25 turned on. Is there a reason for this? CoNNect seems to have the same problem. Especially for the raytracer, which is only doing calculations, it seems to me that it should run just fine at 25 MHz. If there's no way I can get it to work at 25 MHz, is there any way I can get it to use my math coprocessor? Or would I have to compile the sources myself for that? And, while I'm on the subject, why, out of curiousity, is the executable a .GTP file? It doesn't use a menu, so I can't multitask it under Geneva, and it's not a TOS program, so I can't multitask it under MiNT.

THeo

2186. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 19:14:16 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKIDFs.88y@cix.compulink.co.uk>
Source record: 193756

>though, when I shot him his ship gave a brief circular flash. Could this
>be laser reflecting armour?

No, it's just shielding..... goes from white down to red then, after that
and if you don't let him re-energise the shield, you're doing him some
damage.

On the subject of Frontier - has any Atari player got past 'Competent' as
an Elite rating yet? I ain't and I've killed over 900 ships.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2187. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 19:14:19 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKIDFv.89J@cix.compulink.co.uk>
Source record: 193757
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>The test for "blitting" appears to be done using a blit from RAM to the
>screen. However, many (most?) of the real-world uses for blitting are
>screen-to-screen.

90% if you consider that anything that (legally) scrolls in a GEM
environment does so using vro_cpyfm - with the possible exception of
scroll boxes in dialogs which are often done by changign text pointers,
etc.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2188. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 19:14:22 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKIDFz.8A5@cix.compulink.co.uk>
Source record: 193758

>You can also collect bounties for your kills this way too.

You still collect the bounties if you don't target the victim, sorry
'ship' but still have a radar scanner mounted. Makes for much faster
journeys as you don't have to go back and target your location time after
time.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2189. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 19:14:25 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKIDG2.8Ar@cix.compulink.co.uk>
Source record: 193759

>Has anyone actually had a fight with more than one pirate yet ?

Yup - but it's very occasional. I had three viper defence craft (non police) on me this afternoon. Of course, if it's a real nasty one you're after just go fire on a space station and wait for the filth to appear [g]

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2190. Re: SEQ Animation Player

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 20:09:38 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ijoi2$s13@golem.wcc.govt.nz>
Source record: 193683

] Can anyone tell me where I can find an SEQ Animation player on
] the internet?

There's one somewhere in the

pub/atari/Graphics

directory of

atari.archive.umich.edu

Get the 0index file from there, that'll tell you what you want to know!

2191. Re: What's up with atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 20:12:27 UTC
From: woodford@esca.com
Message-ID: <1994Jan31.201227.17457@esca.com>
Source record: 193694

gt1448b@prism.gatech.EDU (David Forrai) writes:

>The last two posts regarding new files on atari.archive contained some
>files I was intersted in. When I requested them from BART or checked
>the wuarchive mirror, I can't get them or find them.

>--
>David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

I, too, have noticed that wuarchive doesn't seem to mirror the atari
stuff on umich any longer.

Steve.

2192. Re: Wanted: AutoRoute

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 20:21:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2d4d7184@daggskim.ct.se>
Source record: 193818

Jan T. did willfully write on 31 Jan 94 (to All), and I quote...
>> Why must the original authors be obliged to sell it to you?
>> [...]
JT> This argument is not valid, even if we agree to assume the
JT> concept of "intellectual property" to be valid. It is not true
JT> that owning property allows you to do anything you like with it.

That much legislation and practical enforcements of property laws vary is not really the issue here, nor that "ownership" rights may often be restricted in certain areas. The point must be that, in this case, international agreements about intellectual property do not allow people to make copies just because the item is not being sold.

JT> [...]
JT> interest of making shelters available to people outweighs your
JT> freedom to do what you wish with your property.
JT> By the same token, infringing copyrights that are not used by the
JT> owner(s), or used to prevent everyone from using the copyrighted
JT> stuff, should be considered to be "software squatting" (rather
JT> than "piracy").

I suggest reading up on just what "copyright" means. It's not something that has to be "used" by the owner in any way. It is by convention a statement of intellectual property, and which the holder may in fact do anything at all with -- withhold completely, sell, allow limited copying, or place in the public domain. I

n the stronger legal realm of patents, which are also intellectual property with a slightly different history, the only thing you can do about valid patent rights which are not "used", is to apply for a license. If in fact the patent rights are not being used, then the patent holder is obliged to give you a reasonable license to manufacture. This does not however in any way invalididate the patent ownership, nor condone "patent squatting", nor exempt you from infringement lawsuits should you copy without license.

Perhaps software should have been put in the realm of patents? This would be slightly closer to what you clearly expect, allowing licensed copying of fully published and archived, and thus always available code.

JT> IMHO, it would make a lot of sense if the
JT> copyright legislation explicitly stated that copyright holders
JT> must make their stuff available to the public if they want the
JT> public authorities to help them enforce their copyrights.

You labor under a slight misconception there: public authorities do not by themselves enforce copyright. This is a matter of private lawsuit between the

holder of the copyright, or his/her agent, and whoever is infringing. This is only one of several reasons why software companies rarely rely only on "copyright", but also include trademarks, tradenames, user license agreements, and so on, which as yet allow a stronger legal case against infringement.

Anyway, having once made "the stuff" available to the public by having it sold in the first place, surely you cannot seriously expect the copyright holder to be forced to ensure that it will always be available? There are any number of good reasons why this might not be a good thing for you, the user of software.

You seem to be looking for an active copyright regulation. This is not the way the free market functions. If there is a demand, either the original product gets made and sold, or competitors sell their versions instead.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

- Be careful about what you want, you might get it.

2193. Re: STE Joystick Port Problems

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 20:26:31 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ijphn$sgj@golem.wcc.govt.nz>
Source record: 193684

ok] then it broke again, in EXACTLY the same way as before. Does anyone know
] what's REALLy wrong with this thing. I mean, I don't want to pay a lot of
] money just to have a joystick for 2 months. But I do want my joystick!

Buy Joystick extenders or a mouse-master. These prevent the ports from
being shifted around, as the ealier STE's didn't have re-inforced
ports, and problems with these ports were/are quite common!

2194. Re: MultiTOS Gemini 1.99 conso

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 20:38:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A12773@MS.maus.de>
Source record: 193819

In article <2iba1f$l9q@nz12.rz.uni-karlsruhe.de>, Harald Weidner
(uk8u@rzstud1.rz.uni-karlsruhe.de) wrote:
>The reason for this behaviour may be that programs that are started
>in the Console window don't become extra processes, but the run under
>the process id of Gemini. (Even Mupfel in the Console is no extra process).

That's wrong: of course the programs are separate processes.

>But, the programs you run in the Mupfel window are TOS-Programs with
>receive their keyboard inputs from Gemdos- or Bios calls. Gemini itself
>(including the Console windos) is a GEM Program that uses AES Calls for
>Keyboard handling. It looks like this both methodes within the same
>process conflict under MultiTOS.

AES and the TOS programs are competing for keyboard input.

2195. Re: Audio sampling DIY project?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 21:26:44 UTC
From: ken@isgtec.com
Message-ID: <CKIJKK.D7w@isgtec.com>
Source record: 193763

In article <LANCER.94Jan30152742@wpi.wpi.edu>,
Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
<Now, I know that it should be pretty easy to build an audio sampling
<cart for the ST. I just don't know exactly how...
<Does anyone have a text file or know of the location of plans for such
<a beast?

Um, why don't you just buy one? I have Digisound, it's great, for 8bit mono,
and was fairly cheap.

--
A great many people think they are thinking when they are merely
rearranging their prejudices. -- William James

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2196. Yow! 1110 cps at 9600 bps?!?

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 22:19:50 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <760057409.AA04062@byte.bbs.no>
Source record: 193761

```
>file with zmodem over a 9600bps MNP reliable (though not MNP 5
>compressed) connection and got 1110 cps! My calculator tells me that
>the maximum possible transfer rate at 9600 with 8 databits and one
>stop bit should be 1067cps. 1110 is 105% efficiency!

That's normal speed.... MNP4 uses synchronous datatransfer and
doesn't use start/stop bits from one modem to the other....

Asynchronous: 9600 / 10 (8 + start and stop bit) = 960 cps
Synchronous: 9600 / 8 = 1200 cps (see - you can get more)

On a 14400 modem you can get up to 14400 / 8 = 1800 cps

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

2197. Disc partition commpression

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 22:35:39 UTC
From: da-cun_e@xenon.epita.fr
Message-ID: <2ik13r$9mj@boson.epita.fr>
Source record: 193752

Hello world !

I've read that some of you were searching a Stacker-like prog
to increase their storage capacity ! I do own the demo-version
of Disk Optimizer a very brand new product (and still very
confidential one) which will become a full commercial product in
about 1 month. The first version will be a french one, other
will follow ! If you are interested with this demo-version feel
free to contact, I will be allowed to dispatch this demo as
soon as the commercial release reaches the stores ...
I heard it will be about 290 FF (29 pounds) but demo will be
free !! (I will of course repost this offer when time will be
elapsed.)

I'd be interessed in contacting DataLite user to compare the
two products compress ratio and time (by example AEO_0220.txt
is packed to 100324 bytes in about 15s). Your mails are
welcome to:

da-cun_e@epita.fr

P.s: To reply HWL0978@TNTECH.EDU answer with this one you don't
bother your TOS version or disk partitionning (it can even pack
floppy-disks.....)

2198. Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 23:36:12 UTC
From: jeff@jupiter.ame.Arizona.EDU
Message-ID: <2ik4lc$qd7@auggie.CCIT.Arizona.EDU>
Source record: 193777

To all those in-the-know Atarians, I was just wondering what the U.S. release date was of the Atari Eagle '060 and which dealers were taking advanced orders. Also... is anyone clear whether this is going to be merely a fast TT or if it will be Falcon or even Jaguar like?

2199. ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 23:38:36 UTC
From: jbrhebergen@et.tudelft.nl
Message-ID: <1994Feb1.003836.2355@tudedv.et.tudelft.nl>
Source record: 193782

Hello there,

I'm an MS-DOS PC user so I don't know the first thing about ATARI computers.
A friend of mine recently got an ATARI 1004 ST. He want to use it for mailing,
news, gopher and other internet related activities.

I would like advice on what communications packages to use to run his modem and
to emulate terminals. (He will be getting a unix/internet account shortly)
Also I would like to know where I can FTP these programs from or where I can
buy them. I almost forgot, do ATARI computers need special modems? (like Apple
does) Or will any external modem connecte to the serial port do? Any advice on
choice of modem also very welcome.

Thanks a lot for your time and effort. Any advice will be greatly apreciated!

Regards, Jan

PS: incidentally, my friend is also a kee GO player and plans to use the
Eagle server in Pensylvania regularly. Any sugestions on programs to
use for playing GO by internet? Thanks!

J.B. Rhebergen (Jan) tel: +31 15 144660
M. Gouweloospoort 8 fax: +31 15 144660 (phone first)
2611 JN Delft e-mail-1: JBRHEBERGEN@et.tudelft.nl
The Netherlands e-mail-2: rheberg@morra.et.tudelft.nl

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YY (C)
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2200. gcc2.5.3 under MiNT on 4Meg ST

Newsgroup: comp.sys.atari.st
Date: 1994-01-31 23:45:02 UTC
From: woodford@esca.com
Message-ID: <1994Jan31.234502.21641@esca.com>
Source record: 193829

I've finally upgraded my stock MultiTOS v1.04 for the Mint v1.08/9
on a.a.u.e. While I was at it, I grabbed the gcc & g++ 2.5.3 binaries
and associated libraries/include files (for both) which claim to
be Mint friendly.

The vanilla C compiler works fine, although gcc-cc1 is half as big
again as my old v1.39! However, the g++ compiler doesn't want to
know. It bombs out very quickly with 'internal compiler error' plus
a reminder to report the bug.

Is this a known problem with this version? Or is it just that g++
is too memory hungry for a 4 meg ST?

If it comes down to system configuration, I have 4Meg, Mint 1.09, TOS1.4
and a 64Mb minixfs partition.

Any ideas?

Cheers, Steve.

2201. Re: Ultrascript, PS35 Font Set & PageStream 2.2b (Plus ?'s)

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 00:14:51 UTC
From: ehood@convex.com
Message-ID: <2ik6tt$e3u@lovecraft.convex.com>
Source record: 193785

Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>
>>Second, and more importantly, I am looking for any hints and tips for using
>>Ultrascript with PageStream 2.2b. I already have the PS35 screen fonts, so
>>unless I can use the Ultrascript PS fonts (which I don't know if I can), I
>>just need to know how to get Ultrascript and PageStream to work together to
>>print PS documents on my Okidata OL400.
>
>I don't get it - you can use postscript fonts in pagestream itself (I know,
>I've got loads. And they work fine for display & printing on anything you like.
>
>So why does this guy want to use Ultrascript to print when he can do it direct ?

The problem is you cannot easily use Ultrascript fonts in PageStream.
You can tell Pagestream where the AFM are, but Ultrascript does not
have PFB files. You have to save to PostScript in PageStream if using
UltraScript fonts, than print using UltraScript (plus you cannot see
what the font looks like in PageStream due to no PFB file).

Why would one want to do this? Well ... the UltraScript fonts print-out
better than some of the corresponding public domain Postscript fonts.
Plus it is nice to printout a document w/o loading PageStream. I like
to save a doc to Postscript, and use UltraScript when I need a printout.

The only thing I hate is that UltraScript does not handle downloadable
fonts. If I mix PageStream fonts with UltraScript fonts, save to
Postscript, and then print with UltraScript, the PageStream fonts do
not come out. Does anybody know how to fix this? Is there a program
to convert PFB files to UltraScript metric files?

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

2202. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 00:24:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKIrso.MED@cix.compulink.co.uk>
Source record: 193833

>That flash was shields... if you have the space, get a radar scanner,
^^^^^^^^^^^^^^^^^^^^^^

Ahah!
^^^^^^^^^^^^^^

Its on the shopping list. I can afford it, but haven't really got the room (only running a Cobra Mk1, and I like *lots* of cargo space ;-)

>when you have the opponent on screen, hit the ESC key, this will freeze
>the game, you can then click on the baddie.

Good trick this isn't it!

>You can also collect bounties for your kills this way too.

The *very* reason *why* the scanner is on my list!

>I hope this helps.

Sure does :-)

Roland.

@CiX

BTW I actually won against 2 pirates today and delivered my cargo. Its a pity my autopilot kept crashing me on landing (would a dodgy left thruster cause this), but luckily I saved the game and eventually convinced it to land.

Combat is *very* hard, don't you think?

:-)

2203. Re: Mega STE already HAS 1.44 floppy?????

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 00:24:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKIrsq.MEz@cix.compulink.co.uk>
Source record: 193834

>Since I have recently acquired a used mste I started reading. One interestin
>point was that they claim ALL megas have 1.44 floppies, and if you use the
>standard system format it will give you 1.44!!! Can this be right? They als
>state that the manual says nothing about the 1.44 capacity of the computer.
>This was when the mste first came about, so this would apply to the earliest
>mste's. Is anyone sure of any of these 'facts'?

Fact - late model MSTEs had 1.44Mb drives. Mine does anyway ;-)

Earlier ones were pretty debatable. I think its a case of Atari telling
the magazines that the machines would ship with 1.44, whereas they actaully
started shipping with 720k. AFAIK the same was true for the TT.

The manual doesn't say anything about 1.44 drives. Some of the promotional
glossies I had from Atari even got the number of serial ports wrong!

BTW Atari aren't the only culprits. At work we have a large number of
Olivetti 486 PCs. Some come with 1.44 drives and some with 2.88. No logic
as to which will be which.

Roland.

@CiX

2204. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 00:24:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKIrss.MFK@cix.compulink.co.uk>
Source record: 193835

>Has anyone actually had a fight with more than one pirate yet ?

Only one at a time, but generally 3 in quick succession.

>I've got to 'competent' - been there for a while, and I've only seen

Is this just by shooting pirates? I've shot a few, but I'm still entirely squeaky clean and utterly harmless ;-)

Roland.

@CiX

2205. Re: Cubase Light crashed on my falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 00:37:11 UTC
From: scotty@verdix.com
Message-ID: <scotty.760063031@sarge>
Source record: 193836

oyakea@rebecca.its.rpi.edu (Amalaye Oyake) writes:
> ...
> I bought cubase light at The Computer Network in Glendale;
><thier phone is 818 500 3900>, they told me it would work on my Falcon030,
>so I shelled out $130.00 for it. Of course I made them demo it on a Falcon
>first. I saw it work on a 14/150 falcon.
> ...
> Thanks,

> Amalaye Oyake

I too purchased Cubase Light with my Falcon, only to discover it wouldn't work. I contacted Steinberg Jones, and they told me that they hadn't tried it on the Falcon yet. While I waited, their service rep. plugged in the disk and tried -- and it crashed.

He told me that it wouldn't work on a TT030 either. It runs on 68000 based STs only. I mailed the program back to Toad, and got a refund.

The question is, how did they get Cubase Light to run on a Falcon? My guess is that what they ran was Cubase Professional, thinking that the "Light" version was equivalent. It is not -- they are very different.

I wound up buying Cubase Pro when they had the "competitive discount" last year. It's excellent, but has so many features that I may never understand, much less use them all. Excellent product, though.

I strongly recommend you get in touch with your dealer and tell them to take back the program. If they don't believe you, tell them to verify it with SJ at 818-993-4161, or write 17700 Raymer St. 1001, Northridge, CA 91325.

Good luck.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

>first. I saw it work on a 14/150 falcon.
> Fine I thought, I made all my midi connections at home, copied th disk
>to the harddisk folder I created, and tried to run it 3 bombs, I then did the
>following <btw I have Tos 4.04> configs <mixing and matching>
>1> disabled all acc's
>2> made sure I was in st hi-res <mono>

>3> killed the auto folder <disabled it then later enabled it, still futile>
>4> uninstalled magi-boot <st emulator>
>5> tried running from floppy

> I kept on getting 2 or 3 bombs every time the Cubase screen came up.
>Bombs and bombs no matter what I did. I called TCN and they told me to make
>sure I had no background programs running. I did. Nothing was running.
>I also found out that The Cubase Light I had was a version 1.0. Is this bad ?

>I don't know what to do, I shelled out 160.00 total on this program and midi
>cables. I don't know what to do next.

>Any advice anyone please help me.

>Please mail me at the following addresses.

>aoyake@inst-sun1.jpl.nasa.gov

>or

>falcon@eggcream.jpl.nasa.gov

>or <if absolutely neccessary>

>oyakea@rpi.edu

> Thanks,

> Amalaye Oyake

2206. Re: problem with AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 00:59:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ik9ib$101@golem.wcc.govt.nz>
Source record: 193840

] In running AtariWorks on the Falcon 030, he is having problems with
] charts--it will not allow him to copy the chart to a document or to
] save it. He receives an error message saying, "GDOS cannot load the
] metafile driver. There may not be enough memory to load it."

Make sure there is a file called 'META.SYS' in the DRIVERS directory
(Or wherever you are storing your fonts & drivers for Speedo-GDOS).

Using the Drivers accessory, make sure that device 11 is set up to
be META.SYS, if not, click on 'Add' and put it in there.

Then, after rebooting, it should all work!

2207. Civ on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 01:34:44 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94031.203444STIRRE31@MAINE.MAINE.EDU>
Source record: 193797

Well, I got my Falcon today :) :) . All I can say is, it is
a fabulous machine. Try moving from a hard drive-less, 1 meg
STe to a 4/84 Falcon! It doesn't bother me one bit! Only
encountered one problem so far.... Civ would not work. I
installed it on the hard drive and ran it from ST low to no avail.
Any suggestions? Also, (oooops, I have more than one problem)
I can't seem to turn the volume of the Falcon speaker down when
I play the game, Breakout. Every time I select new game, the
volume goes back to 15! These two things can't take away from
the Falcon, though. It truly is a wonderful machine.
sincerely,
scott tirrell
stirre31@maine.maine.edu

2208. Re: ICD email address?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 01:49:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ikcf1$7gu@uqcspe.cs.uq.oz.au>
Source record: 193841

muocj@uxa.ecn.bgu.edu (Olivo Contreras) writes:

>ICD is should be reachable on GEnie. Try sending e-mail to
>icdinc@genie.geis.com.

My address book has ICD listed as "76004.1600@compuserve.com", but I
don't remember ever using it.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2209. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 02:01:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ikd56$80a@uqcspe.cs.uq.oz.au>
Source record: 193792

h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:

>Hi, does anybody have experience with virtual memory software for the
>F030? I know about VRAM 030 and Outside, where the latter is cheaper.
>Which is better?

Well, at least there is a demo version of Outside.

(But it isn't up-to-date, unfortunately, so even if you did find bugs
with it, you'd be forced to admit that the newest version might be fixed)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2210. more cross compiling with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 02:19:10 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CKIx3z.F1z@usenet.ucs.indiana.edu>
Source record: 193793

I think I finally have a working cross compiler on a sun4 here. It was pretty easy to do for the sun. on the alpha, it was a pain even trying. Thanks a lot to bammi and laurent for their individual help.

Now my question is, how can I reduce the size of the executables? I have the gnulib -- libolb95.zoo from a.a. Can I (should I?) use different libs?

david

2211. Looking for Database

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 02:33:14 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.Y&UoQWjuO3U@albemuth.equinox.gen.nz>
Source record: 193844

Hi there,

I'm lloking for a good freely available Database. Preferably one that is
more than just a simple card based type of thing. Are there any good
relational Databases out there for the Atari??
Any suggestions or comments would be appreciated!

Thanks in advance! :-)

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

2212. Re: Falcon040 status and which computer to buy (was Re: Falcon 486 e

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 02:44:35 UTC
From: MNEITZEL@delphi.com
Message-ID: <19940131.21443557.mneitzel@delphi.com>
Source record: 193796

Jerry,
Thanks for an answer that warms my heart, after reading STR1005 and Ralph's editorial, I was mad and upset. Now after reading your reply, I feel reassured that there are other people out there that has a realistic and balanced view of the personal computer world has has no war-like bias for even their own platform. Thanks much...

Matthew

MNEITZEL@Delphi.com

2213. Re: looking for Falcon 030 bootselector

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 03:05:23 UTC
From: KENKAST@delphi.com
Message-ID: <19940131.22052315.kenkast@delphi.com>
Source record: 193799

To you who asked, no I don't think Mouseboot has been updated since version
4.x.
(Sorry I can't send internet e-mail because I haven't yet sprung for the
$3. extral a month, but it was interesting to learn that I can recieve it).
ken in santa fe

2214. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 03:14:01 UTC
From: rcarter@nyx10.cs.du.edu
Message-ID: <1994Feb1.031401.16967@mnemosyne.cs.du.edu>
Source record: 193845

Brian Quinlan <quinlan@gemini.csil.sfu.ca> wrote:

>Hi, I was just wondering why you all seem to like Ataries? I have
>an Atari (in my closet) an I just can't see the appeal.

Tell you what... Pack it up, and I will the shipping to send it to me;
wouldn't want it to take so much of your valuable closet space...

(Lots of stuff deleted which showed the Atari to be every bit the equal
of a Mac, and ignored the cost comparison that makes the Atari a better
buy...)

Regards,
--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \ "There's never -enough- everything."
rcarter@nyx.cs.du.edu \ - Hunter S. Thompson on a "everything" pizza.

2215. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 04:13:23 UTC
From: alberto@terapin.com
Message-ID: <alberto.2iiz@terapin.com>
Source record: 193847

zcam1121@rpool4.rus.uni-stuttgart.de (Heiko Hartmann) writes:

>Hi!
>
>I want to compile a "List of Games for F030". This list should contain the
most
>ST-games with some notes about their Falcon-compatibility.
>
>I need your help to compile this list! Please send me a PM with your games
>tested on the Falcon. I'm interested in ALL games, even if they run on the
Falco
>n
>or not! Please, original games only (no cracked stuff!).
>

Sounds like a pretty good plan.. Just a thought.. Why not compile a list of NEW Falcon030 games? I for one really hate to dwell on these old old games from the "old" ST series computers. Who cares if Pac Man works on the Falcon030? :)

If the Falcon030 is the "base model", for the new series, maybe its time to move ahead a little more? Just a couple of thoughts, hopefully will help both ATARI and its users move into the new era of computing.

Hey the old games are cool, and some are still really addictive, but where are these NEW games, with DSP sound and lots of colors all in higher rez?

L8rs,

alberto@terapin.com

P.S. by the way, I have an old 1040 ste.. hoping to get rid of it.

2216. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 04:15:58 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.cmlx0Gz7V1A@harvee.billerica.ma.us>
Source record: 193848

In <CKFr1F.EuG@world.std.com>, Lexicor Software Corporation writes:
>In article <2iehnq$8ic@news.bu.edu>, <selick@acs.bu.edu> wrote:
>>
>>Is there a floptical drive available for the Atari STe line of computers? I've
>>already got a Supra SCSI host adaptor. Is the floptical format compatible with
>>SCSI? Can the Atari read/write/format the flopticals OK? Will they work for
>>hard drive backup with Diamond Back 2.42? 3.0?
>
>There are flopticals' that are SCSI (I think most if not all are) and it works
>with an Atari just fine, I had one back then from PMC.
>
>Seriously though....I would NOT recommend a floptical for ANYTHING but backup
>and easy transfer via Postal Mail. It is slow, overheats extremely easily and
>I always have problems with autobooting it from an ST (i.e. I had to use a
>startup disk). Might have been an old model, but the speed will more than
>likely NOT be faster.
>
>I recommend a Syquest...more capacity and faster, they are also getting really
>cheap.

If you are looking only for a removable hard disk, I couldn't agree more.
get the syquest.

flopticals are reasonable for a backup medium, and work ok as an *occasional*
hard disk wanabe. The major problem with flopticals is that they take 20
min to format and there is no backup utility support for them yet. I'm
still waiting for my copy of diamond back 3 and I'll report to the net
on its suitability. However, I have a sneeking suspision that gtar is
the better backup tool. some day I'll find the time to confirm it.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

2217. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 04:23:54 UTC
From: alberto@terapin.com
Message-ID: <alberto.2ijy@terapin.com>
Source record: 193849

magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:

>In a message of <24 Jan 94 23:52:59>, Alberto Fonseca (2:200/427.3) writes:
>
> > I consider the TT/030 a superior machine to the Falcon030. I think the
> > Falcon is just a slow TT with a "fancy" graphics board. I am
> > considering getting a TT. I'm mainly into programming, and want to
> > develop ATARI software. I think the best machine would be the TT. It
> > has good speed/graphics boards upgradibility, the power needed.
> > Although I'd like to make programs only for the TT and its graphics
> > card, making these programs compete with the ones on say MAC and IBM
> > platforms. I'm not sure yet, but am considering my options.
> > What do you guys think about this? Just would like to hear opinions,
> > suggestions.
>
>I won't comment on the TT vs Falcon other than that the Falcon definately is a
>lot more than a slow TT with fancy graphics, and I think every one who owns a
>Falcon agrees with me. If you're planning on buying a new machine (not used)
at
>least here in Sweden you could easily upgrade a Falcon to be faster than a TT
>for less cost, but it's up to you...
>
>I just wanted to say that TT specific programs is a great idea, as long as
"TT
>specific" really means 68030-specific that requires a minimum resolution of
>640x400 and supports 68882 and all resolutions... Not making the programs
>Falcon compatible would be unreasonably stupid as it is a newer machine that
is
>more than likely to be followed by a more powerful bird based on the same
>technology!
>

Ohh, of course it would have to be 68030 code, high res color Falcon compatible
if anything.. I did not mean make software that ONLY runs on a TT, but more
like 030 processors and above.. I have actually decided against a TT for now.
I think ATARI has made alot of really gross mistakes in their marketing and
platform development.. Where does the TT fit in? What ATARI should have
offered for TT users is an upgrade to the new TOS 4.x.

I figure that ATARI's plans are to make the Falcon030 the new base to build
from, so soon the STE's/Megas/TT's will be faded out.. Yes, the ST is already
dead.. Not in the sence that theres nothing you can do with it, but that it
won't be developed for.. ST users, don't get defensive, because people out
there are still using 8086's and Apple II's or Commodore 64's and even ATARI
8-bits because they do what the owners want. But if you look at the future of

computing, ATARI has actually made somewhat of a smart move by making the Falcon030 the new base model.. We have major competitors it must try to catch up with.. The Amiga 4000, using a 68040. The IBM Pentium. Macintosh 68040. And soon to be released PowerPC. The ATARI is still at the 030 level, and you cannot hope for ATARI to make such a foolish move as to still consider the 6800's important.

I will wait until the next ATARI computer comes out, hopefully a 68040, running at least 30mzh if not higher, desktop case, seperate keyboard, and the MOST important, Upgrade SLOTS! Yes, that would really make it a hit.. Give it at least 5 slots! Then there could be 24 bit graphics, improved dsp sound cards, anything else that would give it an edge, and allow software developers to work with it.. Not to mention accellerators.. :)

Well just a couple of cents into the piggy bank.

L8rs,

alberto@terapin.com

2218. Re: Mod program for megaST

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 05:03:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2iknqu$22c@golem.wcc.govt.nz>
Source record: 193653

In article <H.eg.JAStvGDWPfE@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>In <2ibpm9$8ds@charm.magnus.acs.ohio-state.edu>, Michael Steve writes:
>> I hate using MSA, I think it is
>>the most horrible compression utility (I have dubbed it a Futility) I have
>> ever come across.
>
>Not that I support this... but it is useful for one thing.... pirating
> games.
>The amiga has a similar program.
>
>
>Craig.
>--
>:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
>:: (CraigS on IRC) ::

Has nothing to do with Pirating games at all, many people use it to archive disks that don't have a file stucture or they don't wish you to get at there files, one of the STE Sound programs used MSA and a few of the Demos do..

MSA does not let you Pirate games at all, its people that pirate games....

The only thing wrong with MSA is that you can't specify your own number of tracks unless the boot sector supports that number of tracts...

It can only use the boot sector info....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2219. Re: 14400 baud modems

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 05:57:30 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.KESDQXAZRFs@yonder.equinox.gen.nz>
Source record: 193654

In <19940129.20303093.etat@delphi.com>, ETAT@delphi.com writes:
>I just picked up a USR Sportster 14.4 faxmodem...does anyone have the proper
>NVRAM settings? I am using Serial fix 2x and do alright with PC BBS.s but
>the speed really drops when I logon an Atari ST BBS...surely someone out
>there owns one of thes things too...any input would be appreciated.

Maybe the BBS is slow? (i.e. the computer isn't fast enough)

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

2220. Re: Ultrascript, PS35 Font Set & PageStream 2.2b

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 07:53:36 UTC
From: "Dom Alvear"
Message-ID: <2il1q0$h5m@news.delphi.com>
Source record: 193655

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>In article <2iih5r$fb3@news.delphi.com>, Dom Alvear writes:
>>Second, and more importantly, I am looking for any hints and tips for using
>>Ultrascript with PageStream 2.2b. I already have the PS35 screen fonts, so
>>unless I can use the Ultrascript PS fonts (which I don't know if I can), I
>>just need to know how to get Ultrascript and PageStream to work together to
>>print PS documents on my Okidata OL400.
>>
>
>I don't get it - you can use postscript fonts in pagestream itself (I know,
>I've got loads. And they work fine for display & printing on anything you like.
>
>So why does this guy want to use Ultrascript to print when he can do it direct ?

Because my dear friend, UltraScript is a PostScript interpreter/emulation.
That means that I can use the output from UltraScript to do proofing
before I actually send my PS files to the print shop. If I had the money, I
would just buy a PS printer. The output from PageStream direct is NOT a
good representation of what a higher resolution PS printer will output. I
believe that UltraScript on the other had is.

Does that make my request clearer? :-)

Dom

2221. WANTED:Sequencing software & 606 or 909

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 08:17:16 UTC
From: lyng0001@gold.tc.umn.edu
Message-ID: <lyng0001.760090636@gold>
Source record: 193656

A friend would very much like to come across a the program Cubase at a reasonable price. He is also interested in purchasing a Roland 606 or 909 drum machine. Any info on bringing him nearer to this dream would be greatly appreciated. Please e-mail me directly. Oh, he also welcomes techno tips of any sort.

Thanks.

Erik Lyngen
lyng0001@gold.tc.umn.edu

--
****
Erik Lyngen
University of Minnesota
lyng0001@student.tc.umn.edu
****

2222. THE FALCON GAMES LIST

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 08:58:43 UTC
From: zcam1121@rpool4.rus.uni-stuttgart.de
Message-ID: <2il5k3$1n4r@info2.rus.uni-stuttgart.de>
Source record: 193659

```
FALCON 030 - LIST OF GAMES
==========================

Compiled by Heiko Hartmann
zcam1121@rpool4.rus.uni-stuttgart.de
Last Update: 02/01/94
Titles: 83

ST: Status. "PD" - Public Domain, Freeware, Postcardware etc.
"SH" - Shareware, Dongleware, Poolware etc.
"C1" - Commercial, newer games (full-prize).
"C2" - Commercial, older games (some of them reappeared in
Compilations, others are available as low-budget games,
many of them aren't available any more).

C: Compatiblity. "-" - The game does never run on F030.
"+" - The game runs with ST-Emulators like Backward etc.
"!" - The games runs without modifications (in ST-Low)!

MHZ: Mhz-rate of 68030 (and Blitter). "8" - 68030 with 8 MHz.
"16" - 68030 with 16 MHz.
This row (and the following) aren't important for games with
Compatibility = "!". These are the switches for the ST-Emulators.

DC: Data cache. "-" - Data cache OFF.
"+" - You can leave the Data cache switched ON.

AC: Adress cache. "-" - Data cache OFF.
"+" - You can leave the Data cache switched ON.

STE: STE-Bus-Mode. "-" - STE-Bus-Mode is not needed.
"+" - STE-Bus-Mode must be switched ON.

SND: Sound. "-" - The game has no sound on F030.
"+" - The game has slightly distorted sound with ST-Emulation.
"!" - No problems with sound on F030.

HD?: Harddisk installation?. "+" - The game can be installed on HD.
"-" - HD-Installation is not possible.

A "?" means: unknown.

NAME ST C MHZ DC AC STE SND HD?
--------------------------------------------------------------------------------
Airbus A320 USA C1 ! - - - - ! + RGB only!
Amberstar C1 - +
Ancient Art of War C1 + ? ? ? ? ! ? (switches unknown)
Another World C1 + 16 + + + + +
```

Arkanoid C2 - ?
Attack of Mutant Cam. SH + 16 + + + ! +
Blue Max C1 + 16 ? ? ? ! ? (switches unknown)
Bubble Bobble C2 - ?
Buggy Boy C2 ! - - - - ! ? fast!
Caesar SH ! - - - - ! + (german)
California Games II C1 ! - - - - ! -
Campaign C1 ! - - - - ! +
Carrier Command C2 + 16 - - + ! + Move PMMU & Screenadress
Civilization C1 ! - - - - ! + newer, patched version!
Colums SH ! - - - - ! + Falcon game. RGB only.
Conquest SH ! - - - - ! + GEM
Creatures C1 - -
Dragonflight C1 - +
Dynablasters C1 + ? ? ? ? ? ? (switches unknown)
Elite II C1 ! - - - - ! +
Enchanted Land C2 - -
Escape PD ! - - - - ! + (german)
F16 Falcon C1 - ? :-(
Formel 1 ST SH - +
Formula One GP C1 + 16 ? ? ? ! + (switches unknown)
Gobliins 2 C1 + 16 - - + + -
Goldrush C2 ! - - - - ! +
Great Courts II C1 + 16 + + + + +
Gunship C1 + 8 + + + ! + Old Screenadress
Indiana Jones (Adv) C1 ! - - - - ! +
Int. Karate + C2 - -
Int. Sports Challenge C1 ! - - - - ! -
Ishar C1 ! - - - - ! + Falcon version.
Ishar II C1 ! - - - - ! + Falcon version.
Joust 1.01 PD ! - - - - ! +
Knights of the Sky C1 ! - - - - ! + fast!
Larry I C2 ! - - - - ! +
Larry II C1 ! - - - - ! +
Legend of Faerghail C2 - +
Lemmings C1 - - :-(
Lemmings II (Tribes) C1 + 8 - - + ! - Move PMMU & Screenadress
Lethal Weapon C! ! - - - - ! -
Loom C2 ! - - - - ! +
Lotus Esprit Turbo C. C2 - ?
Lotus Esprit T.C. 3 C1 + ? ? ? ? ? ? (switches unknown)
Masterblazer C2 - -
Magic Boy C1 + 8 - - + - ?
Maniac Mansion C2 ! - - - - ! +
MidiMaze SH ! - - - - ! +
MidiMaze II SH ! - - - - ! + Erase the music file!
Mini F1 SH ! - - - - ! + Falcon game.
McMinos SH ! - - - - ! + Monochrome
Mythos SH ! - - - - ! + (german)
Nethack PD ! - - - - ! + GEM

Nitro C2 - -
Oil Imperium C2 ! - - - - ! ? You can't save a game
Oxyd I & II SH ! - - - - ! + Monochrome
Oxyd Magnum C1 ! - - - - ! + Falcon version.
Patience SH ! - - - - ! + (german, "Sonderdisk")
Patrizier C1 - +
Pirates C1 ! - - - - ! ? newer version?
Premium Mah Jongg II SH ! - - - - ! + (german)
Push Over C1 ! - - - - ! ?
Railroad Tycoon C1 + 16 + + + + + crashes sometimes
Reach for the Skies C1 ! - - - - ! +
Secret of Monkey Isl. C2 ! - - - - ! +
Shocker 2 SH ! - - - - ! + Monochrome (german)
Sim City C1 ! - - - - ! +
Space Quest I C2 ! - - - - ! +
Space Quest II C2 ! - - - - ! +
Speedball II C2 + 8 - - + ! -
Stone Age C1 ! - - - - ! +
Super Sprint C2 ! - - - - ! -
Their finest Hour C1 ! - - - - ! + fast!
Topas SH ! - - - - ! + (german)
Traders C1 + 16 + + + ! +
Transarctica C1 ! - - - - ! - Falcon version.
Turrican I C2 - -
UMS C2 ! - - - - ! ?
Vertical Mayhem PD ! - - - - ! + Falcon game. RGB only.
Wings of Death C2 + 16 + + + + -
Zak McKracken C2 ! - - - - ! +
Zool C1 - -

Some hints for ST-Emulators:

1.) If you get 2 Bombs, try the STE-Bus-Emulation-Mode.
2.) If you don't get correct sound, try to switch between "Timer A" and "MFP"-Interrupt. Try "ST-Sound corrected".
3.) If your game is protected and doesn't load properly try to switch off both caches and switch the CPU to 8 MHz.
4.) In Backward always use "TOS patched" and "STE-Bus-Mode". You have no disadvantages when using them.
5.) Set the Bootup-resolution to ST-Low. There are some programs which allow you to alter the Non-Volatile-RAM of the Falcon.
6.) If you have TOS 4.01 try to get TOS 4.02 from Atari! Backward has problems with some (!) TOS 4.01 versions and so are the games.
7.) Known ST-Emulators:
Backward - Lots of switches, nice GEM-Interface, the best!
Magi-Boot - The first ST-Emulator.
Gamefix - German STE-Emulator (TOS-Disk), nice.
VCB - Writes Bootsectors. Switches can be made while playing!
FBoot - Writes Bootsectors. Only Caches ON/OFF, CPU 8/16 MHz.

You have informations about another game? You have some corrections for the list? -> EMail me! This list should be as big as possible and therefore I need your help!

Please EMail me the following:
NAME: The name of the game.
STATUS: Is it PD, Shareware or Commercial?
COMPATIBILITY: Does it run on the F030? Perhaps with a ST-Emulator?
If a ST-Emulator is needed:
MHZ: Do you have to switch the CPU to 8 MHz?
CACHES: Do you have to switch the caches off?
STE-MODE: Do you have to switch to STE-Bus-Mode?
SOUND: Does the game have the proper sound on F030?
HD: Is it possible to install the game on harddisk?

Remember: All informations are subject to error! No warranty that the given information is correct! I'm unable to test all the games in the list!

You can always get the latest copy of this list from:
ftp.uni-kl.de in /pub/atari/doc, name: f_games_list.zip

Thanks to: Michael Papadopoulos, Thomas Binder and Dan Ackerman!

If you have more informations about ST-games or corrections for the list, please EMail me:
Heiko Hartmann
zcam1121@rpool4.rus.uni-stuttgart.de
or higgi@yeti.faveve.uni-stuttgart.de

2223. Re: Civ on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 09:13:47 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2il6gb$1fj8@info2.rus.uni-stuttgart.de>
Source record: 193660

STIRRE31@MAINE.MAINE.EDU wrote:
: Well, I got my Falcon today :) :) . All I can say is, it is
: a fabulous machine. Try moving from a hard drive-less, 1 meg
: STe to a 4/84 Falcon! It doesn't bother me one bit! Only
: encountered one problem so far.... Civ would not work. I
: installed it on the hard drive and ran it from ST low to no avail.
: Any suggestions? Also, (oooops, I have more than one problem)

Ask Microprose for the newer, patched version of Civilization!
They should have a version which runs properly on the F030.
If you want to know more about old ST-games on the Falcon: read my
"Falcon Games list"! ;-)

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

2224. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 09:33:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2il7kv$2l8@percy.cs.bham.ac.uk>
Source record: 193661

magnus.thylander@p4.troed.ct.se writes:
>In a message of <24 Jan 94 23:52:59>, Alberto Fonseca (2:200/427.3) writes:
>
> > I consider the TT/030 a superior machine to the Falcon030. I think the
> > Falcon is just a slow TT with a "fancy" graphics board. I am
> > considering getting a TT. I'm mainly into programming, and want to
> > develop ATARI software. I think the best machine would be the TT. It
> > has good speed/graphics boards upgradibility, the power needed.
> > Although I'd like to make programs only for the TT and its graphics
> > card, making these programs compete with the ones on say MAC and IBM
> > platforms. I'm not sure yet, but am considering my options.
> > What do you guys think about this? Just would like to hear opinions,
> > suggestions.
>
>I won't comment on the TT vs Falcon other than that the Falcon
>definately is a lot more than a slow TT with fancy graphics, and I
>think every one who owns a Falcon agrees with me. If you're planning
>on buying a new machine (not used) at least here in Sweden you could
>easily upgrade a Falcon to be faster than a TT for less cost, but it's
>up to you...

That's interesting - how do you make the Falcon faster than a TT with
FastRAM? The benchmarks for the Eagle Sonic board only gives ~10%
speed increase. Now increase your screen res to something useable,
and watch your performance hit the floor.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2225. Re: K-Spread 4 and Spectre 3

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 09:37:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2il7t1$2mh@percy.cs.bham.ac.uk>
Source record: 193662

magnus.thylander@p4.troed.ct.se writes:
>Okay, here we go...
>
> 1. Is there anyone that knows if Spectre GCR will work on a Falcon?
>If so, how fast will it go and will it work WITHOUT switching back to 8MHz?
>Will it work in all resolutions or only ST-High?
>

It probably won't work. However, Gadgets are building Spectre for the
Falcon, which will include System 7 and colour support (allegedly).

> 2. Does anyone have info on K-Spread 4, at least previously from
>Kuma? Does it work on a Falcon? MultiTOS-compability? SpeedoGDOS-compatible?
>Does it support 3D-charts? Can you use many different font sizes in one
>spreadsheet? Can it mix charts and formulas in one sheet (meaning that the
>chart should NOT be in a window of it's own)? How much does it cost? And
>finally: Is there anyone who wants to sell me a used copy of K-Spread 4?
>

Hisoft have taken over many of the Kuma products, including Kspread.
Last time I heard, Kspread 4 was being ported to Lattice. Knowing
Hisoft, the new version will work on the Falcon, and with MTOS and
Speedo.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2226. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 09:42:23 UTC
From: tal@st-andrews.ac.uk
Message-ID: <2il85v$rja@calvin.st-and.ac.uk>
Source record: 193663

In article <1994Jan31.170951.14736@bradford.ac.uk>,
Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>God this has become a SAD thread hasn't it?

Yes !
I think the conversation should be turned to why it was called TOS in the first place and not Atari OS or something. I mean TOS, it gets you into trouble when you try talking about to non-Atari users!

(Still it's not as bad as 'finger' on Unix :-))

Tim

2227. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 10:09:47 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2il9pb$k5e@rs18.hrz.th-darmstadt.de>
Source record: 193664

Hey what's that all about ?
It's new for mw that there should be a Eagle '060. Would be a litle hard to
built a machine with an 68060 without any of these chip avaiable...

Some guys in Germany already posted stuff like this and I dont't think
that it's of use to talk about things that are not out officialy.

But I'd buy one... ;-)

Alex

2228. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 10:18:30 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2ila9m$k5e@rs18.hrz.th-darmstadt.de>
Source record: 193665

> >I won't comment on the TT vs Falcon other than that the Falcon
> >definately is a lot more than a slow TT with fancy graphics, and I
> >think every one who owns a Falcon agrees with me. If you're planning
> >on buying a new machine (not used) at least here in Sweden you could
> >easily upgrade a Falcon to be faster than a TT for less cost, but it's
> >up to you...

> That's interesting - how do you make the Falcon faster than a TT with
> FastRAM? The benchmarks for the Eagle Sonic board only gives ~10%
> speed increase. Now increase your screen res to something useable,
> and watch your performance hit the floor.

It's quit easy: You just use the Mighty Sonic a 32 MHz 68030 Board for
the Falcon. You can put up to 32 MB Fast-RAM on it and with it you are a little
bit faster than a TT. And you got the sound system with the DSP.
No reason to buy the TT.

Aother thing:
Here in Germany OverScan seams to be building a 040 board for the Falcon,
I'll get more information in a few days. But I think _that_ would be really
interesting. But we'll have to see.

Alex

2229. A Map

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 10:21:52 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Feb1.102152.10687@dct.ac.uk>
Source record: 193666

I am looking for a world map graphics file. What I need is a simple outline of the world in mono about 550 x 350 pixels in size. I would like to use this map in one of my programs so it must not be copyright protected. I can read the following file formats : .PIC, .PI3, .PCX and .IMG.

Any information would be much appreciated.

Simon Wilkinson

2230. Re: Disc partition commpression

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 10:24:50 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKJJLE.1yt@barclays.co.uk>
Source record: 193667

It can't be very confidential now, you've just told about 2 million people!

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2231. Re: Higher Rs232 Speed on ST (Was Re: max modem speed on 1040stf)

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 10:29:38 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d50435c33e4ef@discworld.oche.de>
Source record: 193668

In <57c_9401240848@dswhq.omahug.org>,
Steven Woodford (steven.woodford@f998.n3603.z1.fidonet.org) wrote:

SW>>I found a little "hardware-patch" by Juergen Meyer to get 38400 baud
SW>>on every ST/STE without any special chip - just a 74LS74, four wires to
SW>>the MFP and a switch ... that's all !
SW>>The only problem: You have to use the switch to choose manually between
SW>>fixed 38400 and "normal" baud rates :-|

You might want to look for 'RSVE' - the docs should be somewhere on the berlin
ftp server. RSVE is a bit more hardware (1 GAL, 1 4040, 1 Crystal Oscillator),
but it enables you to run 38400, 57600 and 115200 bps on your serial line,
and: it's selectable via software, because RSVE replaces the 110, 134.5 and
150 bps rates with the three new, higher ones.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
- "What shall I do?"
- "Well, if you see anything crawl out of the sea and try to breathe,
you could try telling it not to bother."
-- Rincewind and Eric at the Beginning of Time (Terry Pratchett, Eric)

2232. Even more cross compiling with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 10:39:28 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Feb1.103928.10274@zaphod.ox.ac.uk>
Source record: 193669

I've been asked on the Linux 680x0 channel whether the latest versions of GCC for the Atari (compiled with MiNT libs) use the standard GCC frontend. I'm now passing this question on.

The reason this was asked was that the person involved wanted to be able to cross-compile for Linux 680x0 on the Atari TT, and because of this needed to be able to use multiple GCC's using a command line switch. This, he tells me, is one of the reasons he's not started porting Linux to the TT, that and brain-damaged utils which can only handle 8+3 TOS filenames.

I've put him straight about how to get good utils, now it's only GCC.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2233. Re: WINX and TOS

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 10:45:12 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d50435e33e651@discworld.oche.de>
Source record: 193670

In <CK6tIq.6zr@bbc.co.uk>,
David White (dwhite@rd.eng.bbc.co.uk) wrote:

DW>I've had my STFM for two years (bought second hand), but pointing out a
DW>typing error doesn't help much. What I really need to know is how many address
DW>bits the ROM uses, not what the badge says.

If you've got the TOS in 2 ROMs, then you need 2* 27C010 or 2* 27C1001 (these
are the same) EPROMS. However, these are not pin-compatible, you need an
adaptor (ROM 28 pins, EPROM 32 pins, not complete 1:1). If there are 6 ROMs,
you need 6 27(C)256 EPROMS. If you have only 2 TOS ROMs, but there are 6
sockets, you can use the 6*27(C)256 (as these don't require an adaptor) by
changing 3 solder bridges on the board - these are labeled '256K/1M' and have
to be set to '256k' for 6 (EP)ROMs and to 1M for 2 (EP)ROMs.

If you have further questions, please *email* me.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Om began to feel the acute depression that steals over every realist
in the presence of an optimist.
-- (Terry Pratchett, Small Gods)

2234. Release of manview

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 11:16:05 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2ildlIINNd3a@pascal.uni-muenster.de>
Source record: 193671
Cross-posted to: comp.sys.atari.st,de.comp.sys.st,maus.sys.atari.software

Hello everybody!

I just uploaded manview to a.a.u.e and ftp.uni-muenster.de
It is a program to display manual pages in GEM windows, similar to xman,
but it has also cross-reference capabilities.

Get it, it's small, it's nice :-)

Regards,
Ulrich

2235. Re: A Map

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 11:21:09 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKJM79.5oK@barclays.co.uk>
Source record: 193672

Try and find a program (commercial) called Maps &Legends. This had the entire world stored as data points and allowed different projection (mercetor etc.) and zoom options. Also had basic colouring options. Good.
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2236. FAQ: GDOS drivers 1.8 part 0

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 11:24:57 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2ile69$1vbn@info2.rus.uni-stuttgart.de>
Source record: 193673

Hello,

here comes the (famous :-) GDOS driver FAQ version 1.8.

Many thanks to Stefan_Damerau@sl.maus.de who has translated it.

I will post it in the next few days in 5 parts, as far as I have recieved
and reviewed them.

Next version will come in one piece and hopefully with less delay time
to the german version.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2237. FAQ: GDOS drivers 1.8 part 1

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 11:26:51 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2ile9r$1vbn@info2.rus.uni-stuttgart.de>
Source record: 193674

Everything You wanted to know about GDOS

(but were afraid to ask)*

Version 1.8

Gerd Castan **

30.01.1993

---
* (c) by Woody Allen ;-)
** English translation by Stefan Damerau (stefan_damerau@sl.maus.de)

German version posted in de.comp.sys.st und maus.gui.gem.
English version posten in comp.sys.atari.st

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1 Technical Info

My email-address will change more than once nexttime. Due to this reason I have an alias, pointing to my actual location - and if it's in the MAUS-Net: G.Castan@physik.uni-stuttgart.de

For easy location of this document at servers and mailboxes, I ask for using the following name(s) and saving the ascii AND TeX versions:
FILENAME=
gdosinfe (english version)
gdosinf18e (when using UNIX) CR+LF should be used when saving at UNIX-Fileservers too, not just LF

2 Introduction

Actually I'm writing a program, that makes his print-out via GDOS. Looking for printer-drivers I faced the problem, that many times no documentation is included to the drivers.

Otherwise it may happen that there are different drivers with the same name.

Here I have briefly collected my experiences with printer-drivers.

This collection doesn't generally want to describe coders how to use printer-drivers (except to problems not mentioned in literature). And you wont find information about the concept or how to install printer drivers. To get this refer to the list at the end of this FAQ.

What I want to exclaim here is more information about the several drivers:

o Where are the drivers available?
o How to distinguish them?
o What are the problems with them?
o Which drivers can be used for certain printers?

If anybody has more experience or questions, please write me. I will face the work to update this FAQ.

Credits:
Kay Prisille (MIGRAPH-Products, Calligrapher lite)
Julian Reschke (IMG-0???)
Volker Ritzhaupt
J|rgen Voorgang (Working Title - Products)
Herwig Schelauske (Installation of GDOS, Name-conventions)
Normen Kowalewski (Font-GDOS)
Erik Dick (SpeedoGDOS)
Patrick Dubbrow
Ulrich Rossgoderer (WYSIWYG)

Gerd Castan.

3 Motivation

With GDOS it took me 2 hours of coding, to get the screen-output to the printer in maximum quality. And (almost) with no extra work I get output to printers I even don't know.

If there's anybody who wants to write a program with printing options, he should better care of the main job of the programm.

Nobody wants to pay for printer drivers if there's another program that didn't take the coder extra work with such stuff making this program less expensive (and surely better).

The User has - besides the lower price - another advantage. If he uses several programs he needs place for the driver and the fonts only one time on the disc.

SpeedoGDOS is available from Atari-Shops (Atari Competence Center in Germany) now.

The (qualified) feedback to my FAQ has - compared to last autumn - raised remarkable. Due to Speedo the interest in GDOS coming from the coders seems to be bigger.

4 Changes

New chapters/infos are marked with '+', changed ones with '*'. Smaller changes aren't marked.

* Fontsize & Pixelsize
* Some 'Postleitzahlen' (Remember: City codes in Germany changed on July 1st 1993)
+ Offscreen-Bitmaps with NVDI 2.5
+ CLA
+ CoMa
+ Atari Works
+ SpeedoGDOS 4.2
+++
Tsch|_
Stefan

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2238. GCC on a 2MB STE??

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 11:32:37 UTC
From: jpb3@ukc.ac.uk
Message-ID: <6691@merlin.ukc.ac.uk>
Source record: 193675

I own a 2mb STE, and was wondering if GCC would run properly on it.

I have heard that it needs a 2.5mb machine, so I'm not sure it will run on my setup.

Also roughly how many MB's of Hard disk space will it take up, as my HDD ALWAYS seems to be full. :-)

ONE more question .. I have seen the GCC archives in atari.archive, but, which archives are necessary to download to start with GCC?

Any help will be appreciated, email me, or post to this group, whichever, it doesn't bother me :-)

John Beranek
Computer Systems Engineer
University of Kent
England.

2239. Where is everybody?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 11:38:23 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-010294113823@ngalm099.gal.nt.com>
Source record: 193676

This used to be a busy group, now there have been no postings for a week.
Anybody else have the same problems?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2240. Re: Where is everybody?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 12:00:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKJo08.8Is@barclays.co.uk>
Source record: 193677

I just came back from being on a course for a week and there were 650+ msgs
waiting here so I'd say your site is screwed.
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2241. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 12:07:07 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKJoBv.DA1@cen.ex.ac.uk>
Source record: 193678

In article <CKIDG2.8Ar@cix.compulink.co.uk> sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

>>Has anyone actually had a fight with more than one pirate yet ?

>Yup - but it's very occasional. I had three viper defence craft (non
>police) on me this afternoon. Of course, if it's a real nasty one you're
>after just go fire on a space station and wait for the filth to appear [g]

Well, my rating went from competent to dangerous after a long winded dogfight with between 10 and 20 vipers, high in the atmosphere of Earth. Thank god for turret weapons! I was in the middle of an assassination attempt for the Imperial Navy (I'm a Squire now), when all these vipers started launching...

What's really annoying is they didn't count the kill because the target died by crashing into the ground rather than by my missile...

--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

2242. Falcon Monitors.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 12:08:05 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb1.120805.17773@dmu.ac.uk>
Source record: 193679

Hi, I've recently seen a Falcon030 running at a shop. I took some downloaded software to try. Well, it was very embarrasing as most of the programs didn't work on the SVGA monitor that they where using.

The question is, would a MultiSync monitor be able to support ALL Falcon screen modes????

One more point about the Falcon, the internal speaker sounded shite, but I'd love to hear it rigged up to a stereo.

Also, multi-tos was a bit slow, but that's no secret is it?

Thanx....

Alan.

2243. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 12:12:14 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1994Feb1.121214.2694@cee.hw.ac.uk>
Source record: 193680

In article <2ial4r$15n2@info2.rus.uni-stuttgart.de>, zcam1121@rpool4.rus.uni-stuttgart.de (Heiko Hartmann) writes:

```
|> Hi!
|>
|> I want to compile a "List of Games for F030". This list should contain the most
|> ST-games with some notes about their Falcon-compatibility.
|>
|> I need your help to compile this list! Please send me a PM with your games
|> tested on the Falcon. I'm interested in ALL games, even if they run on the Falcon
|> or not! Please, original games only (no cracked stuff!).
|>
|> Some examples:
|>
|> Speedball II
|> 68030 with 8 MHz, Data cache off, Adress cache off, STE-Bus-Emulation on.
|> Sound is ok. Speed is the same as if run on a ST.
|> (If you don't know the correct settings simply write: "Backward needed")
|>
|> SimCity
|> Runs without problems in ST-Low.
|>
|> Lotus Turbo Esprit Challenge
|> Does not run on the F030, even if you use ST-emulators.
|>
|> Ok guys! Send me your mails! I will post the list in this group as soon as
|> possible!
|>
|> Ciao, Heiko.
|>
|> +-------------------------------------------------------------------------+
|> | Heiko Hartmann | MEMBERS OF |
|> | Internet: zcam1121@rpool9.rus.uni-stuttgart.de | GOOD TASTE (Taste-Ware) |
|> +-------------------------------------------------------------------------+
```

I tried the same thing a couple of months ago, the respone was not good!

Kevin.

2244. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 12:12:56 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKJoLK.Dxv@cen.ex.ac.uk>
Source record: 193681

In article <CKIDFs.88y@cix.compulink.co.uk> sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

> On the subject of Frontier - has any Atari player got past 'Competent' as
> an Elite rating yet? I ain't and I've killed over 900 ships.

Yes, I'm Dangerous. (finally!)
It takes about 4 times an many kills to go from 'competent' to 'dangerous' as it does to go from 'above average' to 'competent'.

--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

2245. Astrology program available for ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 12:27:10 UTC
From: sanders@sci.kun.nl
Message-ID: <CKJp9B.4ow@sci.kun.nl>
Source record: 193682

Hello,

Does anybody know of an astrology program for the ST? I browsed through an a.a.u.e index I downloaded some time ago (couldn't get in now) but couldn't find anything except some star plotters. I know there must exist at least one of this kind, since the Atari Club Nederland carries it in their PD library.

Anyone?

And oh yes, it is *not* for me; I'm a Capricorn and we don't believe in astrology.

Thanks in advance,
Sander STOks
sanders@sci.kun.nl

2246. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 12:42:34 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2ilinq$r9p@sol.ctr.columbia.edu>
Source record: 193685

In article <CKIrss.MFK@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
} Only one at a time, but generally 3 in quick succession.

Yeah, same here. Of course "Disputed systems" are best :-)

} >I've got to 'competent' - been there for a while, and I've only seen
}
} Is this just by shooting pirates? I've shot a few, but I'm still entirely
} squeaky clean and utterly harmless ;-)

The only brush I've had was delivering TOP-SECRET new federal weapon plans that were stolen. I got 1 lousy viper against me. Not much of a contest against a Panther/200 shields/2 20 MW turret-mounted beam lasers/Naval ECM :-))

(And I've still got enough space for fuel - about 300t of space :-)

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2247. Music Score Printing ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 13:10:42 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2ilkci$253@hunter-10.cs.strath.ac.uk>
Source record: 193687

I've got a 1040STE and a Cannon BJ10sx printer and I'm wondering whether there are any 'cheapish' programs to print out music score.

It doesn't have to be anything fancy - basic functions like transposing are all I really need. (And the ability to print them out ;-)

Ideally, I could do with a PD program but as long as it's not too expensive then I'd like to know more.

Any replies are welcome (even the usual sarcastic jokes we usually get around here ;-)

Ta much!

Ronnie
---
rgibson@uk.ac.strath.cs

2248. Re: Mega STE already HAS 1.44 floppy?????

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 13:41:27 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CKJsp4.4wy@lincoln.gpsemi.com>
Source record: 193689

In article <1994Jan31.102429.1@vaxr.sscl.uwo.ca>, richardson@vaxr.sscl.uwo.ca (John Richardson) writes:
|> I was looking back through some copies of St Format magazine (to find the level
|> codes for Lemmings actually) and I saw an article about "inside the mega ste".
|> Since I have recently acquired a used mste I started reading. One interesting
|> point was that they claim ALL megas have 1.44 floppies, and if you use the
|> standard system format it will give you 1.44!!! Can this be right?

Well mine certainly doesn't. The first Mega STe's came with DD drives like the normal STe's did. At some point Atari first revamped the circuit board to allow easier fitting of a HD drive (ie added a track for the 16 MHz clock signal needed, then re-worked the floppy controller chip to allow it to function at the required 16 MHz, and then finally went the whole hog and supplied them with HD drives.

Later,

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== --- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2249. Falcon JPEG Viewer Update

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 13:47:34 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Feb1.134734@cs.man.ac.uk>
Source record: 193690

I've recently uploaded the latest version (well more or less the latest) of my fast JPEG viewer to Umich and thence to its mirrors. The new one is 'jpegv218a.zip' (version 2.18 was errr... a bit crackered) and has lots of new features, including new file formats, ability to read and write JPEGs and Targas, and is a bit faster. It's also much less extreme in its use of memory, and reports errors on a much more regular basis.

Upload it and have a look, and remember if you want you can get the DSP version which is now even faster and averages about 6 seconds for a 640x480 JPEG - it's faster than GIF, and compares very favourably with Targa!

Dave Oldcorn (Volume 11 Software Development).

2250. Re: Diamond Back and Diamond Edge: current version???

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 13:48:44 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Feb1.135357.19525@inca.comlab.ox.ac.uk>
Source record: 193691

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
: > Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: > : Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
: > : > Vij Singh (vij@vnet.ibm.com) wrote:
: > : > : Does anyone know what are the current versions of
: > : > : Diamond Back and Diamond Edge?
: > : >
: > : > I just bought Diamond Edge and it was v1.10.
: >
: > : Wow, you want to upgrade it to at least 1.03 immediately (the patches are
: > : available on atari.archive.umich.edu). It think there is one newer version
: > : that offers Falcon compatibility and minor bug fixes.
: >
: > Upgrade from 1.03 to 1.10 ? Sounds backwards to me. Anyway, 1.10 works fine
: > on my Falcon (including partitioning the IDE drive).

: One often prepends a 0 to single digit version, instead of reading it as a
: decimal. Thus, 1.03 == 1.3. For an example of this, see the TOS version
: listings!

: Of course, I'm not sure that DE does this. I did out of habit. Thus, you can
: read this as "upgrade to 1.3 ASAP".

From atari.archive.umich.edu index file:

d1034_10.lzh 237 Diamond Edge upgrader, from 1.03 or 1.04 to 1.10

This is the newest diamond edge upgrader they have.
Also:

db2v251.lzh 108 Diamond Back upgrader. From v2.50 -> 2.51

Which answers the other origional question.

2251. mgif - anyone got it to work ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 13:50:07 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CKJt3J.51E@lincoln.gpsemi.com>
Source record: 193692

Hi,

I've got a Mega STe 2Mb machine with an SM124 monochrome monitor and as I can't manage to find a colour monitor at the moment I have been trying to use mgif to view some gifs I've got. Unfortunately, when I start it from the desktop, it displays a screen of text and says "press any key to continue" and when I press any key it just dumps me back to the desktop :-(

Anyone had any success with this program / am I doing something wrong/dim ?

Any ideas ?

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2252. Re: POVRay 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 13:57:20 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Feb1.140153.19806@inca.comlab.ox.ac.uk>
Source record: 193693

Theodore L Hopman (thopman@uoguelph.ca) wrote:

: I recently obtained for myself POVRay 2.1, and after much struggle I got
: it to work. I'm not very happy with it, because it won't run with my T25
: turned on. Is there a reason for this? CoNNect seems to have the same
: problem. Especially for the raytracer, which is only doing calculations,
: it seems to me that it should run just fine at 25 MHz. If there's no way
: I can get it to work at 25 MHz, is there any way I can get it to use my
: math coprocessor? Or would I have to compile the sources myself for that?
: And, while I'm on the subject, why, out of curiousity, is the executable a
: .GTP file? It doesn't use a menu, so I can't multitask it under Geneva,

POVRay 2.1 gives a menu (just the Desk bit) and displays the output in a window as it it generated if the +d option is used. It works fine with desk accessories, so should work with Geneva.

: and it's not a TOS program, so I can't multitask it under MiNT.

It might run as a TOS program if you rename it and don't use +d. (Of course it might not. I haven't tried it like that.)

2253. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 14:05:00 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2d4e6204@p4.troed.ct.se>
Source record: 193695

In a message of <31 Jan 94 12:54:15>, Robert Krenn (2:200/427.3) writes:

>> : TOS is the operating system which is why it stands for The Operating
>> System : (not Tramiel Operating System as I've seen it quoted...).
>>
>> After all ST stands for Sam Tramiel doesn't it :-)
>>
>
> NO... I heard that it is ST for SixTeen bits, (TT - ThirtyTwo).

Nope, Sixteen/Thirtytwo... TT=Thirtytwo/Thirtytwo...

>> Only wasting bandwidth,
>>
>
> Yep... Me2...

And just what do you think I'm doing?!

Greetz, magnus_thylander@p4.troed.ct.se...

```
_____________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

2254. Re: Falcon oddity

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 14:32:54 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-EBBOBFVB@tecnozid.mubo.saar.de>
Source record: 193688

In <2ibii6$dfr@galaxy.ucr.edu> Andrew Cullum wrote :

>Hi,
> I've noticed something odd when I assign keys to menu options on my Falcon.
>When I first boot up, the keyboard equivilants work fine. As soon as I run a
>program (any program), the last menu repeats the keys from the first. If I
>reload the newdesk.inf file, they get reset correctly, until I run another
>program. Also, they *never* save correctly. When I look in the .inf file,
>the fifth or so line has #k followed by codes for the equivilant letter for
>each menu entry (or 00 for none), but about halfway through the line, there is
.....

hello
i know your problem.
the solution: the "newdesk.inf" has to have 45 spaces (varies in different tos-
versions) behind the "#d" (4th line)!!
they probably dissapeared, since you edited the "newdesk.inf"-file with an
editor that deletes the spaces at the end of a line automatically (7up...).
you should use an editor that doesn't do this. (qed, tempus, everest?)

took me long time to check that out :-)
good luck.

--

Bi-O-Frood | Deluxe /7/7 / / / _7 /7 /_/ /_/ The Music-Hacker's
b_kirsch@mubo.saar.de | / / |_/ /_/ /_ /-| / | / | Tool for /|\ Falcon
Snail-Mail: Bernhard Kirsch, Tuerkismuehlerstr.27, 66113 Saarbruecken, Germany

Atari UUCP : UPoint-'light'

2255. Re: Falconscreen

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 14:38:56 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1994Feb1.143856.27907@Informatik.TU-Muenchen.DE>
Source record: 193697

In article <CKGJKG.H2r@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
|> I have been trying to contact him for a couple of months as some of the
|> features in FS are better then BlowUp Hard II in my opinion. So far though
|> no response to my mails at all.
I don't know if the manual in the UK states our e-mail adresses but you and all others interested in BlowUP030 may get into contact with us over the internet: Georg Acher (acher@...), Michael Eberl (eberl@...) and me, with the adress as stated below.
We will always try to include things that make BlowUP030 better.
Look for the new version (1.7) coming to the UK next week (immediate resolution switch - without leaving the running application; 76Hz in Compatibility modes and noconfigured resolutions [on multiscans] improved PAL compatibility for TV)

|> Not as far as I know, as he did have his own design of hardware unit up
|> and running for FS, which I know from messages from him did out perform
|> BlowUp.
There is no real way to get better from the point of HW.
There are three classes:

1) FS (+), HighVidelity (+), [the thing from H&S],
Screen-BlowUp(ddd) and BlowUP030 Soft-only
25 & 32 MHz
1.5) ScreenWonder (H&S) 40MHz (their first try of a copy)
2) ScreenWonder pro (H&S), BlowUP030 Hard I
25 & 32 & 50 MHz

3) ScreenBlaster II???, BlowUP030 Hard II
25 & 32 & 33-51MHz

1) Is the first step and no F030 should be sould without at least this.
2) Is very good for multiscans and gets the maximum the F030 can in 2,4 & 16 colors.
3) Is necessary for old fixed-freq-VGA and SM124. And improves 256 and TC about 5% over 2).

Hope this makes it clear

Ewald
--
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

2256. Re: POVRay 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 14:44:00 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2d4e6b2e@p4.troed.ct.se>
Source record: 193698

In a message of <31 Jan 94 19:54:07>, Theodore L Hopman (2:200/427.3) writes:

> sources myself for that? And, while I'm on the subject, why, out of
> curiousity, is the executable a .GTP file? It doesn't use a menu, so I
> can't multitask it under Geneva, and it's not a TOS program, so I can't
> multitask it under MiNT.

The version I have is .TTP and multitasks perfectly under MTOS (as most other
programs!)... Try changing the extension to TTP and run it as a TTP program
under MTOS or MiNT!

Greetz, magnus_thylander@p4.troed.ct.se...

```
_____________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

2257. Re: Falcon Monitors.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 14:53:13 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKJw0p.M4n@barclays.co.uk>
Source record: 193699

A multisync looks just like an SVGA/VGA monitor to a Falcon so it wont let you run stuff that wants an RGB monitor. There is so much PD software for the Falcon that only runs under RGB, it's ridiculous. It can't be that hard making it monitor independant. The depressing thing is that some multisyncs can handle the RGB output rates if the Falcon would letthem. There is a prog called rez fooler that may help here. It may be possible to make a custom lead that lets you flick a switch to make the falcon think an RGB monitor is attached.
If you had fun when having a mono and a colour monitor on your ST, the fun is just starting now :-)

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2258. JAGUAR got one, WHY not TT ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 14:59:07 UTC
From: mluoto@karhu.Helsinki.FI
Message-ID: <2ilqnr$jt@karhu.Helsinki.FI>
Source record: 193700

hello,
I'm mot that familiar with the News systems, but I realized that
there's a new atari group called alt.atari.jaguar or something like
it... (definately something beginning with alt... ;-))

BUT how come there's none for atari- TT !

It would be so nice to know that all the topics one is browsing are for
"real computer" not for a games machine... (daylight saving time
-remember ?)

WHY ?

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

2259. certain items for TT ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 15:11:14 UTC
From: mluoto@karhu.Helsinki.FI
Message-ID: <2ilrei$1k4@karhu.Helsinki.FI>
Source record: 193751
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I'm lookig for certain items for TT

software:
virtual memory expansion for normal TOS. I think it is called
VRAM and I remember hearing that from version 2.0 onward it
doesn't require any TT-(fast)-RAM in order to work...so fits
in to any TT....

any info on this one or a similar sollution ? (where&how_much)

hardware:
what are my choices in graphick cards for TT
-which have the most drivers ie. which works with most programs

what are my choices for TT-FAST-RAM expansion (got currently 4mb
of TT-ram on ATARI varsion 1 mem.board with 1mb _simms_ and
three jumpers)... prices ?

is there a single monitor that could display all TT-resolutions
(and st-resolutions in TT where their frequenzy has been altered
from original ST hz...)

and I just hate to go through all that ST-crap in thsi group to get the
answers so, please reply by e-mail... or answer through a
comp.sys.atari.tt if they finally make one !!!

chiao ! Markku

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

2260. Comments on C anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 15:21:10 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1994Feb1.102110.14383@gw.wmich.edu>
Source record: 193753

Hi,
I'd like some comments on PD C packages out there. Or, if you'd like to suggest a low-priced C, comments on that too! I'd like to get it to brush up on my C programming and need it ASAP.

Thanx,
Bernard

2261. Contributors needed for non-profit zine

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 15:29:06 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Feb1.152906.13124@unix.brighton.ac.uk>
Source record: 193754

PDP Magazine is a paper-based magazine for all serious computer users who have an interrest in PD/Shareware. At the moment it caters for Atari and Amiga owners. A typical issue may include:

Full page and mini reviews of PD/Shareware software (inc. screen shots)

"How To Use" guide - a step by step guide to a program

Programming in STOS, AMOS, C, GFA etc...

PD libraries reviewed

Diskzines reviewed

+ news, general interest, chit-chat etc...

PDP has been going since July 1991 and has come along way since it's start as a games and demo fanzine.

HELP!!!!!!! - PDP needs more people to send in contributions. No age limit, anywhere all over the world, any subject. We need people to review software, people to write about MiNT and UNIX, we need Falcon owners.

Even if you don't think you have much to write about, think again! Have your own page where each issue you can have what ever you want on it - just talk about the computing world in general!

We desperatly need Amiga owners to contribute, but we also need many more Atari owners.

Offers of help can be sent via email to st39@unix.bton.ac.uk or by snail mail to: PDP Magazine
22 The Birches
South Wootton
Kings Lynn
Norfolk
England

For more info about PDP - finger st39@unix.bton.ac.uk (it should work now!)

PDP is run by a group of computer students and is non-profit making.
--

INTERNET - st39@unix.bton.ac.uk JANET - st39@uk.ac.bton.vms
WisDom "BBS on a disk /ATARI ST/" - u0007 -=Stephen Ticehurst=-
===== "My Views Only" (Quick Disclaimer!) ============================

2262. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 15:35:04 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2ilsr8$r8l@snlsu1.london.sinet.slb.com>
Source record: 193755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CKCJ01.Et8@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <1994Jan28.100019.10972@jet.uk>, djs@jet.uk said:
>>Your column started quite admirably, saying what a waste of time that
>>benchmark programs are. Then, as you quoted above, GemBench does exactly
>>what you criticise the others for.
>
>I don't see what you mean. All I wanted to tell people is that
>benchmarking is useful, but the results should be read with caution. Are
>you suggesting that there is no need for benchmarking at all? I didn't
>imply that benchmarking was useless, at least I didn't mean to. I just
>wanted to let readers know that it shouldn't be taken too seriously.

I didn't read Ofir's article, but I do think the distinction between the
different types of benchmark ought to be considered.

There are basically three types of benchmark: Test, Synthesis and
Application. Test benchmarks are where you exercise well defined features
of a system. They have the disadvantage that you assume the tests are
relevant, and you can't measure the performance change when the features
interact with each other. GemBench is a test benchmark.

Synthetic benchmarks are programs synthesised somehow from data collected on
actual programs. Whetstone, Dhrystone, Hartstone etc. etc. are examples of
synthetic benchmarks. Synthetic benchmarks have the disadvantage in that
they are only as good as the original data and the skill of the benchmark
constructor.

Application benchmarks measure performance of a "real world" application
that is considered to be representative of some class of applications that
you're interested in. The problem with application benchmarks is that you
assume the program is relevant, and you often don't know what it's doing.

From what I've seen, GemBench seems to be performing the right sort of
tests. It is therefore a good way of comparing Atari systems (you keep the
program the same and vary the system only).

>>Such benchmarks can always be used to mislead people (See Systems Solutions
>>misuse of your own program in their T28/T36 ads, for example; they do not
>>compare 8MHz with 28/36MHz, but compare 8 w/o NVDI to 28/36 with).
>
>True, but you can't blame me for that.

All benchmarks can be misused, and some forms of benchmark are more useful
than others (e.g. Dhrystone is a poor synthetic benchmark, we've known it
for years, the author even wrote a paper on its defects).

```
Mat
--
| Mathew Lodge | "There's nothing intellectual about wandering |
| lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
| Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
| ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |
```

2263. Re: Falcon Monitors.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 15:48:18 UTC
From: mdg@ukc.ac.uk
Message-ID: <7962@gos.ukc.ac.uk>
Source record: 193712

In article <CKJw0p.M4n@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>A multisync looks just like an SVGA/VGA monitor to a Falcon so it wont let you
>run stuff that wants an RGB monitor. There is so much PD software for the Falcon
>that only runs under RGB, it's ridiculous. It can't be that hard making it
>monitor independant.

Its not that hard to make programs that are monitor independent, the worst offenders for running only on RGB/TV are demos and games. BUT there are good reasons for this:

1. VGA has a 60hz refresh rate which means there is less time per screen refresh to do all the screen redraws and calculations.

2. VGA steals more memory bandwidth since the display is has a higher horizontal scan rate, which basically means redrawing a screen or doing any memory access is slower on a VGA.

3. You need two sets of values for the video mode setup, this may seem trivial, but its agro from a programming point of view. The XBIOS calls provided for video mode setup are generally a bit quirky, programs like NVDI don't help since it actually changes the way these calls work, so *many* programs which change video mode will not work correctly with NVDI installed esp. demos.

4. Most people with VGA/SVGA monitors tend to use display enhancers like blowup /screenblaster hardware or software enhancers. This is more *agro* for applications going through the XBIOS , since a request for a 640*480 screen may result in an 800*608 screen being displayed etc.

Personally I don't intend to use the XBIOS calls anymore because of such problems,IMHO hitting the h/ware is more compatible then going through the XBIOS, at least you are GUARANTEED of the getting the res you ask for ;-)

Griff.

2264. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 15:52:22 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2iltrm$95a@percy.cs.bham.ac.uk>
Source record: 193713

cherborth@semprini.waterloo-rdp.on.ca writes:
>In <GJ9KB86R@isys-hh.hanse.de>, Edmund Ramm writes:
>> And am I suspecting rightly that most of those opposing a TT group don't
>> have one?
>
>I oppose it because I don't want someone to go through the proposal, the
>RFD and then the CFVs just to find out that they don't have enough votes
>to put the new groups through. A lot of work for a lot of embarassment.
>And it seems rather pointless... the comp.sys.atari.st and
>comp.sys.atari.st.tech newsgroups aren't exactly swamped with TT and
>Falcon messages. Lots of work for someone to go through just so you can
>feel a bit better about your machine.
>

Hmm, there *are* a growing number of Falcon messages. Despite that, I
wouldn't split the groups as suggested. Instead, make a
comp.sys.atari.st.games group. I don't want to read about games, but
there is stuff in the st and st.tech groups I want to read.

Just a thought...
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2265. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 16:03:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2ilugi$9c5@percy.cs.bham.ac.uk>
Source record: 193721

graham@rbg.informatik.th-darmstadt.de (Alexander Graham) writes:
> [I wrote this bit!]
>> That's interesting - how do you make the Falcon faster than a TT with
>> FastRAM? The benchmarks for the Eagle Sonic board only gives ~10%
>> speed increase. Now increase your screen res to something useable,
>> and watch your performance hit the floor.
>
>It's quite easy: You just use the Mighty Sonic a 32 MHz 68030 Board for
>the Falcon. You can put up to 32 MB Fast-RAM on it and with it you are
>a little bit faster than a TT. And you got the sound system with the
>DSP. No reason to buy the TT.

Any benchmarks? Does running higher resolution screens reduce the
performance of the Falcon?

I asked System Solutions (one of the better UK companies in Atari
hardware and software), and they were not impressed with *either* of
the Sonic boards, even with buckets of RAM. They were going to drop it
in preference of another board (sorry, Karl didn't give me the name)

>
>Aother thing:
>Here in Germany OverScan seams to be building a 040 board for the Falcon,
>I'll get more information in a few days. But I think _that_ would be really
>interesting. But we'll have to see.
>

Please post any info, esp real benchmarks.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2266. Mag!X

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 16:07:13 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Feb1.160713.10696@dct.ac.uk>
Source record: 193722

Does anyone use this new operating system. I am sure any details would be appreciated by the board. How does it compare with MultiTOS, Geneva, the cartridge thing for the ST, etc. Can any of the multi-tasking operating systems for the ST apart from MTOS be used with GEM. What is the replacement "GEM" that Mag!X uses like? How much memory does it require? How many programs can you realistically attempt to run at one time and still get a reasonable response time? How compatible is it with ST programs?

Simon Wilkinson

2267. Re: Epson Stylus 800 driver WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 16:27:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940201172730.L.J.Sak@sp0065.kub.nl>
Source record: 193760

In Article <1994Jan26.112205.10605@dct.ac.uk> "mcssesw@dct.ac.uk" says:
> Does anyone use Firstword Plus word processor with the Epson Stylus 800
> inkjet printer? Where can I obtain a suitable driver?
>
> Any information would be appreciated.
>
> Simon Wilkinson
>
>
I wrote some for Calamus (SL) and Signum!3. Just take your manual and
compose one (I thought that was possible in FW+). If you (or anyone)
needs the source code (and create the drivers using the programs included
in the packages, for the other way is illegal), just send me a mail!
(easy to do yourselves though..)
L.J.Sak@kub.

2268. WANTED: ST/TT/FALCON030 Leader, Music, Programmer SIGOps for FN

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 17:21:25 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2im32m$qdd@usenet.INS.CWRU.Edu>
Source record: 193762

The Cleveland Free-Net Atari SIG is looking for enthusiastic and committed Atari ST/TT/FALCON030 SIGOps.

We, at the Cleveland Free-Net Atari SIG, are working hard on a new version of the Atari SIG that will be competitive with Atari SIGs on other pay systems. This Atari SIG will be completely free to use and will give users an opportunity to contribute to its success.

One of the Atari ST/TT/FALCON030 SIGOps that we are looking for would take a leading role in organizing the 16/32-Bit Computers Support Area. This means making sure text-files are updated, useful information is constantly being added, posting news, and making sure the file listings is up-to-date.

The SIGOp taking this leading role should have the enthusiasm and energy to make this support area a success. If you enjoy using your Atari 16/32-bit computer and would like to help others get the most out of their computer, this position might be for you.

The second Atari ST/TT/FALCON030 SIGOp that we are looking for would organize the Music Area. One area which Atari still has a hold on is in the music area and we would like to help people that use Atari computers for this reason. If you know a lot about Atari computers for the purpose of creating music and you would like to see others getting the most music out of their Atari computer, this position might be for you.

The third and final SIGOp that we are looking for is an ST/TT/FALCON030 programming and developing SIGOp. This person will take control of the Programming/Developing Forum and organize it. This person should also be interested in starting programming projects and helping other users with programming problems. Knowlege of hardware aspects of the ST/TT/FALCON030 computers is definitely a plus.

If you are interested, you must be willing and have the capability of being an Atari SIGOp for at least one year. This is the minimum.

Since we are working REALLY hard on making the Cleveland Free-Net Atari SIG just as good as any pay Atari SIG, you will need to be able to put time into making the SIG a success.

The leadership Atari 16/32-bit SIGOp position will require at least 8 hours a week.

The Music and Programming/Developing SIGOp positions will require at least 5 hours a week.

Please be aware that it has been very difficult to "telnet" into the Cleveland Free-Net as of late. This is due to a decrease in the amount of connections until Free-Net gets a new computer. This means that it will take a big effort just to get onto the system from OUTSIDE the Cleveland area.

If you are from the Cleveland area, SIGOps have a private SysOp line that they will be able to use that is open most of the time.

__All__ Atari SIGOps have an unlimited time limit. This is one of the advantages of being a SIGOp.

This is a non-paying position. All the Atari SIGOps are volunteers. We do it because we like to help others get the most out of their Atari product.

If you are interested, please contact the Atari SIG at:

xx004@cleveland.freenet.edu

Please include information about yourself such as where you are from, what you do, and how familiar you are with Atari computers.

Thank you.

Len Stys, SIG Manager
Cleveland Free-Net Atari SIG

telnet freenet-in-{a,b,c}.cwru.edu, 129.22.8.51, nextsun.ins.CWRU.edu

2269. Re: K-Spread 4 and Spectre 3

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 17:38:47 UTC
From: robinsoj@aston.ac.uk
Message-ID: <robinsoj.5@aston.ac.uk>
Source record: 193764

In article <2d481084@p4.troed.ct.se> magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:

>Okay, here we go...

> 2. Does anyone have info on K-Spread 4, at least previously from
>Kuma? Does it work on a Falcon? MultiTOS-compability? SpeedoGDOS-compatible?
>Does it support 3D-charts? Can you use many different font sizes in one
>spreadsheet? Can it mix charts and formulas in one sheet (meaning that the
>chart should NOT be in a window of it's own)? How much does it cost? And
>finally: Is there anyone who wants to sell me a used copy of K-Spread 4?

Font and size can be specified, but only for the entire sheet - as far as I can tell, there's no way to apply a font/size combination to only part of a sheet. You can specify bold/italic attributes for individual text regions within a worksheet.

Charts appear in a separate window; though there is a choice of "solid" or "line" charts, the results are pretty poor IMHO. Charts are printed separately to worksheets, though the print dialog does allow the positioning of the chart/sheet on the page, so it should be possible to make sure that the sheet leaves room for a chart to be printed later. Unfortunately, there's no page preview mode to let you know how many pages your sheet will spread across.

Having said all that, K-Spread 4 is a very nicely done GUI spreadsheet, and it supports the WKS and WK1 formats, so it's possible to work with files from PCs - I spent last weekend working on some WK1 worksheets that originated in Excel 4 on a PC: if only more ST software houses realised that some of us need to work with files produced on other platforms ... but that's another story.

I don't know about Falcon/MTOS/SpeedoGDOS compatibility. If it isn't already, I suspect it will be once Hisoft have revamped the product and released it under their name.

2270. Who's Who in the Atari Community (e-mail list)

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 17:44:38 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2im4e6$rn7@usenet.INS.CWRU.Edu>
Source record: 193765
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Who's Who in the Atari Community

The Cleveland Free-Net Atari SIG is compiling a list of people that are members of the Atari Community that do things that help Atari users and the Atari Community in some way on a continous basis. They are Atari BBS sysops, dealers, developers, publishers, user group presidents, writers, FAQ maintainers, etc. They are even Atari employees.

Unless you send us your name, e-mail address(es), and information on what you do in the Atari Community, you will not be included on this list.

We will not say that "John Smith" should be on the list and then find his e-mail address and then put him on the list. ONLY people that have given us permission by sending us this information will be on the list.
If they do not, we will assume that they do not want to be on the list because of privacy reasons.

If you contribute some way to help others in the Atari Community on a continuous basis and would like to be made more available through e-mail incase someone wishes to contact you, please send e-mail to the Cleveland Free-Net Atari SIG at: xx004@cleveland.Freenet.edu

Everyone included on this list will be arranged in alphabetical order.

Again, the only thing you need to do to be on this list is to contribute in some way on a continuous basis to the Atari Community.

This is a serious list which should help everyone in the Atari Community communicate better with one another.

Please remember to send us your name, e-mail address, and what you do in the Atari Community. Any additional information that you include is for the benefit of the users of this list.

Thank you.

Len Stys, SIG Manager
Cleveland Free-Net Atari SIG

2271. Re: Falcon and ST graphics

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 17:50:22 UTC
From: mdg@ukc.ac.uk
Message-ID: <7968@gos.ukc.ac.uk>
Source record: 193766

In article <1994Feb1.181728.32470@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> Hi to the group:
>
> I am looking for information regarding the ATARI Falcon and
>ST graphics.
>
> In particular I would like to know the modes that the Falcon
>and the ST support a 'bitplane' architecture (if any) , and 'chunky modes'
>and any other 'special mode.'
>
> Thanks in advance,
>
> Raist

All Falcon modes apart from 'True Colour' use Bitplanes, in true colour each pixel is the actual RGB colour value. 5bits RED/ BLUE and 6 bits GREEN. (5 bits of GREEN if in OVERLAY mode , where the last bit is used to oveerlay gfx from an external source i.e. genlocking)

All ST modes use Bitplanes.

There are no 'special' modes as such. (although the ST can do overscan with some hardware tricks).

>---
>Raist - Department of Electrical And Computer Engineering

Griff
--

2272. Re: Falcon's BLiTTER perf.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 17:58:45 UTC
From: mdg@ukc.ac.uk
Message-ID: <7970@gos.ukc.ac.uk>
Source record: 193767

In article <1994Feb1.182001.39717@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
> Does anybody knows what's the maximum Falcon's
>BLiTTER performance for moving memory?
>
> I heard something like 80k in 1/50th of a second, but
>sounds a little too big for me. Anyone?
>
> Thanks in advance,
>
> Raist
>--
>--
>- Raist
> Department of Electrical and Computer Engineering

I managed 69k in 1/50th of a second using the blitter in TRUE Colour mode,
BUT since you get more contention in this mode due the high bandwidth needed
to display 16 bit colour I would imagine a figure of 80k per 1/50th of a second
would be about right in a 256 colour mode.
A point to note is that the blitter performance is the same for all logical
operations, for example you can EOR a block of memory and Shift it at the same
time and it will take exactly the same time as a straight move, this was not
the case for the STE blitter and is not the case for the Amiga blitter.

Griff
--

2273. Re: Lattice or Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 18:08:38 UTC
From: saj@chinet.chinet.com
Message-ID: <CKK52F.Ju@chinet.chinet.com>
Source record: 193747

I have to stick up for Lattice C. I've been pushing 5.6 fairly hard for the last 2 weeks, and it works fine. The install program didn't copy over everything it should have, and I'm still not quite happy with the make utility (possibly because I got used to the somewhat idiosyncratic make that came with MWC). The project mechanism in the integrated environment handles a decent fraction of what make would have done. The debugger hits the level of 'hard-core-ness' that I usually need (I'd like to have several debuggers to choose from, though). The crashes I've had have been due to the code I'm working on failing to clean up after itself (and in particular to some places where I assumed WORD=int, which it does in MWC, but not by default in LC).
Steve

2274. FOR SALE: 1040STf, XtraRAM 3D

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 18:11:33 UTC
From: lancer@bigwpi.WPI.EDU
Message-ID: <2im60l$lcr@bigboote.WPI.EDU>
Source record: 193768

I have a 1040STf with an installed XtraRAM 3D board for sale.

The computer is a standard, used but still functional 1040, though the board RAM seems to have some problems.

Therefore I have installed a ram upgrade board. The board takes 32 1MBIT DIPP DRAMs. I have installed 16, so the ST has 2.5 megs of RAM right now. With the board the ST seems to work fine.

I'll sell the computer and board for $150 or just the RAM board with 2 megs on it for $90.

The ST comes with original disks and documentation and mouse.

please email any questions.

.s.

--
- lancer@wpi.wpi.edu - -
- "It's becoming a subculture. Just as kids were sucked into -
- `Dungeons and Dragons,' they're being sucked into hacking." -
- -Dale L. Herring, Security Director, Thrifty Tel Inc. -

2275. Falcon and ST graphics

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 18:17:28 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb1.181728.32470@rmece02.upr.clu.edu>
Source record: 193769

Hi to the group:

I am looking for information regarding the ATARI Falcon and
ST graphics.

In particular I would like to know the modes that the Falcon
and the ST support a 'bitplane' architecture (if any) , and 'chunky modes'
and any other 'special mode.'

Thanks in advance,

Raist

Raist - Department of Electrical And Computer Engineering

2276. Falcon's BLiTTER perf.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 18:20:01 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb1.182001.39717@rmece02.upr.clu.edu>
Source record: 193770

Does anybody knows what's the maximum Falcon's
BLiTTER performance for moving memory?

I heard something like 80k in 1/50th of a second, but
sounds a little too big for me. Anyone?

Thanks in advance,

Raist
--

- Raist
Department of Electrical and Computer Engineering

2277. Re: certain items for TT ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:04:56 UTC
From: lexicor@cs.bu.edu
Message-ID: <2im94o$904@news.bu.edu>
Source record: 193737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Markku Luoto (mluoto@karhu.Helsinki.FI) wrote:
: Hi,
: I'm lookig for certain items for TT

: software:
: virtual memory expansion for normal TOS. I think it is called
: VRAM and I remember hearing that from version 2.0 onward it
: doesn't require any TT-(fast)-RAM in order to work...so fits
: in to any TT....

: any info on this one or a similar sollution ? (where&how_much)

OUTSIDE will do the same..is currently at Version 3.2 and also does not require TTRAM...runs on Falcon as well. Quite compatible and comes with HDDRIVER Software.

: hardware:
: what are my choices in graphick cards for TT
: -which have the most drivers ie. which works with most programs

THere are so many....it really all depends on your $$$:), seeing that you are in Finland....you'll be best off comparing CRDOTS, MATRIX or (Super)NOVA Boards (in no particular order <grin>).

: what are my choices for TT-FAST-RAM expansion (got currently 4mb
: of TT-ram on ATARI varsion 1 mem.board with 1mb _simms_ and
: three jumpers)... prices ?

GeSOFT's Mighty Mic is a very nice TT Fast RAM Expansion BOard...price is around 300 I tihnk? no RAM though <grin>

: is there a single monitor that could display all TT-resolutions
: (and st-resolutions in TT where their frequenzy has been altered
: from original ST hz...)

Any Multisync...except for TT Mono...but if you have a Graphics Board then that is moot.

Cheers

Yat

SuperNOVA, Mighty Mic and OUTSIDE user :)

: and I just hate to go through all that ST-crap in thsi group to get the
: answers so, please reply by e-mail... or answer through a
: comp.sys.atari.tt if they finally make one !!!

```
: chiao ! Markku

: --
: email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
: (will find me where ever...) # . . .
: fax: +358-0-4524015 # ...But underestanding is the
: voice: +358-0-426114 or -5091656(home) # beginning of acceptance...
```

2278. Re: Diamond Back and Diamond Edge: current version???

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:13:34 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2im9ku$79u@mailer.fsu.edu>
Source record: 193606

Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
>
> From atari.archive.umich.edu index file:
>
> d1034_10.lzh 237 Diamond Edge upgrader, from 1.03 or 1.04 to 1.10
>
> This is the newest diamond edge upgrader they have.
> Also:
>
> db2v251.lzh 108 Diamond Back upgrader. From v2.50 -> 2.51
>
> Which answers the other origional question.

Sheesh, I can't believe I got caught by that (after making a comment about
major and minor revisions myself) :-). Thanks for the correction.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2279. Re: Falcon's BLiTTER perf.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:22:22 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb1.192222.41228@rmece02.upr.clu.edu>
Source record: 193771

In article <7970@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb1.182001.39717@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> > Does anybody knows what's the maximum Falcon's
|> >BLiTTER performance for moving memory?
|> >
|> > I heard something like 80k in 1/50th of a second, but
|> >sounds a little too big for me. Anyone?
|> >
|> > Thanks in advance,
|> >
|> > Raist
|> >--
|> >---
|> >- Raist
|> > Department of Electrical and Computer Engineering
|>
|> I managed 69k in 1/50th of a second using the blitter in TRUE Colour mode,
|> BUT since you get more contention in this mode due the high bandwidth needed
|> to display 16 bit colour I would imagine a figure of 80k per 1/50th of a second
|> would be about right in a 256 colour mode.
|> A point to note is that the blitter performance is the same for all logical
|> operations, for example you can EOR a block of memory and Shift it at the same
|> time and it will take exactly the same time as a straight move, this was not
|> the case for the STE blitter and is not the case for the Amiga blitter.

Would this then make the blitter capable of moving aprox. 32 million
pixels per second in 1-bitplane mode?

|>
|> Griff
|> --

--

Raist:

Department of Electrical and Computer Engineering

2280. Re: Falcon and ST graphics

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:23:34 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb1.192334.32071@rmece02.upr.clu.edu>
Source record: 193772

In article <7968@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <1994Feb1.181728.32470@rmece02.upr.clu.edu> raist@rmece02.upr.clu.edu
(Ricardo Hernandez) writes:
|> > Hi to the group:
|> >
|> > I am looking for information regarding the ATARI Falcon and
|> >ST graphics.
|> >
|> > In particular I would like to know the modes that the Falcon
|> >and the ST support a 'bitplane' architecture (if any) , and 'chunky modes'
|> >and any other 'special mode.'
|> >
|> > Thanks in advance,
|> >
|> > Raist
|>
|>
|> All Falcon modes apart from 'True Colour' use Bitplanes, in true colour
|> each pixel is the actual RGB colour value. 5bits RED/ BLUE and 6 bits GREEN.
|> (5 bits of GREEN if in OVERLAY mode , where the last bit is used to oveerlay
|> gfx from an external source i.e. genlocking)
|>
|> All ST modes use Bitplanes.
|>
|> There are no 'special' modes as such. (although the ST can do overscan with
|> some hardware tricks).

How are the bitplanes on the ST configured... I mean, are they bitplanes
as in a contiguous-rectangular area or are they mixed in.

|>
|> >---
|> >Raist - Department of Electrical And Computer Engineering
|>
|> Griff
|> --
|>

--

Raist:
Department of Electrical and Computer Engineering

2281. Re: Diamond Back and Diamond Edge: current version???

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:29:52 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKK8ts.BFM@cix.compulink.co.uk>
Source record: 193773

>One often prepends a 0 to single digit version, instead of reading it as a
>decimal. Thus, 1.03 == 1.3. For an example of this, see the TOS version
>listings!
>
>Of course, I'm not sure that DE does this. I did out of habit. Thus, you can
>read this as "upgrade to 1.3 ASAP".

Just to clear this up, I can tell you for a fact that Hisoft use a fully
decimal numbering system for their products... therefore 1.03 is a lower
number than 1.10 and 1.10 is therefore a later version. As far as I know,
this is true of all Hisoft products. Devpac 3.10, for instance, is a much
improved beast than 3.01.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2282. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:29:54 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKK8tu.BG7@cix.compulink.co.uk>
Source record: 193774

>BTW I actually won against 2 pirates today and delivered my cargo. Its a
>pity my autopilot kept crashing me on landing (would a dodgy left thruster
>cause this), but luckily I saved the game and eventually convinced it to
>land.

Possibly... but always land/dock at speedx3 and you'll have no problems
[g]

>Combat is *very* hard, don't you think?

It takes practice, yup.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2283. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:29:56 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKK8tw.BGw@cix.compulink.co.uk>
Source record: 193775

>I would like advice on what communications packages to use to run his modem and
>to emulate terminals. (He will be getting a unix/internet account shortly)
>Also I would like to know where I can FTP these programs from or where I can
>buy them. I almost forgot, do ATARI computers need special modems? (like Apple
>does) Or will any external modem connecte to the serial port do? Any advice on
>choice of modem also very welcome.

No, any modem will do... I use a TKR1496 and it works just fine. Comms
software? My favourite is Connect... which is shareware and is available
in pub/atari/Telecomm on the atari.archive.umich.edu... version 2.44 is
the latest I know of - look for an 'E' in the filename to denote the
English version. You should find info in the archive which describes how
to register in your country of origin.

Apart from that - and this is a personal preference thing, so let's not
have too many flames - everything else apart from STalker is crap.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2284. Re: Falcon Monitors.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:29:59 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKK8u0.BHo@cix.compulink.co.uk>
Source record: 193776

>The question is, would a MultiSync monitor be able to support ALL Falcon
>screen modes????

I believe so.

>One more point about the Falcon, the internal speaker sounded shite, but
>I'd love to hear it rigged up to a stereo.

It's amazing - check out the tubular bells demo that's going around,
they've a bass sound that wouldn't sound bad coming from a K2000.

>Also, multi-tos was a bit slow, but that's no secret is it?

I've seen the MTOS that's available to developers and it's much faster -
but it looks like Mag!x is likely to blow it away in terms of speed and
(probably) compatibility.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2285. Waar is Atari ST Nieuws?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:39:54 UTC
From: donm@ucon.gun.de
Message-ID: <1994Feb1.193954.6297@ucon.gun.de>
Source record: 193778

Groetjes naar onze vriendjes uit Niederlande!

Does anybody know what's going on with the "Atari ST Nieuws"
published by ACN in the Netherlands?

I used to get it regularly but haven't received a single one
since August/September double issue last year.

Are there any ST Nieuws people around here?

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

2286. Falcon JPEG Viewer Update

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 19:58:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4eb474@troed.ct.se>
Source record: 193779

In a message of 01 Feb 94 14:47:34, David Oldcorn wrote:

DO> viewer to Umich and thence to its mirrors. The new one is 'jpegv218a.zip'
DO> (version 2.18
DO> was errr... a bit crackered) and has lots of new features, including new

Screwed up the colours when returning from picture, also, no way near working
on VGA .. (which should be EASY to fix!)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2287. Re: Falcon Monitors.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 20:02:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4eb552@troed.ct.se>
Source record: 193780

In a message of 01 Feb 94 15:53:13, Iain.Laskey wrote:

I> run stuff that wants an RGB monitor. There is so much PD software for the
I> Falcon
I> that only runs under RGB, it's ridiculous. It can't be that hard making it

No it's not, you have MUCH more CPU time to play with in RGB modes, and you can
do a few tricks not possible on VGA. Also, you can use a much wider TrueColour
screen ..

There's a reason why demos/games will use RGB, trust me!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2288. Re: CD-ROM Drives - which,wher

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 20:41:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A12838@MS.maus.de>
Source record: 193781

In article <CKGwE0.1wr@cix.compulink.co.uk>, Roland Givan
(rgivan@cix.compulink.co.uk) wrote:
>The only ones ones are the Atari Metados drivers which apparently work some
>of the time for most people, and all of the time for none ;-)

Atari's driver (cdargen.bos) seems to work fine for most SCSI-CD-ROMs, but
it only supports TT-SCSI (and as special case the CDAR504 on ACSI).

2289. Re: Linux for TT/Falcon?? : WE NEED IT.

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 21:08:55 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2imgd7$7i9@news.rhrz.uni-bonn.de>
Source record: 193783

In article <2i90e7$b1v@nz12.rz.uni-karlsruhe.de> ukra@rzstud1.rz.uni-karlsruhe.de (Hermann Samso) writes:
>Volker A. Brandt (volker@sfb256.iam.uni-bonn.de) wrote:
>: The network newsgroups comp.os.386bsd.*, for example. Or any other magazine
>: that does not make money by pushing Linux, and thus writes blatant untruths
>: about *bsd.
>
> How do they get money pushing Linux? (just curious...)

They own a subsidiary called emedia that sells books, and software on disks and tapes. And they sell Linux, but not *bsd.

-- Volker
--

Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

2290. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 21:21:30 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2imh4q$284@charm.magnus.acs.ohio-state.edu>
Source record: 193614

r.e. Bitstream editors rare?

If you purchased Timeworks2 for the IBM in the U.S., Bitstream had an offer last year to purchase their editor for only $10. As far as the atari editor goes it's not that hard to make, just not legal to distribute unless you want to pay the licensing fees. I know of a couple of dev houses that have prototypes running, but what to do with them ?

Dan Ackerman

2291. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 21:33:58 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2imhs6$754@golem.wcc.govt.nz>
Source record: 193784

```
] Falcon Quadra 650 Quadra 840 AV
] 030-25? 040-33 040-40
] Sound Chip (type?) Sony Sound Chip Sony Sound Chip

1) The Majority of readers in this group don't have Falcons.

2) Try taking the price into account, Quadras are NOT cheap!
```

2292. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 21:40:24 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2imi88$754@golem.wcc.govt.nz>
Source record: 193786

] Has anyone actually had a fight with more than one pirate yet ?
]
] I've got to 'competent' - been there for a while, and I've only seen
] one pirate at a time so far... Admittedly I still die occaisionally
] but I'd like to see some dogfighting :-)

I've been attacked by 2 at once (Not counting the police which would
be about 20 at once).

I'm still on on 'Above Average' even after destroying a few imperial
couriers, and dozens of other ships.

(I've finally got a Panther Clipper with a Large-plasma accelerator,
which *doesn't* let you perform 'planetary' siege as stated in the
manual, it has no effect on *anything* other than ships!)

2293. ST Packet Radio Program ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 21:52:48 UTC
From: wilson@netsys.com
Message-ID: <1994Feb1.215248.2234@netsys.com>
Source record: 193621

Wondering if there is a packet radio program available for the
Atari ST.... ??

wilson

2294. Atari in InfoWorld

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 21:53:42 UTC
From: saj@chinet.chinet.com
Message-ID: <CKKFHI.3v5@chinet.chinet.com>
Source record: 193787

Everyone see Atari mentioned in the gossip column of the Jan 31 InfoWorld? 'Cringely' says the Jaguar isn't selling so well, and speculates that either IBM or <someone else....Sega, maybe?> might want to buy the company and basically use it as a game trademark. He also speculates on an enhanced Jag from the present crowd, though.

I personally think that if the Tramiels didn't get a kick out of owning a computer company, Atari would have folded long ago--like about when the size of the Federated fiasco came out. So I don't think Atari is for sale, and I think we'll see a Falcon+ before a Jaguar II. But I know even less than Cringely.
Steve

2295. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 21:57:35 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb1.215735.934@bradford.ac.uk>
Source record: 193788

Heiko Hartmann writes:
: Hi!

: I want to compile a "List of Games for F030". This list should contain the most ST-games with some notes about their Falcon-compatibility.

Oh please, not another one. I happen to think this is a very good idea (and a necessary one) but you are at least the fourth person who has tried to do this, among them Kevin Grubb (who has just replied), Falcon Owners Group (UK), and someone else who has just posted his list here.

Why not pool resources, so to speak, and just one person keep a list. This should not be too much to ask. I do not have a Falcon but I hope to get one when they start being common in the second-hand market. I cannot even nearly afford one at the new price.

Steve Taylor.

2296. Re: Where is everybody?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 22:02:31 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb1.220231.1310@bradford.ac.uk>
Source record: 193789

Gerry O'Rourke writes:
: This used to be a busy group, now there have been no postings for a week.
: Anybody else have the same problems?

Nope still loads of traffic round here. Your news server must be buggered.
(Unless they think all st discussions are unsuitable for public
broadcasting!)

Steve Taylor.

2297. Re: mgif - anyone got it to work ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 22:13:08 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb1.221308.1892@bradford.ac.uk>
Source record: 193790

Martin Kite writes:
: Hi,

: I've got a Mega STe 2Mb machine with an SM124 monochrome monitor and as I can't
: manage to find a colour monitor at the moment I have been trying to use mgif to
: view some gifs I've got. Unfortunately, when I start it from the desktop, it
: displays a screen of text and says "press any key to continue" and when I press
: any key it just dumps me back to the desktop :-(

: Anyone had any success with this program / am I doing something wrong/dim ?

: Any ideas ?

I have had a program for just over a month, called GIFFER which may have been in an archive called 'mgif' - I didn't keep that. It is 15275 bytes long, which should help identify it. It displays gifs on a mono screen, using dithering if necessary (3 types).

Anyway, the point I am trying to make is that it is a TTP - i.e. it needs to be given the name of the GIF to display on its command line, unless it is installed as an application with the .GIF extender, which is how I use it.

If your 'mgif' is similar, this may be the solution.

Alternatively, the gifs you are trying to view may not quite be in a standard format - a surprising number are not. GIFFER just reject these, but if I load them into 'xv' on a Sun workstation, it says 'GIF file is truncated - winging it.'. Then if I save it, it will load into GIFFER without problems.

Steve Taylor.

PS - Martin, how about that STE you were going to sell me?

2298. WANTED:Atari MIDI pgms

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 22:30:50 UTC
From: williams@manna-machine.com
Message-ID: <williams.589.760141849@manna-machine.com>
Source record: 193791

Ok,

Here is the novice question that I bitch about in other newsgroups, but I am new to working with the Atari. Where can I get some PD\SW MIDI programs for the atari st? I have seen a few like an arpeggiator pgm, but I cannot remember at what ftp sites. Any info (preferrably by emaiL) appreciated.......

Kennen Sie eine Merle? Kennen Sie eine Merle? Das ist gut...zu gut.

Robert Williams<*>MANNA-MACHINE<*>Hellsville noise
williams@manna-machine.com OR williams@mr.net

gerade sie..sie ist mein Opfer. Schad um sie....
sie wird's..ach, nicht lange durchhalten....

2299. Re: What's up with atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 23:14:42 UTC
From: walra@moacs11
Message-ID: <bfmju8iaehw@moacs11>
Source record: 193794

[removed the Distribution: usa]

In <1994Jan31.201227.17457@esca.com>, Steven Woodford wrote:

> I, too, have noticed that wuarchive doesn't seem to mirror the atari
> stuff on umich any longer.

Neither does src.doc.ic.ac.uk.
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

2300. What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 23:22:08 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <760170811.AA04210@byte.bbs.no>
Source record: 193705

```
>>After all ST stands for Sam Tramiel doesn't it :-)
>NO... I heard that it is ST for SixTeen bits, (TT - ThirtyTwo).

Actually it's ST = Sixteen/Thirtytwo (a 68000 is a 16/32 processor)
TT = Thirtytwo/Thirtytwo (a 68030 is a 32/32 processor)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /
```

2301. Re: Mod program for megaST

Newsgroup: comp.sys.atari.st
Date: 1994-02-01 23:49:32 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2impqc$bir@news.dmpe.CSIRO.AU>
Source record: 193795

>> I hate using MSA, I think it is
>>the most horrible compression utility (I have dubbed it a Futility) I have
>> ever come across.
>
>Not that I support this... but it is useful for one thing.... pirating
> games.
>The amiga has a similar program.

Hmm. Just how do you copy protected disks with MSA!? It just does not work. Sure it does a sector copy, but if it has any decent protection on it, a disk will not be copied with MSA successfully.

All MSA does is allow you to transfer a sector-loading (unprotected) disk to a file so that you can transfer it over electronic networks. The primary use for this is for Demos which are sector loaders to stop 'lamers' from hacking into the programs and text-editing things ...

Sure the Amiga has a similar thing, called DMS or something like that, but so does the PC, the MAC, whatever. So MSA isn't a pirating tool, just merely another backup tool.

Just my 5 cents worth ....

Karl.

P.S. Only use MSA 2.3+ ... or above! Older versions (1.4 for example) were a real dog ... and don't use TOS 1.0 - there is a strange bug that makes MSA crash when you select the second MSA file!

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

2302. Re: ST Packet Radio Program ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:35:57 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2imshd$98u@mailer.fsu.edu>
Source record: 193798

Wilson Small (wilson@netsys.com) wrote:
> Wondering if there is a packet radio program available for the
> Atari ST.... ??

I do remember seeing some packet radio software several years ago (in answer to a similar question). You might try the index file for atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2303. RE: What's up with atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:45:16 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <1FEB94.18451619@meena.cc.uregina.ca>
Source record: 193800

The mirrors at wuarchive got screwed due to a system crash apparently.

2304. NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:45:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2imt39$9gh@mailer.fsu.edu>
Source record: 193701

I just got NDVI 2.11. It appears to be dated 1/10/92 (!). I am running it on a Mega2ST, and soon a MegaSTE. Here are the questions:

1. Is 2.5 the latest version?

2. How many versions were there between 2.11 and 2.5? I was under the impression that it was only one version behind, but that sounds like a big jump to me.

3. Other than Falcon compatibility, what else changed in 2.5?

4. What is Bela Computer's upgrade policy? I presume there aren't any patch programs out there to update my version 2.11.

5. I now need to replace the Warp9 screen saver. Any suggestions?

FYI, NVDI "feels" significantly faster than Warp9 while using Connect. Using Qindex22.prg (the benchmark program that comes with Warp9) indicates that NDVI is actually a bit slower than Warp9, but the test is mostly of TOS string stuff and probably misleading. My understanding is that NVDI is better for GEM graphics, and Connect seems to bear this out. I intend to grab GEMBench and see what the results are.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2305. WANTED: HD or STfm

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:46:12 UTC
From: jmconnel@oregon.uoregon.edu
Message-ID: <jmconnel-010294164555@john-mcconnell.uoregon.edu>
Source record: 193702

Looking for a used (or new, but inexpensive) external HD for my STfm.
Anyone have one they'd like to unload or know the best place to buy one (in
the USA)?

~John McConnell

****
* "The C language is a tokenization process in which the code that *
* expands the tokens got lost." - Steve Rimmer *
* *
* JMCONNEL@OREGON.UOREGON.EDU *
****

2306. Rip terminal emulator for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:49:24 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <1FEB94.18492445@meena.cc.uregina.ca>
Source record: 193703

Was there some discussion at some point about a Ripterm emulator
for the ST? If there is indeed such an emulator, is it available as
shareware from any particular archive?

RMS

2307. Re: gcc2.5.3 under MiNT on 4Meg ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:55:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKKnvt.2LG@cix.compulink.co.uk>
Source record: 193615

>Is this a known problem with this version? Or is it just that g++
>is too memory hungry for a 4 meg ST?

I think your setup may have other problesm. However I've found even GCC
under MTOS pretty tight in 4MB. I've not had much success with 2.4.5 as
I get lots of errors which seem to be memory related. For day to day I use
GCC 2.3.3, and even with this I have to revert to plain straight MiNT
occasionally.

The last G++ I ran was 1.40. In terms of relative size to the GCC 1.40,
I would have thought that G++ 2.XX would be very tight in 4MB

Roland.

@CiX

2308. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:55:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKKnvx.2Mo@cix.compulink.co.uk>
Source record: 193616

>Thank god for
>turret weapons! I was in the middle of an assassination attempt for the

With ships with more than one crew member, can turrets be manned by crew members other than yourself?

>What's really annoying is they didn't count the kill because the target died
>by crashing into the ground rather than by my missile...

Knights of the Sky has this 'feature' as well.

:-)

Roland.

@CiX

2309. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:55:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKKnw0.2nJ@cix.compulink.co.uk>
Source record: 193617

>Possibly... but always land/dock at speedx3 and you'll have no problems

Yup figured this out! Any idea why?

>>Combat is *very* hard, don't you think?
>It takes practice, yup.

And I'm getting better at it (as is this ship ;-)

:-)

Roland.

@CiX

2310. Re: Falcon Monitors.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:55:15 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKKnw4.2oK@cix.compulink.co.uk>
Source record: 193618

>I've seen the MTOS that's available to developers and it's much faster -
>but it looks like Mag!x is likely to blow it away in terms of speed and
>(probably) compatibility.

It would still be nice if Atari could be bothered to release the new MTOS
to the users where it belongs. Atari *have* a good product, but Geneva and
Maj!X are walking away with all the credit at the moment.

I'm not MTOS will win out in the end, but I think it needs to be given a
bit more of a chance.

Roland.

@CiX

(Note all implied frustration in this note is directed at whoever is holding up
the MTOS development - and not anybody *here* in particular ;-)

2311. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:57:48 UTC
From: sourada@iastate.edu
Message-ID: <gen_760150665@iastate.edu>
Source record: 193626
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
CREDIT Who has contributed to the FAQ?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: 93.06.11
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public (meaning you don't have
to be 'a developer' to buy it). See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &

docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: 93.06.11
How do I become a developer for the Atari ST?
==========

Contact Bill Rehbok, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Bill can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Bill for

more information.

Atari is now selling the developer's kit (or parts of it) seperately. No project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4

```
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:FREE: ??.??.??
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't

post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

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Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.09.04
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

12 issue Subscription now:
With Disk 6 Mags Without Disk Mags

UK: #26.50 #18.00
Europe (air) #30.50 #21.00
World (air) #38.50 #31.00

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 1 cover disk per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

ST-Magazin, TOS, and ST-Computer united in August 1993 to the
"ST Computer", which is the only remaining magazine in Germany.
(I don't know if the following info still holds, then. --Steven)

ST Computer:
---
11 issues/year, typical around 180 pages
Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)
Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.

60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.06.11
TIPS AND HINTS from other users
==============================

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:COMP: 93.10.02
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem
Talstrasse 16
7155 Oppenweiler
Germany

tel. 07191-4088
fax. 07191-4089

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: 93.09.04
Independent Atari Developers
==========

Each entry has the following format (when applicable):
Company Name
Member Name
Mailing Address
Phone(s)
Product Names
The listing is provided below in ASCII format. An additional
file is available in CardFile format. Please note that the
product listing is not comprehensive nor detailed, and new
products are continually released. Please feel free to contact
individual members for information about their listed products.
For more information about the IAAD, contact any Board Member.

IAAD Board Members:
D.A. Brumleve, President
James C Allen
Nathan Potechin
Nevin Shalit

Member Listing:

Anthill Industries
Judith Baumgardner
P.O. Box 361
Mt. Vernon OH 43050-9998 USA
614 393 1524

Apprentice Software
James D Yegerlehner
22205 Swan Road
South Lyon MI 48178 USA
313 437 0526
Neural-network Construction Set

Baggetta_Ware
Albert Baggetta
P.O. Box 759

Agawam MA 01001 USA
Eliemouse Complimentary Coloring Book/The Comic Book Collector/
The Mis-Adventures of Eliemouse/Shakespeare: The Sonnets

Barefoot Software
Brad Cox
19865 Covellow Street
Canoga Park CA 91306 USA
818 727 0632 (fax)
818 727 7143
SMPTETrack/EditTrack/GenEdit/EZ Score+/Hybriswitch

Beckemeyer Development Tools
David Beckemeyer
P.O. Box 21575
Oakland CA 94620 USA
510 530 0451 (fax)
510 530 9637
Hard Disk Sentry/Hard Disk Toolkit/SCSI Tape Kit

Robert M Birmingham
13630 SW 101 Lane
Miami FL 33186-2814 USA
305 385 1942

Cali-Co. Superior Software
Josh Snyder
P.O. Box 9873
Madison WI 53715 USA
608 255 6523
Mah-Jong Solitaire

Canoe Computers
Tony Ridley
11006 150 Street
Edmonton AB T5P 1S1 Canada
403 487 6838
FrankenSTein/Warp 16 Accelerator/Tiny Ram

chro_MAGIC Software Innovations
Jim Collins
516 North Jackson
Joplin MO 64801 USA
417 623 7393
Guitaristics/Pianistics/Pianistics Encyclopedia/Pianistics
Professor

Clear Thinking
Craig Harvey
2753 Plymouth Road Suite 137
Ann Arbor MI 48105 USA
313 971 6035 (bbs)

313 971 8671
EdHak/Metapsychology Primer

CodeHead Technologies
John Eidsvoog, Charles Johnson
P.O. Box 74090
Los Angeles CA 90004 USA
213 386 5789 (fax)
213 461 2095 (bbs)
213 386 5735
G+Plus/MultiDesk Deluxe/HotWire/CodeKeys/CodeHead Utilities/
Warp 9/Calligrapher/MaxiFile/Lookit & Popit/MIDIMax/MIDI Spy/
Avant Vector/MegaPaint/Cherry Fonts/Genus Font Editor/
TOS Extension Card

Compo
Robert Engberson
104 Esplanade Avenue Suite 121
Pacifica CA 94044 USA
415 355 0869 (fax)
415 355 0862
That's Write/Write On/C-Font/CompoScript/That's Address/Musicom/
PC Speed/AT Speed/AT Speed C16

Cybercube Research Ltd.
Manfred Doewich
126 Grenadier Crescent
Thornhill ON L4J 7V7 Canada
416 886 3261 (fax)
416 882 0294
CyReL SUNRISE M16-1280 True Color High Resolution Graphics Card/
CyReL SERENADE M16-1280 True Color High Resolution Graphics Card/
CyReL VidiMix8 Desktop Video Module/CyReL Serial Mouse Manager/
CyRel Palette Master

D.A. Brumleve
Dorothy A Brumleve
P.O. Box 4195
Urbana IL 61801-8820 USA
217 367 9084 (fax)
217 337 1937
Kidpublisher Professional/Super Kidgrid/Kidpainter/Multiplay/
Telegram/Creative Discovery Packet/Learning Games Packet

DMC Publishing
Nathan Potechin
2800 John Street Unit 10
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1880
Calamus 1.09N/Calamus SL & modules/Calamus Font Editor/
The Guide to Calamus Desktop Publishing/Outline Art/

INVISION Elite

Ditek International
David Fletcher
2800 John Street Unit 15
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1990
DynaCADD

Dr. Bobware
W. David Parks
180 N. Hazeltine Avenue
Campbell OH 44405-1024 USA
216 743 4712
ScanLite/MVG: MultiViewer Graphica/MVG Modules Disks 1, 2, & 3

Elan Software
Paul Dube
550 Boul. Charest Est P.O. Box 30232
Quebec G1K 8Y2 Canada
418 683 9189 (fax)
418 692 0565
Solutions

eSTeem, inc.
Tom Nielsen
72 Shades Crest Road
Hoover AL 35226-1014 USA
205 987 9208
eSTeem PILOT

Fair Dinkum Technologies
John 'Hutch' Hutchinson
P.O. Box 2
Los Alamos NM 87544 USA
505 662 7236
CrossWord Creator II/Word Search Creator/Cryptographer/InfoDisk/
Cyberdrome: The Hoverjet Simulator/Puzzle Pack

FAST Technology
James C Allen
14 Lovejoy Road
Andover MA 01810 USA
508 475 3810 (fax)
508 475 3810
Turbo25/TinyTurbo030/Turbo030/TurboRAM

GT Software
Tyson T Gill
12114 Kirton Avenue
Cleveland OH 44135-3612 USA

216 252 4272
CardFile (distr. by Gribnif)

Gadgets by Small, Inc.
David M Small
40 West Littleton Blvd. #210-211
Littleton CO 80120 USA
303 791 0253 (fax)
303 791 6098
Spectre GCR

Goldleaf Publishing Inc.
Lauren Flanagan-Sellers
700 Larkspur Landing Circle Suite 199
Larkspur CA 94939 USA
415 257 3515
WordFlair II

Gribnif Software
Dan Wilga, Rick Flashman
P.O. Box 779
Northampton MA 01061 USA
413 247 5622 (fax)
413 247 5620
NeoDesk 3/NeoDesk CLI/STalker 3/STeno/XBoot/CardFile 4/
Convector Professional/Arabesque Professional/XBoot III/
Crazy Dots 8/Crazy Dots 15

Doug Harrison
P.O. Box 66236
Baton Rouge LA 70806-6236 USA
Opus (shareware)/Lookit & Popit (distr. by CodeHead)

HiSoft
Alex Kiernan, David Link, Dave Nutkins
The Old School
Greenfield Bedford MK45 5DE England
+44 525 713716 (fax)
+44 525 718181
Devpac 3/HiSoft BASIC 2/Lattice C/HighSpeed Pascal/FTL Modula-2/
WERCS/Harlekin 2/HiSoft C/ProFlight/K-Spread/K-Comm/K-Word/K-Data
(HiSoft products distr. by Oregon Research Associates)

ICD, Inc.
Tom Harker
1220 Rock Street
Rockford IL 61101 USA
815 968 6888 (fax)
815 968 2228
The Link/AdSCSI Micro ST/AdSCSI ST/AdSCSI Plus ST/AdSpeed ST/
AdSpeed STe/FA-ST Hard Drive Kit/FA-ST Tape Backup/Cleanup ST/
ICD Professional Hard Drive Utilities/ICD Tape Backup Software/

Advantage Micro ST/Advantage ST/Advantage Plus ST/STHA/
Personal Pascal

It's All Relative
Gregory J Kopchak
2233 Keevan Lane
Florisant MO 63031 USA
314 831 9482
It's All Relative/BookMaker/Forecaster3/AbbreviatorST/
Photo CD Conversion/Photo Show/View and Script/Kodak Photo CD
Images

JMG Software International, Inc.
George Geczy, David Thompson
892 Upper James Street
Hamilton ON L9C 3A5 Canada
416 575 0283 (fax)
416 575 3201
HyperLINK

M.P. Graphics Systems
Mario Perdue
P.O. Box 501289
Indianapolis IN 46250-6289 USA
317 335 3775
Noids-II

MS Design
Henry Murphy, Carl Stanford
611 West Illinois Street
Urbana IL 61801 USA
217 351 6412 (fax)
217 384 8469
FontPak 1 & 2/Wheeler Quick Art CD-ROM/
Wheeler Quick Art Image Disks

Medical Designs Software
William Penner
3235 Wright Avenue
Bremerton WA 98310 USA
206 479 2157 (bbs)
206 373 4840
ECTStat/IOLCALC/MultiWriter/SERIALFX

Merlin Group, Inc.
George Richardson
96 Hoyt Street
Kearny NJ 07032-3311 USA
201 998 0932 (fax)
201 998 4441

Missionware Software
John Trautschold
354 N. Winston Drive
Palatine IL 60067-4132 USA
708 359 9565
lottODDS/Printer Initializer/Flash II

MUSICODE Software
Melinda Turcsanyi
P.O. Box 1109
Oakhurst CA 93644 USA
209 642 2380

NewSTar Technology Management
Charles Smeton
P.O. Box 122
Columbia MD 21045-0122 USA
410 544 1329 (fax)
410 544 6943
The STraight FAX!

Oregon Research Associates
Bob Luneski
16200 S.W. Pacific Highway Suite 162
Tigard OR 97224 USA
503 624 2940 (fax)
503 620 4919
Diamond Back II/Diamond Edge/Knife ST/Ultimate Virus Killer/
DevPacST 3/DevPacTT/HiSoft BASIC 2/Lattice C 5.5/HiSoft C/
HighSpeed Pascal/FTL Modula-2/Tempus 2/WERCS/Harlekin 2/
True Paint/ProFlight

Paradigm Software Products
Mark T O'Bryan
1369 Concord Place Suite 3-B
Kalamazoo MI 49009-2201 USA
616 372 5972
Omni-Banker ST

Power Thought Software
Harlan Hugh
116 Sumach Street
Toronto ON M5A 3J9 Canada
416 594 9355 (fax)
416 594 9355
INVISION Elite (distr. by DMC)

SKWare One
Sterling K Webb
P.O. Box 277
Bunker Hill IL 62014 USA
618 462 2171 (evenings)
Seurat/ColorScan/Auto*Art/PS-2GDOS

Soft-Logik Publishing
Deron Kazmaier, Mark Wetzel
P.O. Box 510589
St. Louis MO 63151-0589 USA
314 894 8608 or 800 892 8608
PageStream/ImageClub Clip Art/ImageClub Fonts/Business Forms

Sothan Software
Gene F Sothan
9395 North Wall
Portland OR 97203 USA
503 283 4566
IB Harddisk Backup and Restore/Autosort/Writeboot

Step Ahead Software, Inc.
Nevin Shalit
496-A Hudson Street Suite F39
New York City NY 10014 USA
718 858 4164
TrackerST/Tracker For Windows

Straight Edge Software
Frank Pawlowski
P.O. Box 6407
Nashua NH 03061 USA
603 672 8150
FPPRINT/OutBurST!

Strata Software
Eric Rosenquist
94 Rowe Drive
Kanata ON K2L 3Y9 Canada
613 591 1922 (fax)
613 591 1922
STalker & STeno (distr. by Gribnif)

SuperSoft
John Buckner
731 North Clinton
Grand Ledge MI 48837 USA
517 627 6965
TeleView Tele/TeleView BBS/D.A.M.I./The Fisherman

Synergy Resources
Roger Richards
754 N. Bolten Avenue
Indianapolis IN 46219 USA
317 231 4158 (fax)
317 356 6946
GEMvelope!/SynthView DW-8000/SynthView K1

Taylor Ridge Books
Clayton Walnum

P.O. Box 78
Manchester CT 06045 USA
203 643 9673
C-manship Complete/ST Assembly Language Workshop/
GFA Basic Toolkit/VDI Quick Reference/AES Quick Reference/
TRB Shareware Companion

TEAM Software
Marshall Lake
P.O. Box 7332
Washington DC 20044-7332 USA
703 538 4598 (fax)
703 533 2132
A Day at the Races/A Day at the Races Companion/
3 Days at Gettysburg

Weinress Consulting
Norm Weinress
3236 Velma Drive
Los Angeles CA 90068 USA
213 876 7704
D.E.K.A.

Wintertree Software Inc.
Phil Comeau
43 Rueter Street
Nepean ON K2J 3Z9 Canada
613 596 1575 (fax Attn)
613 825 6721
The GramSlam Grammar and Style Checker/Grammar Expert/
Spelling Sentry

WizWorks!
Chet Walters
P.O. Box 45
Girard OH 44420 USA
216 539 5623
Image Cat/Mug Shot!/Coalesce Image Merger/Ma Hubbard's Cupboard/
Mug Shot Data

Xerox Corp
Robert L. White
101 Continental Blvd. M/S ESC1-257
El Segundo CA 90245 USA
310 333 3497
Printer Drivers For Xerox Printers

Zocra Technologies
Craig Buchanan
4-319 Mackay Street
Ottawa ON K1M 2B7 Canada
613 741 5817

STyle/STipple

:CREDIT: 93.10.02
Who has contributed to the FAQ?
==============================

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
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Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

2312. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:57:51 UTC
From: sourada@iastate.edu
Message-ID: <soft_760150665@iastate.edu>
Source record: 193627
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.06.11
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip22.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: 93.06.11
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

There is yet another MSA archiver now, called MSA II, by Phillip Lang.

:CLI: ??.??.??
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.....1
File not found..............-33.....2
Path not found..............-34.....3
No handles left.............-35.....4
Access denied...............-36.....5
Invalid handle..............-37.....6
Insufficient memory.........-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46....15

No more files...............-49....18
Range error.................-64....33
Internal error..............-65....34
Invalid program load format....-66....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
========================================
Reset: Initial PC2............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS: 93.05.05
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called SpeedoGDOS, which should be available commercially from Atari. It is currently included with AtariWorks, and some Falcon packages. SpeedoGDOS uses scaleable fonts - you do not need to create a font file for every point size. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within SpeedoGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

In the UK The ST Club (2 Broadway, Nottingham, UK NG1 1PS. Tel 0602 410241, Fax 0602 241515) is a licensed GDOS distrubutor:

Catalogue No's:
GDOS-A Driver + Fonts 9-pin
GDOS-B Driver + Fonts 24-pin
GDOS-C Installed system for Opus (9 pin)
GDOS-D Opus 24-pin
GDOS-E FontGDOS + drivers
GDOS-F 300dpi printer fonts

Disks 2.95 pounds each.

:GNU: 93.06.11
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.4.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.4.2 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System

SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: 93.10.18
Public Domain/Shareware languages...
==========
(This section is getting an overhaul, but I don't have the time to finish
the overhaul right now... Sorry, check back next month.)

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassemblers: a68, turboass,
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)

Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to

upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar
package (it's not part of the standard MiNT distribution) modelled after TOSWIN
and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:

2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:
Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0. This consists of 8 disks full of TeX stuff, plus an installation program that takes care of the details for you.

==========

Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

2313. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:57:52 UTC
From: sourada@iastate.edu
Message-ID: <hard_760150665@iastate.edu>
Source record: 193628
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed before the dates were added.

The following is an index of the questions answered in this part of the FAQ. For easy access to a particular question, search for the tag surrounded by colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
TAPE Can I use a SCSI tape drive?
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks and Flopticals?
GRAPHIC How can I enjoy enhanced graphics on my ST?
KEY A few keyboard questions
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe, TT, and Falcon. There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented. The newsgroup serves as a resource for Atari users ... feel free to contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:
Name CPU RAM TOS B.I. Extra Comment
---
130 ST 8 /1 1.0 M Never marketed
260 ST 8 /5 1.0 M
520 ST 8 /5 1.0 M
520 ST+ 8 1 1.0 M
520 STm 8 /5 1.2 M
520 STfm 8 /5 1.2 FM
1040 ST 8 1 1.0 FM
1040 STf 8 1 1.2 F
1040 STm 8 1 1.2 M
1040 STfm 8 1 1.2 FM

Mega 1 8 1 1.2 F MB
Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:TAPE: 93.08.11
Can I use a SCSI tape drive?
============================

Yes, just about any SCSI tape drive should be useable on the ST line. (Of
course, if your computer doesn't already have a SCSI port, you'll need a SCSI
host adapter.) There are at least two freeware/shareware programs that can
help you back up your HD to SCSI tape: TapeBIOS and GEMAR (a German GEM
ARchiver)

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: 93.08.11
Can I use 1.44 meg floppy disks and Flopticals?
==========

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive.

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

Floptical drives (floppys that use optical tracking to get 21MB on a 3.5" disk)
can also be used through a SCSI port. ICD's newer host adapter software (the
'PRO' version) will handle them.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?
==========

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s

become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:KEY: 93.09.02
A few keyboard questions
========================

Here's how to connect a MegaST-keyboard to a 1040ST:
It's taken from the "ST-Computer" October '90 ('Quick-Tips')

Picture 1

Mega ST-Keyboard cable
(seen from outside)

```
It's no problem to connect * 1
the MegaST keyboard to the ____________ o
smaller computers 520St and ___| | * 3
1040ST. To do that, you only | 6 * | * 4
have to get a 6-pin western | 5 * | * 5
connector plug to be connec- | 4 * | * 6
ted to the keyboard. (available | 3 * | * 7
in Electronic shops) After that | 2 * | * 8
four cables must be connected | 1 * |
with the 'Pfostereihe' (the |___ | 1040ST
plug inside the 1040ST) where |____________| Keyboard-Plug
normally the dazzy original-keyboard
is plugged in. The exact connection Picture 3
is shown on picture 2 and 3
```

Eickmann Computer, Franktfurt

```
* * * * * * * * * * * * * * * o *
18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 1
```

Picture 2 520 ST Keyboard plug (not for You, Jeff)

Picture 3 (Meg to 1040ST) Picture 2 (Meg to 520ST)
MegST MegST
keyboard cable <--> 1040ST plug keyboard <--> 520ST plug

```
6 <--|----> 8 6 <--|----> 1
| |
5 <--| 5 <--|

4 <-------> 5 4 <-------> 14
3 <-------> 6 3 <-------> 15

2 <--|----> 4 2 <--|----> 13
| |
1 <--| 1 <--|
```

****
And now for No.2
****

If you remove the keyboard from the Mega ST and switch on the computer,
the computer won't boot up and send you a series of 'Alert-Beeps'.
If YOU want to let your Mega ST run without a keyboard (FAX-Server a.s.o.)
simply connect a restistor to the keyboard-plug in the Meg and at once
there's silence and he'll do his job!
(Freely translated from Eickmann-Computer by me)

```
6 * 10kj resistor
5 * _____
4 *----|_____|--
3 * |
2 *-------------+
1 *-------------|
```

Mega ST keyboard-plug
(inside-view)

****
And here's another one: This one's about the Hardcopy-function of the ST's
****

Do you hate it - after pressing <Alternate>+<Help> the same time - when
you don't have a printer connected to the parallel port of your ST and
must wait a long time to work again because of the long break taking the
computer to realize that there's no printer connected?
Well, do this and forget about it:

connect the following pins of the printer port of your computer (better:
create a Sub-D 25pin-male-plug an connect the pins on the soldering side):

pin 13 connected to 14 and 15 (all across the plug)
pin 1 connected to 10
pin 23 connected to 11 and 12

****

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style
joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of
time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable
units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and

the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

2314. Wanna do the FAQ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 00:58:11 UTC
From: sourada@iastate.edu
Message-ID: <sourada.760150691@pv0c02.vincent.iastate.edu>
Source record: 193623

I don't mind continuing to post the FAQ; after all, all I have to do is type one command.

The problem is, though, I haven't been doing anything other than posting it lately. I don't really have a lot of spare time on my hands to work on it now, so it's been stagnant.

So, if anyone is enthusiatic about working on this stuff and taking over my position as FAQ maintainer for this group, talk to me...

Later,
Steven

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

2315. Re: Even more cross compiling with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 01:29:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2imvmb$64g@elroy.jpl.nasa.gov>
Source record: 193613

In article <1994Feb1.103928.10274@zaphod.ox.ac.uk>,
Stephen Usher <steve@earth.ox.ac.uk> wrote:
>I've been asked on the Linux 680x0 channel whether the latest versions of
>GCC for the Atari (compiled with MiNT libs) use the standard GCC frontend.
>I'm now passing this question on.
>
>The reason this was asked was that the person involved wanted to be able to
>cross-compile for Linux 680x0 on the Atari TT, and because of this needed to
>be able to use multiple GCC's using a command line switch. This, he tells
>me, is one of the reasons he's not started porting Linux to the TT, that and
>brain-damaged utils which can only handle 8+3 TOS filenames.
>
>I've put him straight about how to get good utils, now it's only GCC.

What standard front-end is that? If he's just asking about the gcc compiler driver, the answer is not quite; it doesn't use the GCC cross-compiler support, and so will not allow switching in that manner. But the backend programs can be reselected using the GCCEXEC environment variable.

For cross-compiling to Linux all that should need changing is the library and the linker. GCC on the Atari always assembles to standard a.out format object files. If Linux uses a.out format, then the Linux linker can be used directly. The ST-modified linker turns a.out format .o files into TOS format executables but the original Unix-specific code is still there, surrounded by #ifdef's, so it could be used as well.

(The assumption is that Linux doesn't have strange register-based calling convntions or some other oddity to prevent it from being able to use the existing gas configuration, etc...)

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

2316. Nova VME 16m; EMULATOR.PRG problems on TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 02:00:36 UTC
From: dud@u.washington.edu
Message-ID: <2in1g4$fl5@news.u.washington.edu>
Source record: 193624

I wonder how many of you out there who read this newsgroup have Nova graphics cards?

Anyway, ever since the first update of the Nova VDIs on world.std.com, I've been having trouble with the EMULATOR.PRG. This is the first program that runs in the AUTO folder; I believe it's main purpose is to redirect the video to the graphics card instead of the regular video port.

This is my problem: EXCEPT for the very first version of EMULATOR.PRG that came on my original NOVA disk, none of them have worked right. Running the original version, either from the desktop of the auto folder, causes my 17" multisync to show a 640x400 raster, and causes my PTC1426 to show some unreadable color-shifted characters. The new ones do not do anything to the 17" monitor, though they still show the color-shifted characters on the PTC1426. Running EMULATOR.PRG first in my AUTO folder, the hard drive continues to read for a while, until it gets to the desktop (I can tell because once it stops reading, I can hit ALT-C and it reads the drive; presumably opening a window for drive C).

The new versions of MENU.PRG and STA_VDI.PRG still work fine, so I've been using the old EMULATOR.PRG with the new STA_VDI and MENU. I don't think this is the best way to do it; with the latest version of MENU and STA_VDI, I get a "Gemdos called recursively" error whenever I boot up in more than 16 color mode! I hope this is only due to the difference in versions of EMULATOR and STA_VDI.

I talked to Yat Siu and Lee Seiler, neither of whom have been able to figure out the problem. They didn't know anyone else who's had any similar problem, and they themselves have used the latest versions of EMULATOR on their TTs with NOVA VME 16m cards.

So, has anyone out there have any idea what the problem could be? I'm not making any stupid mistakes like using the STE or VME+ versions of the software (though surprisingly it made a raster on my 17" monitor when I used the latest VME+ version of EMULATOR.PRG; the screen memory was just scrambled). I tried resorting everything in my AUTO folder, running nothing but the Nova stuff, even running nothing but different versions of EMULATOR.PRG, with the exact same results every time. I don't know what else to do...

Thanks for any advice, suggestions, help, or even random mumblings... :)

Dan Aylward
dud@u.wasington.edu

2317. Re: JAGUAR got one, WHY not TT ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 02:25:56 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2in2vk$8nq@golem.wcc.govt.nz>
Source record: 193632

] BUT how come there's none for atari- TT !

The computer isn't different enough from the ST to warrant extra
groups.

2318. Re: Mac -> Atari docs

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 02:31:37 UTC
From: craig@loose.apana.org.au
Message-ID: <2in3a9$19j@loose.apana.org.au>
Source record: 193636

ken@isgtec.com (Ken Newman) writes:

>In article <2ifemt$gc@loose.apana.org.au>,
>Craig Harnath <craig@loose.apana.org.au> wrote:
>>
>>Is there software out there to convert Mac documents so I can read them
>>on my Atari??

>If you're talking about Mac text files, the Scrolling Thunder file viewer
>can read them as is. However, if you mean like Word documents, I dunno.

Where can I get it?

--
A sig is a sig you dig you dig - and no one can talk to a sig you dig -
that is of course unless the sig is the famous Mr SIG!!!

* Craig Harnath craig@loose.apana.org.au Australia *

2319. Atari ST software

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 02:36:26 UTC
From: smegma@xmission.com
Message-ID: <2in3ja$qo6@xmission.xmission.com>
Source record: 193633
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers.other

Atari ST software for sale:

Hybrid Arts EZ Track+ sequencing software $20
Inventory Master $20
Thunder! spell checker $10

all of these include manual and are in great condition.

--
Roger Weeks --->>> Internet: smegma@xmission.com Prodigy: AMJP60A
"Something must be done about vengeance, a badge, and a gun"

2320. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 03:23:33 UTC
From: hallvart@ifi.uio.no
Message-ID: <2in6bl$f88@nyi.ifi.uio.no>
Source record: 193551

In article <jcassara.0gya@weird.miami.fl.us>, jcassara@weird.miami.fl.us (Joe Cassara) writes:
> What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
> If so, what does GEM stand for? You'll have to excuse these basic questions.
> I'm not an Atari user, just a curious Amiga user.
>
> --
> Joe Cassara jcassara@wierd.miami.fl.us
> ----------- -------------------------
> "Look, Captain! I've got Mr. Data hooked up to the modem!"

TOS = The Operating System (often called Tramiel Operating System, after the Atari 'boss' Sam Tramiel)

GEM = Graphic Environment Manager (The system the ST is built upon- mouse, icons, dialog boxes..)

Hope that was of some help.

Hallvard, Norway

2321. Uencoded File..??

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 06:21:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ingod$9j5@golem.wcc.govt.nz>
Source record: 193704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi some one a week ago or so posted a Binary/Text Uencoded
file in the Atari News Groups...

I did save this file but then deleted it, I did not take down the file name
or what it was for, its was not the HardWare speed thing for the RS232..

If some one has this file or the person that posted it, could they please
e-mail it to me..

Thanks...........

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2322. Re: mgif - anyone got it to work ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 08:45:28 UTC
From: morgado@vxdesy.desy.de
Message-ID: <CKL9nt.2z3@dscomsa.desy.de>
Source record: 193706

```
--
In article <CKJt3J.51E@lincoln.gpsemi.com>, mkite@lincoln.gpsemi.com
(Martin Kite) writes:
|>
|>Hi,
|>
|>I've got a Mega STe 2Mb machine with an SM124 monochrome monitor and
|>as I can't
|>manage to find a colour monitor at the moment I have been trying to
|>use mgif to
|>view some gifs I've got. Unfortunately, when I start it from the
|>desktop, it
|>displays a screen of text and says "press any key to continue" and
|>when I press
|>any key it just dumps me back to the desktop :-(
|>
|>Anyone had any success with this program / am I doing something
|>wrong/dim ?
|>
|>Any ideas ?
|>
|> Martin

From the normal Atari desktop double-click on mgif.ttp and type in the name
of the file you want to view. After the title screen comes up you may
then need
to press a key to continue, this depends on the version of mgif you are
using.
Make sure that the program has the .ttp extension or you won't get a
chance
to supply the file name. On later TOS versions or when using Neodesk
(others
as well I think) you can just drag the file onto mgif.ttp and the
program gets
the filename automatically.

Good luck

Carlos

-------------------------------------------------------------
| Carlos Jose de Sousa e Morgado | " Three quarks for |
| | Muster Mark! " |
| morgado@vxdesy.desy.de | |
| morgado@desyvax.bitnet | James Joyce |
```

```
-------------------------------------------------------------
| These are my own opinions. I do not claim they represent |
| those of my employer or any organisation whose services I |
| have used, knowingly or otherwise, in posting this message. |
-------------------------------------------------------------
```

2323. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 09:03:51 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2inq9n$27fe@info2.rus.uni-stuttgart.de>
Source record: 193707

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: Heiko Hartmann writes:
: (and a necessary one) but you are at least the fourth person who has tried
: to do this, among them Kevin Grubb (who has just replied), Falcon Owners
: Group (UK), and someone else who has just posted his list here.

It's true, I have already heard from a few people that they will compile a
list. But nobody seems to be able to send me such a list, nor has anybody
posted such a list!

: Why not pool resources, so to speak, and just one person keep a list. This
: should not be too much to ask. I do not have a Falcon but I hope to get

Good idea. If someone HAS already such a list, then please contact me!
I have more than 90 titles now which can be easily added to your list.
I don't make this list just for fun - I have to invest some time in compiling
the list and I would welcome a even bigger list from someone else.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

2324. Re: mgif - anyone got it to work ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 09:26:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d4f72b9@p2.stacken.ct.se>
Source record: 193708

> From: mkite@lincoln.gpsemi.com (Martin Kite)
>
> I've got a Mega STe 2Mb machine with an SM124 monochrome monitor and as
> I can't manage to find a colour monitor at the moment I have been
> trying to use mgif to view some gifs I've got. Unfortunately, when I
> start it from the desktop, it displays a screen of text and says "press
> any key to continue" and when I press any key it just dumps me back to
> the desktop :-(

Simply drop any GIF/JPEG file on the MGIF.TTP icon and it will load.

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet

2325. Re: Falcon Monitors.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 09:30:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d4f7400@p2.stacken.ct.se>
Source record: 193709

> From: se1ap@dmu.ac.uk (Alan Parker)
>
> The question is, would a MultiSync monitor be able to support ALL
> Falcon screen modes????

Yep, if it can manage ~15kHz horizontal scanrates like the NEC 3D or the
Commodore 1960.

> One more point about the Falcon, the internal speaker sounded shite,
> but I'd love to hear it rigged up to a stereo.

It sure sounds like sh*t, so get rid off it asap.

> Also, multi-tos was a bit slow, but that's no secret is it?

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet

2326. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 09:38:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d4f74cb@p2.stacken.ct.se>
Source record: 193710

> From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
>
> Hmm, there *are* a growing number of Falcon messages. Despite that, I
> wouldn't split the groups as suggested. Instead, make a
> comp.sys.atari.st.games group. I don't want to read about games, but
> there is stuff in the st and st.tech groups I want to read.

Why not use rec.games.video.atari for the games chat then?

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se 2:204/419.2 90:1100/110.2
STacken BBS +46-142-19331 * 24hrs * V.32bis * FidoNet * NeST * UseNet

2327. Re: Even more cross compiling with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 10:24:17 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <CKLE8I.2IK@dutiws.twi.tudelft.nl>
Source record: 193711

In article <2imvmb$64g@elroy.jpl.nasa.gov>,
Howard Chu <hyc@hanauma.jpl.nasa.gov> wrote:
>In article <1994Feb1.103928.10274@zaphod.ox.ac.uk>,
>Stephen Usher <steve@earth.ox.ac.uk> wrote:
>>I've been asked on the Linux 680x0 channel whether the latest versions of
>>GCC for the Atari (compiled with MiNT libs) use the standard GCC frontend.
>>I'm now passing this question on.
>
>What standard front-end is that? If he's just asking about the gcc compiler
>driver, the answer is not quite; it doesn't use the GCC cross-compiler
>support, and so will not allow switching in that manner. But the backend
>programs can be reselected using the GCCEXEC environment variable.

From what I saw on the 680X0 channel, the amiga Linux people use the gcc -B
switch (or was it -b?) to switch some tools. We do that too with -B if we
want to get a symbol table for gdb, so I think it should work just fine.

>For cross-compiling to Linux all that should need changing is the library and
>the linker. GCC on the Atari always assembles to standard a.out format object
>files. If Linux uses a.out format, then the Linux linker can be used directly.
>The ST-modified linker turns a.out format .o files into TOS format executables
>but the original Unix-specific code is still there, surrounded by #ifdef's, so
>it could be used as well.

Yes, as a matter of fact I needed a linker too that linked to a.out format,
and did just that. I can now use ld -r and get a linkable .o file. I needed
that functionality for the dynamic linking of Objective-C Classes, using
gnu dld-3.2.3, which I 're-ported' so that it works and can cope with
symbols > 22 characters (using a .sym file, :-( ).

Maybe it's time to look into teaching MiNT to load a.out relocatable files
(i.e. normal .o files).

Bart Schuller P.B.Schuller@twi.tudelft.nl

2328. Knights of the Sky

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 10:44:18 UTC
From: nj1@ukc.ac.uk
Message-ID: <6710@merlin.ukc.ac.uk>
Source record: 193714

Can anybody help?

Does anybody know if it is possible to ply Knights of the Sky dual player using a null modem cable? I know the Am*ga version can, but there doesn't seem to be a 'head to head' option on the main menu. Was this feature never implemented, or do I have an old version of the game? I think I remember getting an addendum with the games, but the box is at home - I only have the manuals with me.

Any help would be appreciated.

Rodders.

P.S. Any other good two-player/null-modem games??

--
Neil Jones-Rodway
Computer Science Student, University of Kent at Canterbury

------== All the views expressed are my own - I enjoy having an opinion ==-----

2329. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 10:59:35 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2io12n$bq0@sus.edu.eur.nl>
Source record: 193715

alberto@terapin.com (Alberto Fonseca) writes:

>the "old" ST series computers. Who cares if Pac Man works on the Falcon030?
>:)

Great, so pacman works on a Falcon! thanks for that info. :)

M.A.O.

2330. Re: Knights of the Sky

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 11:14:42 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2io1v2$hoo@info2.rus.uni-stuttgart.de>
Source record: 193716

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: Can anybody help?

: Does anybody know if it is possible to ply Knights of the Sky dual player
: using a null modem cable? I know the Am*ga version can, but there doesn't

Sadly, this option was never implemented in the Atari-version.

: P.S. Any other good two-player/null-modem games??

Lemmings or Popoulus I&II.
(Hey! Has anyone checked Popoulus on the Falcon? EMail me! ;-)

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

2331. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 11:15:06 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2io1vq$d01@rs18.hrz.th-darmstadt.de>
Source record: 193717

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) wrote:

>>> That's interesting - how do you make the Falcon faster than a TT with
>>> FastRAM? The benchmarks for the Eagle Sonic board only gives ~10%
>>> speed increase. Now increase your screen res to something useable,
>>> and watch your performance hit the floor.
>>
>>It's quite easy: You just use the Mighty Sonic a 32 MHz 68030 Board for
>>the Falcon. You can put up to 32 MB Fast-RAM on it and with it you are
>>a little bit faster than a TT. And you got the sound system with the
>>DSP. No reason to buy the TT.
>
>Any benchmarks? Does running higher resolution screens reduce the
>performance of the Falcon?
>
>I asked System Solutions (one of the better UK companies in Atari
>hardware and software), and they were not impressed with *either* of
>the Sonic boards, even with buckets of RAM. They were going to drop it
>in preference of another board (sorry, Karl didn't give me the name)

The board was tested in the ST-Computer 2'94 and it seams as if it is
really a little bit faster than a TT. Running higher resolution screens
won't reduce the performance significant, because you're using Fast-RAM with
that board (if you're not, you will be - of course - not much faster than
the normal 32 MHz boards).

>>Aother thing:
>>Here in Germany OverScan seams to be building a 040 board for the Falcon,
>>I'll get more information in a few days. But I think _that_ would be really
>>interesting. But we'll have to see.
>>

>Please post any info, esp real benchmarks.

I'll post the information as soon as I got them, but real benchmarks will
be difficult to get, because I won't own one of these boards.
But I'll give you everything they are writing about the speed

Alex

2332. EBIDC file reader ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 11:18:42 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Feb2.111842.18782@dmu.ac.uk>
Source record: 193718

I have some text files which I have a feeling are saved in the
IBM equivalent of ASCII (256 chars instead of 128)

Is there a program to convert it to ASCII or to display it some how???
Or is there another format similar to it.
Not even Redacteur would load it in properly.

Any ideas ???

--
Simon
c2sgy@dmu.ac.uk

The above text and actions have no reflection
on my employer as stacking shelves has nothing
to do with computers whatsoever.

2333. Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 11:21:04 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1994Feb2.112104.22751@infodev.cam.ac.uk>
Source record: 193719

If I buy a 386 emulator for my falcon will I be able to run Doom?

I love this game!!

I have heard it will be coming out for the Jaguar but I can't get a Jaguar
here in the UK yet.

Phil
(E-mail pd@mbuc.bio.cam.ac.uk)

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

2334. Re: Falcon's BLiTTER perf.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 11:23:00 UTC
From: njaale@dhhalden.no
Message-ID: <njaale.110.2D4F8D13@dhhalden.no>
Source record: 193720

In article <7970@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

>A point to note is that the blitter performance is the same for all logical
>operations, for example you can EOR a block of memory and Shift it at the same
>time and it will take exactly the same time as a straight move, this was not
>the case for the STE blitter and is not the case for the Amiga blitter.
>
Not exactly, on the Amiga blitter a shift is always free, as is logic with a
combination of blitter-channel A and D. It's when you are beginning to
involve logic with blitter-channels B and C that things get a little bit
slower.

NjE

2335. Re: Civ on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 11:35:56 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKLHJx.GtH@cen.ex.ac.uk>
Source record: 193723

In article <94031.203444STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:

> STe to a 4/84 Falcon! It doesn't bother me one bit! Only
> encountered one problem so far.... Civ would not work. I
> installed it on the hard drive and ran it from ST low to no avail.

Civilisation will run with backwards installed on best compatibility.

> I can't seem to turn the volume of the Falcon speaker down when
> I play the game, Breakout. Every time I select new game, the
> volume goes back to 15! These two things can't take away from

Buy a pair of personal CD player active speakers. Plug em into the headphone
socket. Open the Falcon, unplug the internal speaker. Ta da! Vastly superior
sound with a separate volume control...
Okay, so you void the guarentee...
--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

2336. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 11:42:29 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2io3j5$sk6@info2.rus.uni-stuttgart.de>
Source record: 193724

In <2imt39$9gh@mailer.fsu.edu> boyd@gauss.math.fsu.edu writes:

> I just got NDVI 2.11. It appears to be dated 1/10/92 (!). I am running it
> on a Mega2ST, and soon a MegaSTE. Here are the questions:
>
> 1. Is 2.5 the latest version?
Yes

>
> 2. How many versions were there between 2.11 and 2.5? I was under the
> impression that it was only one version behind, but that sounds like a big
> jump to me.
I think 2.12 was available, too

>
> 3. Other than Falcon compatibility, what else changed in 2.5?
Offscreen-Bitmaps

>
> 4. What is Bela Computer's upgrade policy? I presume there aren't any patch
> programs out there to update my version 2.11.
BELA doesn't exist any more :-))).

Get it from
Behne & Behne Systemsoftware GbR
Lindenkamp 2
31515 Wunstorf
Germany
+49 5031 8629

this and much more will be in the GDOS driver FAQ.

Gerd

Soon is (TM) Atari :-)

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2337. ** Info wanted on Scanner Compatibility

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 11:43:26 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Feb2.114326.1@uqvax>
Source record: 193620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm after advice as to whether scanners for PC's are compatible with ST's.

I'm after one, and the local Trading Post paper has a number for sale by PC owners, but I want to confirm that I can use it .

What (if any) mods would be necessary for use. I have Touch-Up software...

Personal replies please

Dennis R

DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennisr@melb.arc.cpr.itg.telecom.com.au | (Electronic Music Label, Production)

2338. Message for Steve Taylor.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 11:54:29 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CKLIEt.E1r@lincoln.gpsemi.com>
Source record: 193725

Sorry to all those out there who aren't Steve Taylor, but this is the only way
I can get a message to him at the moment. Thank you for your time ... :-)
==========
Steve,
It would appear our mail server is dead so my last mail won't have got out yet
either. I do want to sell you the STe, can you ring me either at work and we'll
sort something out. Sorry for the silence, but when the gateway goes down and it
is located in the USA it's not all that obvious what's going wrong.

Hope this is OK,

Martin

==========
Martin Kite Tel: (0522) 500500 ext. 2414
GEC Plessey Semiconductors : (0522) 502414 (direct line)
Doddington Road Fax: (0522) 502393
Lincoln
LN6 3LF E-mail : mkite@lincoln.gpsemi.com
England (from Janet): mkite@com.gpsemi.lincoln
==========
I just work for G.P.S., I ain't got no authority - you know how it goes ...

2339. Re: Ultrascript, PS35 Font Set & PageStream 2.2b

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 12:32:29 UTC
From: djs@jet.uk
Message-ID: <1994Feb2.123229.5504@jet.uk>
Source record: 193726

In <CKI9x7.86y@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>In article <2iih5r$fb3@news.delphi.com>, Dom Alvear writes:
>>Second, and more importantly, I am looking for any hints and tips for using
>>Ultrascript with PageStream 2.2b. I already have the PS35 screen fonts, so
>>unless I can use the Ultrascript PS fonts (which I don't know if I can), I
>>just need to know how to get Ultrascript and PageStream to work together to
>>print PS documents on my Okidata OL400.
PageStream 2.2 comes with the font pack that contains the remains of the
PS35 set. It assumes that your printer has these, and uses the built-in
set. HOWEVER, if you read the REAME file, it says that you can delete
one file per font, then PageStream will use the PageStream version of
the font instead of the PostScript version. As a result, it will convert
the PageStream version to PostScript, and download it as part of the file.
So, you can print the PS35 set to a printer without all those fonts.
And, therefore, you can print to UltraScript without the extra fonts.

>I don't get it - you can use postscript fonts in pagestream itself (I know,
>I've got loads. And they work fine for display & printing on anything you like.

>So why does this guy want to use Ultrascript to print when he can do it direct ?
There may well be good reason. I do not have UltraScript but I do use
GhostScript. Only yesterday I did some experiments, and showed that printing
using the PageStream Dj550c driver gave *Vastly* inferior results to using
GhostScript (and the PageStream PostScript driver). The latter route is
obviously slower, and one has to look out for a problem with GS2.6.1, but
the results I got via this route were quite impressive.

The main difference between the direct and via-PostScript routes is in
the colr representation. The PageStream 550c driver generates unpleasing
half-tone patterns, and seems to dump too much black ink. The GhostScript
driver uses random dithering, which seems to give better results on
nearly all output.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2340. Re: Lattice or Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 12:48:19 UTC
From: djs@jet.uk
Message-ID: <1994Feb2.124819.5665@jet.uk>
Source record: 193727

In <CKK52F.Ju@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:

>I have to stick up for Lattice C. I've been pushing 5.6 fairly hard for the
>last 2 weeks, and it works fine...
But the main gripe that people here had with Lattice was not with the
compiler itself, but of the terrible new manuals.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2341. Re: Atari in InfoWorld

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 13:29:33 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1612@usdtsg.DaytonOH.NCR.COM>
Source record: 193728

In article <CKKFHI.3v5@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>Everyone see Atari mentioned in the gossip column of the Jan 31 InfoWorld?
>'Cringely' says the Jaguar isn't selling so well...

Considering it hasn't even been release nationally yet (or
internationally) how could it be selling a ton? I'd be more curious
to hear how it's selling *where it's being sold* (i.e. are they
getting sold out, etc?)...

>and speculates that either
>IBM or <someone else....Sega, maybe?> might want to buy the company and
>basically use it as a game trademark.

Interesting rumor. Let's see, first it was Commodore that was
going to buy Atari, then possibly Nintendo, and now Sega. Interesting
that a company that most people in the world thought disappeared in
the 80's would be so attractive to big names (according to rumors :-)

>I personally think that if the Tramiels didn't get a kick out of owning a
>computer company, Atari would have folded long ago--like about when the size
>of the Federated fiasco came out. So I don't think Atari is for sale, and I
>think we'll see a Falcon+ before a Jaguar II. But I know even less than

Or if we're lucky, a Falcon with maybe an 040 and the Jag's
specialized chips? Would be cool...

From a purely business standpoint, I'm sure people wonder why
Atari (and Commodore) continue to manufacture "non-standard"
(i.e. non-MAC/IBM) equipment. Well, the Tramiels seem to be surviving
on it regardless (besides, it's fun to buck the trends :-)

Rob

2342. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 13:47:03 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb2.134703.27105@bradford.ac.uk>
Source record: 193729

Graeme Rutt writes:

: software? My favourite is Connect... which is shareware and is available
: in pub/atari/Telecomm on the atari.archive.umich.edu... version 2.44 is
: the latest I know of - look for an 'E' in the filename to denote the
: English version. You should find info in the archive which describes how
: to register in your country of origin.

The latest version of CoNnect is 2.45. I just found it in

ftp.uni-kl.de:/pub3/atari/incoming/connect_v2.45_english.lzh

Oh and by the way, for general usage and speed (its not GEM) I think
UniTerm is excellent. I do not think it is very fair to class this amazing
piece of programming, which started development as early as 1988, as
'crap'. It strikes me that you have not seen it in action. The one problem
with UniTerm is that it will not run on the Falcon (at least not easily).

I like CoNnect too, particularly the fact that is fully GEM and MultiTos
compliant, but I find with it, it is not as easy to get a certain thing to
occur, such as 'CTRL-F4' in UniTerm does a text screen dump to the printer.

So the moral is, try a few terminal packages before you decide which is
the one for you. Luckily, all but Stalker are Public Domain or Shareware,
so you can try them without incurring too much cost.

Steve Taylor.

2343. Re: Falcon Monitors.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 13:54:19 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb2.135419.28834@bradford.ac.uk>
Source record: 193730

The only monitor which will display all current Falcon resolutions (RGB and VGA) is a low-range MultiSync monitor: these cost around 450 UKP. To enable them to operate also in RGB modes, a simple switch needs to be attached to the monitor adaptor - Email me if you want details of this, although it has been posted here before.

Steve Taylor.

2344. How to start GEM programs from mupfel?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 14:02:20 UTC
From: man@prip.tuwien.ac.at
Message-ID: <2iobpc$dgv@email.tuwien.ac.at>
Source record: 193731
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I installed GEMINI 1.99 on my MEGA STE (TOS 2.05) and started the
text shell MUPFEL directly from the desktop and was not able to start
any GEM programm (.APP, .PRG). I always got an error message saying
"can't start GEM programms".

Is there really no way to do this?
--
Michael A. Neuhauser Dept. for Pattern Recognition and Image Processing
man@prip.tuwien.ac.at Technical University of Vienna, Treitlstr. 3/183/2
A-1040 Vienna AUSTRIA (Europe)

2345. Re: ST Packet Radio Program ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 14:11:46 UTC
From: lannie@picard.infonet.net
Message-ID: <2iocb2$lbp@insosf1.infonet.net>
Source record: 193732

wilson@netsys.com (Wilson Small) writes:

>Wondering if there is a packet radio program available for the
>Atari ST.... ??

>wilson

I would also like any information on this. I live in Des Moines, Iowa
and the Ham radio's are everywhere! I have one and I would like to get
a packet setup going. Any info would be appreciated!

Lannie

2346. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 14:15:20 UTC
From: lannie@picard.infonet.net
Message-ID: <2iocho$lbv@insosf1.infonet.net>
Source record: 193733

cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:

>alberto@terapin.com (Alberto Fonseca) writes:

>>the "old" ST series computers. Who cares if Pac Man works on the Falcon030?
>>:)

>Great, so pacman works on a Falcon! thanks for that info. :)

>M.A.O.

I think if someone likes the old series games, then post them in the
list. Knocking them because they like it is stupid. The idea of a list
is a good one. Why should someone have to go through all the experimenting
again if someone already has? I am going to buy a Falcon based on its
ability to run OLD software. The list IS a good idea.

Lannie
Iowa Network Services, Inc.

2347. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 14:17:00 UTC
From: lannie@picard.infonet.net
Message-ID: <2iocks$lc1@insosf1.infonet.net>
Source record: 193734

pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:

>If I buy a 386 emulator for my falcon will I be able to run Doom?

>I love this game!!

>I have heard it will be coming out for the Jaguar but I can't get a Jaguar
>here in the UK yet.

>Phil
>(E-mail pd@mbuc.bio.cam.ac.uk)

>--
>It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
>cigarettes, it's dark, and we're wearing sunglasses.

>Hit it.

PLEASE say someone will port this to the Falcon! Think of the possiblities
of this game taking full advantage of the Falcon. I ran it on a 486 DXII 33
and it was so so

2348. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 14:45:03 UTC
From: mdg@ukc.ac.uk
Message-ID: <8008@gos.ukc.ac.uk>
Source record: 193735

In article <1994Feb2.134703.27105@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>'crap'. It strikes me that you have not seen it in action. The one problem
>with UniTerm is that it will not run on the Falcon (at least not easily).

I've never had any problem with UniTerm on my Falcon, it runs in 'ST-High'
very nicely thank you very much and it is still one of the only comms package
to support the kermit protocol which I need to transfer files from my Falcon
to a Unix Host.

Griff.
--

2349. Re: Knights of the Sky

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 14:46:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ioed3$vj@mailer.fsu.edu>
Source record: 193736

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
>
> P.S. Any other good two-player/null-modem games??

I challenge all comers for Populous I or II (loser pays the phone bill :-).
Also, Falcon and Stunt Car Driver are excellent. Falcon is really incredible
in two player null modem mode. I know that Populous can be played across
platforms (i.e. on can modem a PC and an ST together and play). I presume
Populous II would be the same way. I'm not sure about the others.

Finally, there is a freeware/shareware (I can't remember) game on atari.archive
called rayoid that supports modem play. It is sort of an asteroids clone.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2350. Conecting Phillips Mk II monitor to a Video???

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 15:03:45 UTC
From: si@dcs.ed.ac.uk
Message-ID: <CKLr6A.5tn@dcs.ed.ac.uk>
Source record: 193738

Hi, I was wondering if it is possible to display a TV picture on
a phillips mk2 monitor using a Scart connector from a video to the
phillips D type rgb connector?

If anyone can help, that would be great!

Thanx

Stuart

2351. Gcc document

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 15:18:59 UTC
From: whitema@rtsg.mot.com
Message-ID: <2iog93$rvh@delphinium.cig.mot.com>
Source record: 193739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all!

I've upload a file to atari.archive.umich.edu called "gccdoc.lzh". This gives information on how to set up your ST/TT for gcc (and g++). NOTE: I'm not responsible for the content, I only translated it to text and AtariWorks format. The original (which is included) is in TeX format. The original author's email address is in the document.

Have fun.

Michael
whitema@rtsg.mot.com

2352. MSA, Piracy, misc.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 15:33:07 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2ioh3j$5c2@charm.magnus.acs.ohio-state.edu>
Source record: 193740

Well, my usage of MSA has been nothing short than a B movie Horror flick. The only program that I was ever able to partially get to work with MSA was Chaos. When I say partially, I mean to say that the program is in two MSA parts, but it runs fine with only the first file. IF the program is supposed to be on two disks, then I don't know when it asks to switch disks, The program works fine, but it seems to be missing two-three sound files (which I have no idea where in the program they are used...)

I should try to create a list of all of the msa files from the archive that I have not been able to get working... I know of at least ten that don't seem to work.

I really don't care if it is good for piracy, if it is, then those pirates are having better luck using the program than I. Piracy in my opinion is what ruined the atari 8-bit, not the creation of the ST. If we want to doom Atari (or any other platform) to an early grave, than keep this up.

As a general consensus, and not to discredit its programmer, would it be possible to convert all of the MSA programs to other, more stable archive utilities, Or make sure that the programs that do use MSA do work properly? I understand that this is going to take take alot of time, and I would be willing to try to see which ones work. It just riles me a little when I download a file from the archive, then download it overnight onto my system and then not have it work...

Michael Steve jr.
The Sequel

2353. TOS PATCH LIST

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 15:36:45 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKLsp9.BC6@newcastle.ac.uk>
Source record: 193741

```
==========================================================================
TOWNS' LITTLE GUIDE TO REVISIONS - VERSION 1.0
------------------------------------------
Written by John Townsend, Atari Corporation
==========================================================================
This is a small document that explains in very terse terms the
differences between the TOS revisions available for ST/MEGA/STE/Mega
STE/TT machines, what patches are needed for what revisions, the formats
they are available in, and any notes I can think of.
I hope this will clear up some of the confusion with the different TOS
versions. If you have any questions on this document, please let me
know here on GEnie. My GEnie Address is: TOWNS.
Special thanks to Leonard Tramiel, Allan Pratt, and Doug Wheeler for
their involement with this little Document. Thanks again!
Comments are welcome..

-- John Townsend
Atari Corp.

ROM TOS (TOS 1.0)
-------
The original ROM TOS, this version shipped in 520ST and 1040ST machines.
It is no longer shipping in any machines.
Formats: 2 chip ROMs, 6 chip ROMs
Machines: 520ST, 1040ST
Utilities: FOLDRXXX.PRG
FOLDRXXX.PRG will add more entries into your OS Pool. In TOS 1.0 and
TOS 1.02, the limit for the number of directories that you can enter is
around 40. With this program you can extend that limit much higher. If
you are using a hard drive, this program is recommended highly. It will
work with all TOS versions and will improve the performance of your
system.

Notes: GET TOS 1.04 TODAY! TOS 1.04 is the latest version of TOS for
520/1040/MEGA owners. It is MUCH faster, has faster, better
disk I/O, many other improvements.
MEGA TOS (TOS 1.02)
--------
This is commonly referred to as MEGA TOS. This version of TOS fixes some
minor problems in TOS 1.0 and has support for the BLiTTER chip and Real-
Time Clock chip.

Formats: 2 chip ROMs, 6 chip ROMs
Machines: 520ST, 1040ST, Mega 2, Mega 4
Utilities: FOLDRXXX.PRG
```

FOLDRXXX.PRG is explained above.

Notes: See notes for TOS 1.0.. GET TOS 1.04 TODAY!

Rainbow TOS (TOS 1.04)

TOS 1.04 or Rainbow TOS, as it is commonly known is the latest version of TOS available for 520/1040/MEGA owners. It has been available as a dealer upgrade for awhile now. It has much more robust Disk I/O, Autorunning of GEM programs at boot up, a fix for the 40 folder limit, and much more. Most of all is it much faster than previous versions of the Operating System.

Formats: 2 chip ROMs, 6 chip ROMs (available as Upgrade!)
Machines: Stacy
Utilities: TOS14FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG
TOS14FIX.PRG solves some small problems in the AES (for additional information, please see the documentation that accompanies the TOS14FIX.PRG program).
POOLFIX3.PRG fixes a bug in GEMDOS. Documentation that accompanies the POOLFIX3.PRG program explains (in detail) the problem that it fixes.

CACHEXXX.PRG is a new program that adds GEMDOS buffers to your system. The caching of data and disk directories by GEMDOS (when this program is used) will result in your system running much faster! This program is highly recommended and requires TOS 1.04 or higher for full benefits!
FOLDRXXX.PRG is explained above.
Notes: Please use the utilities available and if you haven't upgraded to this version of TOS yet.. please consider doing so. It's a very worthwhile upgrade.

There are some disk-based versions of _early_ developer only releases of TOS 1.04 floating around on BBS systems here in the United States and abroad. Please don't use them! They are bad news! They have some very nasty bugs and have been known to corrupt data!

STE TOS, Rev 1 (TOS 1.06)

TOS 1.06 is the TOS version that is shipped with the 1040STE and 520STE machines. It is essentially TOS 1.04 with support for the new hardware that the STE has.
Formats: 2 chip ROMs
Machines: 520STE, 1040STE
Utilities: STE_FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG
STE_FIX fixes the infamous Desktop Medium/Low resolution bug. The problem is that there is a bug in the desktop code in this version of TOS that prevents the user from booting into Medium Resolution. The patch program STE_FIX will solve the problem. Once it is executed in the AUTO folder, the problem no longer exists.
FOLDRXXX.PRG, CACHEXXX.PRG, and POOLFIX3.PRG are explained above.
Notes: This version is only available in 1040STE and 520STE machines.

It isn't available for upgrading. It won't work in older
machines.

STE TOS, Rev 2 (TOS 1.62)

This is a slightly revised revision of TOS 1.6. It fixes the POOLFIX
problem in GEMDOS and the problem in the Desktop that was present in
TOS 1.06.
Formats: 2 chip ROMs
Machines: 520STE, 1040STE
Utilities: CACHEXXX.PRG, FOLDRXXX.PRG
CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in 1040ST and 520STE machines.
It isn't available for upgrading.
Mega STE TOS (TOS 2.05) ---
TOS 2.05 is the version of TOS currently shipping in the Mega STE.
Formats: 2 chip ROMs
Machines: Mega STE
Utilities: CACHEXXX.PRG, FOLDRXXX.PRG
CACHEXXX.PRG and FOLDRXXX.PRG are explained above.
Notes: This version is only available in the Mega STE. It isn't
available for upgrading.
TT TOS (TOS 3.01) ---
TOS 3.01 is the version of TOS that originally shipped in the TT030.
Formats: 4 chip ROMs
Machines: TT030
Utilities: CACHEXXX.PRG, FOLDRXXX.PRG
CACHEXXX.PRG and FOLDRXXX.PRG are explained above.
Notes: This version is only avaible in the TT030. It isn't available
for upgrading.
TT TOS (TOS 3.05)

TOS 3.05 is the latest version of TOS currently shipping in the TT030.
Formats: 4 chip ROMs
Machines: TT030
Utilities: CACHEXXX.PRG, FOLDRXXX.PRG, SERPTCH1.PRG
CACHEXXX.PRG and FOLDRXXX.PRG are explained above.
Notes: This version is only avaible in the TT030. It isn't available
for upgrading.

Mfg,

Wilfred Kilwinger
Support Manager
Atari Benelux,
International Support Center

2354. Re: Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 15:50:46 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Feb2105046@wpi.WPI.EDU>
Source record: 193742

```
0{{ "Steven" == Steven D Ourada <sourada@iastate.edu> writes:
Steven> :MODELS: 93.01.30 All the models in the ST line
Steven> ============================

Steven> Feature key: CPU's: 8 8 MHz 68000 16 16 MHz 68000 16/3 16 MHz
Steven> 68030 32/3 32 MHz 68030

Steven> RAM: /1 128kB /5 512kB 1 1MB 2 2MB 4 4MB S SIMM slots for
Steven> expansion

Steven> Built-in: F Floppy M TV modulator

Steven> Extra: AV 8 bit digital stereo audio, 4096 colors, hardware
Steven> scrolling, analog joystick ports MB MegaBus processor-direct
Steven> bus slots 6U 6U VME bus slots, second serial port FC Motorola
Steven> 56000 DSP, 16 bit stereo audio, much enhanced video

Steven> TOS: Highest built-in TOS

Steven> Name CPU RAM TOS B.I. Extra Comment
Steven> Mega STe 16 1S 2.06 F AV,MB,6U

This isn't quite true... My MegaSTe, at least, would look more like
this:

Mega STe 16 2S 2.06 FM AV,6U

Was there ever a MegaSTe shipped with 1 meg?

Mine, at least, has an RF Mod..

There's no STe-style 15-pin analog joystick ports that I can see!

There's no Megabus slot either!

hoo well!

.s.
--
- lancer@wpi.wpi.edu - - "the Woman in the Wall": -
- He was just a social drinker but social every night -
- He enjoyed a pint or two or three or four -
```

2355. Re: GEMAR 2.x in the US?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 15:51:30 UTC
From: saj@chinet.chinet.com
Message-ID: <CKLtDv.HMI@chinet.chinet.com>
Source record: 193644

I'm just keeping my request alive. I have another gemar 1.x distribution now. Still doesn't claim to have been tested on the Falcon (which I'm told is the big practical advantage of the latest version). Still no English language stuff. Honest, folks: if this is a way to use my tape backup unit I'm willing to send money. I'll even buy mark-denominated travellers checks if that's the right way to pay. Answers?

Steve

2356. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 15:51:47 UTC
From: lannie@picard.infonet.net
Message-ID: <2ioi6j$m04@insosf1.infonet.net>
Source record: 193743

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <1994Feb2.134703.27105@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>>'crap'. It strikes me that you have not seen it in action. The one problem
>>with UniTerm is that it will not run on the Falcon (at least not easily).

>I've never had any problem with UniTerm on my Falcon, it runs in 'ST-High'
>very nicely thank you very much and it is still one of the only comms package
>to support the kermit protocol which I need to transfer files from my Falcon
>to a Unix Host.

>Griff.
>--

There are a lot of Z-Modem packages out there for Unix systems. Why don't
you put one on the unix box and switch to zmodem transfers. The SZ prg
on my Unix box is about 54000 Blocks. Small.

2357. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 16:18:46 UTC
From: mdg@ukc.ac.uk
Message-ID: <8012@gos.ukc.ac.uk>
Source record: 193744

In article <2ioi6j$m04@insosf1.infonet.net> lannie@picard.infonet.net (Lannie Schafroth) writes:
>There are a lot of Z-Modem packages out there for Unix systems. Why don't
>you put one on the unix box and switch to zmodem transfers. The SZ prg
>on my Unix box is about 54000 Blocks. Small.

But the serial connection to the Unix host is not 8 bit clean, so I have to use Kermit when uploading files - I do however use SZ for downloading files from the Host.

Griff
--

2358. Re: Conecting Phillips Mk II monitor to a Video???

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 16:22:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKLuts.LC8@barclays.co.uk>
Source record: 193745

You can't connect to RGB as home videos don't output it. You can connect the composite video though and a lead for phono-scart or whatever your video has would be easy to get at most places like Dixons.

--

```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

2359. Re: using CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 16:45:32 UTC
From: dwallace@wam.umd.edu
Message-ID: <2iolbc$bjt@cville-srv.wam.umd.edu>
Source record: 193746

I don't know about CD-ROM drives on Atari, but in a PC environment, a CD-ROM program may still hog as much as 15 or so megs of hard-drive space. The main reason for this is that CD access times are nowhere near as fast as a decent hard-drive. While CD ROM would certainly be nice for cataloging large amounts of data, they are rather awkward in anything where lots of frequent access is called for (i.e. games). All in all, I am pretty unimpressed with CD-ROM technology, and getting one is pretty low on my list of priorities.

2360. Re: ST Packet Radio Program ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 17:07:48 UTC
From: woodford@esca.com
Message-ID: <1994Feb2.170748.23533@esca.com>
Source record: 193748

wilson@netsys.com (Wilson Small) writes:

>Wondering if there is a packet radio program available for the
>Atari ST.... ??

>wilson

From the FAQ:

```
------------------------------------------------------------------------
Where can I find Ham Radio software for the ST?
===============================================

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

------------------------------------------------------------------------
```

Cheers, Steve.

2361. Re: MSA, Piracy, misc.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 17:22:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2iong8$2gs@mailer.fsu.edu>
Source record: 193749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Steve (msteve@magnus.acs.ohio-state.edu) wrote:
> Well, my usage of MSA has been nothing short than a B movie Horror flick. The
> only program that I was ever able to partially get to work with MSA was Chaos.
> When I say partially, I mean to say that the program is in two MSA parts, but
> it runs fine with only the first file. IF the program is supposed to be on two
> disks, then I don't know when it asks to switch disks, The program works fine,
> but it seems to be missing two-three sound files (which I have no idea where in
> the program they are used...)

> I should try to create a list of all of the msa files from the archive that I
> have not been able to get working... I know of at least ten that don't seem to
> work.

Uh, many MSA files are in two parts _for one disk_!!! This is to keep the
size of the files down to something a PC floppy disk can handle (under 720k).
Many demo disks use an extended format (most of which MSA can handle just
fine, BTW) and end up being over 800k. Splitting the files makes life easier
for those that use PC formatted disks to transfer files around.

As an example, for many demos that come in two parts, the first file contains
tracks 1-41, and the second contains tracks 42-82. Thus, you restore _both_
MSA files to the same floppy disk to recreate the original.

So, go and get a copy of MSA 2.3+ from atari.archive, and look a the file
information when you use it (there is an "info" button)! If the file only
contains part of a disk, obviously one needs to restore more than one file
to rebuild the disk.

I'd bet that most of your failures have to do with this phenomena. It
sounds like your working Chaos disk did so only by pure luck (i.e. it did
not care about accessing anything past the first 40 tracks or so, or at least
did not die from it).

> As a general consensus, and not to discredit its programmer, would it be
> possible to convert all of the MSA programs to other, more stable archive
> utilities, Or make sure that the programs that do use MSA do work properly?
> I understand that this is going to take take alot of time, and I would be
> willing to try to see which ones work. It just riles me a little when I
> download a file from the archive, then download it overnight onto my system and
> then not have it work...

MSA is perfectly stable, given that your floppy drive can handle up to
82 tracks, 10 sec/track!! Even the older versions worked fine on my
box-stock Mega2ST. Get a copy of DC Maxtracks and find out if your floppy
is one of those that barfs on anything over 80 tracks (it is also available

from atari.archive). If so, look into having it swapped out for one that can handle extended formats.

It sounds to me like your problem is one of misunderstanding. MSA is a format that requires a bit of understanding concerning technical information about floppy disks (i.e. what constitutes an extended format, what constitutes a partial disk, etc.). So, here is the scoop.

A "regular" DSDD floppy disk on an ST is formatted 80 tracks, 9 sectors per track. Anything above this (for either numbers) is an extended format. A very common one is 82 tracks, 10 sectors per track, which virtually every ST/TT can handle (you might be one of the unlucky few, DC Maxtracks can tell you this). In addition, there are also special methods of formatting (independent of the number of tracks or sec/track). A very common one is "twisted" or "skewed" formatting. This method orders the sectors in such a way as to double the speed of reads and writes! I use 82/10 Twisted disks almost exclusively on my ST, except when I need DOS compatibility (for that I use ps2form.tos, again from atari.archive).

MSA is a program that allows one to transfer an entire diskette in a single file. It analyzes the floppy to figure out the format, and writes this information, the boot sector (which may contain code to enable the disk to boot and execute without an auto folder, or even any "files" as you normally think of them), and the data from each sector on the disk to a file. You can tell it to do only part of the disk, and it handles it just fine.

MSA was not intended for piracy per say, though it is often used to transfer "cracked" game disks. The "cracking" of the disk involves getting rid of various copy protection routines such that the disk can be duplicated by something simple like MSA. In general, even trivial copy protection will defeat MSA. So, MSA is not a pirate copy program, and was not intended for piracy (I had an email conversation with the original author some years ago). It simply makes it easy to transfer self-booting disks around.

Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2362. BACKUP

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 17:23:45 UTC
From: olso0001@gold.tc.umn.edu
Message-ID: <olso0001.760209825@gold>
Source record: 193750

What is the best program for making backup disks for the atari? My friend has an ST and is using Q-base for sequencing, he has no hard rive and is runing Q-base off the original disks! I find that a bit dangerous.
olso0001@gold.tc.umn.edu

2363. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 17:25:17 UTC
From: 1gross@rzdspc54.informatik.uni-hamburg.de
Message-ID: <2ionlt$beb@rzsun02.rrz.uni-hamburg.de>
Source record: 193601
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de) wrote:

: I have also checked the Falcon without Caches. If you switch the caches ON
: you will only get a 15-25% improvement. This does NOT fit in the tests I have
: made with some Standard Applications. The avarage improvement in "real life
: situations" is 72%.

well, one thing I've come around this weekend is a test in a 1986 issue of "mc"
a German magazine. They have compared a *fast* 13 MHz 286 with a ST and an INMOS
Transputer. The result has been very poor for the ATARI. But wait, they used the
Megamax C-Compiler. So I typed the program in and compiled it with Pure C. The
difference is 55 seconds (Megamax) to 20 seconds (Mega ST).
Since you all used the same compiler there has to be a different reason.

One thing about the dhrystone: It uses mainly the instructions RISC systems are
designed for so the ARM gets these very high ratings. There are other benchmarks
that use floating-points and the math-library, a computer equipped with a FPU will
win on this test. For example there has been a demo on the last CeBit where a
falcon has outrun an Alpha PC with fractals because the programmers used the
fixed-points on the DSP.
These benchmarks don't tell the truth!
More important is, if you have to wait for a redraw of the screen or not. The
time you need to compile a program - or whatever you do with your computer - is
more relevant than comparing the times your computer needs to shuffle the towers
of hanoi. You will have to compare the applications! Is your word processor as
fast in searching and replacing as the others or faster? How long does it take
to print 10 pages?

I fear this posting is not that helping on benchmarks though it may help well
on comparing computers.

Bye,
Stephan Gross (1gross@rzdspc5.informatik.uni-hamburg.de)

: Result: The Dhrystone benchmarks aren't Cache-friendly (they don't seem to
: fit in the F030-Caches). As the F030 only has a 16 bit data-path to the
: memory, the results of the benchmarks turn out bad.

: Ciao, Heiko.

: +---+
: | Heiko Hartmann | MEMBERS OF |
: | higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
: +---+

2364. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 17:36:43 UTC
From: thopman@uoguelph.ca
Message-ID: <2ioobb$kjd@nermal.cs.uoguelph.ca>
Source record: 193602

A.V. Groenink (avg@cwi.nl) wrote:

: Does anyone have experience with Spectre GCR and a TT with a 1.44MB
: floppy disk drive? And what about mac emulation in general? What resolutions
: are possible? Anything more than 640x400 at mono? Of course there is
: no such thing as a patch that makes it work with a graphics board :-)...

AFAIK, the GCR doesn't work with high density disks. Of course, you can
use your 1.44 MB drive to read regular low density disks. Any monochrome
resolution should be possible. I haven't used Spectre in resolutions
higher than 640x400, but the documentation specifically mentions TT high,
and says it will work there, as well as with any other monochrome rez.

THeo

2365. Re: Mega STE already HAS 1.44 floppy?????

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 17:40:13 UTC
From: thopman@uoguelph.ca
Message-ID: <2iooht$kjd@nermal.cs.uoguelph.ca>
Source record: 193603

John Richardson (richardson@vaxr.sscl.uwo.ca) wrote:
: I was looking back through some copies of St Format magazine (to find the level
: codes for Lemmings actually) and I saw an article about "inside the mega ste".
: Since I have recently acquired a used mste I started reading. One interesting
: point was that they claim ALL megas have 1.44 floppies, and if you use the
: standard system format it will give you 1.44!!! Can this be right? They also
: state that the manual says nothing about the 1.44 capacity of the computer.
: This was when the mste first came about, so this would apply to the earliest
: mste's. Is anyone sure of any of these 'facts'?

Not all MSTe's have 1.44 floppies, but most (the newer ones) do. If you
don't have one, you should be able to get one by upgrading the drive
controller chip, and the drive and the TOS version (if necessary). Try
formatting a high density disk with the system format and see what
happens.

THeo

2366. 57k bps on 1040STe serial port possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 17:50:06 UTC
From: selick@bu.edu
Message-ID: <2iop4f$8tc@news.bu.edu>
Source record: 193604

I have been getting a consistent 1932 CPS on my 14.4 fax/modem with Zmodem, and I was wondering if there is a simple way to get 57kbps through the standard serial port with software? If not, is there a diy upgrade or relatively cheap commercial upgrade for the port? In Computer Shopper the review of my Computer Peripherals ViVa 14.4 says they got 5,170 cps! I'd love to get it with Uniterm, but would consider a shareware fee or something like that if another package will deliver 57kbps zmodem and vt100 compatibility.

Thanks,
Steve
selick@acs.bu.edu

2367. Re: EBIDC file reader ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 18:00:48 UTC
From: walra@moacs11
Message-ID: <oly9v4znx_s@moacs11>
Source record: 193605

In <1994Feb2.111842.18782@dmu.ac.uk>, SG Yardley wrote:

> I have some text files which I have a feeling are saved in the
> IBM equivalent of ASCII (256 chars instead of 128)
>
> Is there a program to convert it to ASCII or to display it some how???

You can convert EBCDIC to ASCII with the dd command. For example:

dd if=foo.ebc of=foo.asc conv=ascii

will convert the file foo.ebc and write ascii output to foo.asc.
Look at the manpage for more information.

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

2368. Still looking for MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 18:06:16 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CKLzMG.FEv@freenet.carleton.ca>
Source record: 193607

Well the title sais it all email me your price

Regards,
Andrew
--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

2369. STOS - To Everyone who wrote

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 18:50:47 UTC
From: gstewart@cs.strath.ac.uk
Message-ID: <2iosm8$goi@dunlop.cs.strath.ac.uk>
Source record: 193608

A big thanks to all those who wrote in response to my original article.
I'm glad that you proved me wrong, and weren't ALL tech heads.

Looking forward to hearing from you on the new STOS mailing list.

Cheers _______ _______
/ _____/ / _____/
/ / / /_____
/ / __ /_____ /
/ /___/ / ______/ /
/_______/raham /_______/tewart

2370. Cleveland Free-Net Internet Access Easier!

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 19:04:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2iotf7$8v7@usenet.INS.CWRU.Edu>
Source record: 193609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

Access to the Cleveland Free-Net Atari SIG has just recently become
more easier by allowing 60 more Internet connections.

The telnet address to this Internet machine is:

telnet 129.22.8.32
telnet kanga.ins.cwru.edu

The new version of the Cleveland Free-Net Atari SIG is not expected to be
released for a few weeks yet. The one that you will see when logging on
to Free-Net is the older version.

Len

--

2371. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 19:14:43 UTC
From: 1gross@rzdspc54.informatik.uni-hamburg.de
Message-ID: <2iou33$beb@rzsun02.rrz.uni-hamburg.de>
Source record: 193610

Michael Clemmetsen (michael@rz.fh-heilbronn.de) wrote:
: I'm looking to upgrade from 1st Wordplus to a wordprocessor with scalable fonts.
: The choice to me seems to be between Calligrapher using its own system and buying
: Speedo GDOS and a compatible WP.

I've recently bought 1st Wordplus 4 from Compo Software. It's really good! You can use every font in the SPEEDO package together with the old GDOS-fonts. If you buy a new font you have to send it to them so they can give you a font-file that they use together with the SPPEDO font. This file is needed since 1ST WP 4 runs even without SPEEDO-GDOS and displays even then the new fonts.

This wordprocessor comes with the Langenscheidt spell-checker and some other languages are configurable.

: Michael

bye,
Stephan Gross (1gross@rzdspc5.informatik.uni-hamburg.de)

2372. Re: 57k bps on 1040STe serial port possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 19:20:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ioudr$j4k@mailer.fsu.edu>
Source record: 193611

Steven Selick (selick@bu.edu) wrote:

> I have been getting a consistent 1932 CPS on my 14.4 fax/modem with Zmodem,
> and I was wondering if there is a simple way to get 57kbps through the
> standard serial port with software? If not, is there a diy upgrade or
> relatively cheap commercial upgrade for the port? In Computer Shopper the
> review of my Computer Peripherals ViVa 14.4 says they got 5,170 cps! I'd
> love to get it with Uniterm, but would consider a shareware fee or something
> like that if another package will deliver 57kbps zmodem and vt100
> compatibility.

Pick up a copy of Connect. Contained within are some references to hardware mods that will increase your serial speed without errors. Also, there is a file 38400.lzh on ftp.math.fsu.edu (192.12.122.28) that was recently posted here. It contains instructions for a very simple mod that will give you 38.4k on a regular ST. You might also be interested in gszrz228 (a GEM Zmodem that is really nice) and some Uniterm macros I hacked together for it (rzsz_mac.lzh).

Connect has specific support for the hardware mods it mentions. Other programs will probably have 19200 mapped to 57600 baud, or some other hack. Connect is definitely worth a look. It is a fine program. The latest version is 2.45 on ftp.uni-kl.de.

You failed to mention what kind of ST you have. This makes a difference! Incidentally, do you get 1932 on binary downloads? This is better than I have been able to get (I average around 1600CPS during binary downloads).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2373. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 19:24:52 UTC
From: 1gross@rzdspc54.informatik.uni-hamburg.de
Message-ID: <2ioum4$beb@rzsun02.rrz.uni-hamburg.de>
Source record: 193612

Arno Welzel (joey@zaphot.abg.sub.org) wrote:
: In <jcassara.0gya@weird.miami.fl.us> Joe Cassara wrote :

: TOS stands for "The Operating System" - wich means the whole operating
: system of Atari.

I remember something like "Tramiel Operating System", but then this was
a flame in 1985.

: Greetings, Arno

Ciao,
Stephan Gross (1gross@rzdspc5.informatik.uni-hamburg.de)

2374. Re: Falcon's BLiTTER perf.

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 20:37:30 UTC
From: njh@ukc.ac.uk
Message-ID: <6728@merlin.ukc.ac.uk>
Source record: 193619

In article <njaale.110.2D4F8D13@dhhalden.no> njaale@dhhalden.no (NJAAL EIDE) wri
tes:
>Not exactly, on the Amiga blitter a shift is always free, as is logic with a
>combination of blitter-channel A and D. It's when you are beginning to
>involve logic with blitter-channels B and C that things get a little bit
>slower.

Logic with A & D? What sort of logic is that? You can do either D=A, or D=0.
That's hardly logic, is it? D is write-only, you can't perform logic with it.
The only thing you can do with Channels A and D is a straight move. To do logic
you must have more channels, which as you said, makes it slower.

--
Niki Hemmings. University of Kent at Canterbury.

2375. Re: apple suits (was Problem with AES)

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 21:07:43 UTC
From: lordthan@news.delphi.com
Message-ID: <2ip4mv$d4@news.delphi.com>
Source record: 193622

Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli) writes:
>In a message dated Sat 29 Jan 94 21:42, Cherborth@semprini.waterloo-Rdp.on.
>wrote:
> CR> Well, the AV Macs are just Apple doing right what Atari managed to
> CR> fumble with the Falcon, and the PowerPC Macs are just fast Macs. No
> CR> memory protection and no real multitasking yet on the PowerPC version
> CR> of
> CR> System 7; hardly innovative, just getting on a hot trend at the
> CR> beginning.
>Uhhh?!?
>I think these MACs are closer to NeXT than Falcon...no?

The PowerPCs are *much&* more than just "fast Macs". They, along with the PC clones which will be based off the same CPU, represent the next generation of computing. Atari (or Commodore) will have nothing to compare; they will be wandering around with the then-anemic 68000 series until Apple, IBM and Motorola decide to sell other manufacturers the chip (which won't come for a long while, I'm certain).

I also find it amazingly humorous at how many Atari users (and Amiga users) bash the Macintosh. Talk about insecurity! I own both an ST and a Mac; I've been on both fronts, and I'm well aware of Apple's attitude and Atari's attitude towards their customers (both personally and financially). Now you know why I switched my primary computing platform to Mac.

-Steve

Divert flames to alt.trash.i.don't.give.a.shit, please...

2376. GEMulator?

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 21:31:28 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <199402022131.QAA18507@bottom.magnus.acs.ohio-state.edu>
Source record: 193625

Hello all,

I would like to get in touch with the maker/designer of GEMulator. If anyone knows an e-mail address (or phone number) could you please mail it to me.

Thanks bunches!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is in fact NOT true that all american beers are brewed
/ | \ \// in a single, secret underground vat roughly the size of
Pakistan... It just TASTES that way."
- The Curmudgeon

2377. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 21:40:56 UTC
From: hiot@helios.rz.tu-clausthal.de
Message-ID: <1994Feb2.214056.21880@solaris.rz.tu-clausthal.de>
Source record: 193559

Hello

Where can i get Elite II in germany and how many cost it?

--

____ ___
/ / / / Oliver Teuber hiot@sun.rz.tu-claustahl.de
/ / / / Schulweg 8
/___/ /__ _/_ D-37534 Badenhausen DH0OAE@DB0KG

ftp.tu-clausthal.de: FTP-Server fuer HAM-RADIO,ATARI,UNIX,DOS,LINUX,MAC,AMIGA

2378. Re: TOS PATCH LIST

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 21:53:22 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Feb2165322@wpi.WPI.EDU>
Source record: 193629

I wonder why TOS 2.06 wasn't mentioned there? Must be an old
document...

What patch programs are necessary in 2.06? Just Cachexxx and
foldrxxx?

I have a MegaSTE. I currently just have the HSMODA02 patches (drvin,
mfp, and scc)

Is that enough?

.s.

--
- lancer@wpi.wpi.edu - - 0{{ Der Neubauten Kuss: -
- Hoer mich nur atmen, doch das beweist nichts -

2379. HELP - games on Mega/STE!

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 21:57:36 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Feb2165736@wpi.WPI.EDU>
Source record: 193630

I just got a MegaSTE (one of many from the looks of it!)

I'm having some problems with some games... Notably Populous I...

It works fine on my old 1040STf, but when I try to boot it on my MSTE
it just goes to the hard drive. If I try to look at the disk I get a
message that says the disk is bad! This must be a copy-protection
problem, I just don't know how to fix it!

Any suggestions?

Also, can someone clue me in as to the MegaSTE's booting proceedure?
I figured out that if you hold ctrl-shift-alt it'll boot from the
floppy (or am I just fooling myself?)

Is there a special keypress on bootup which causes it to behave
differently?

thanks,
.s.
--
- lancer@wpi.wpi.edu - - 0{{ Der Neubauten Kuss: -
- Hoer mich nur atmen, doch das beweist nichts -

2380. newsgroup

Newsgroup: comp.sys.atari.st
Date: 1994-02-02 22:01:40 UTC
From: Joseph_Hogan@UQAC.UQuebec.CA
Message-ID: <9402022203.AA06642@infocom>
Source record: 193631

Hello,

I am writing to see if the newsgroup is still going strong. I think
the source of our news has cut us off, or something, because it's been
3-4 days since I've gotten any news up here. If someone could
send a short message saying it's still alive, then I will chat with the
sysadm.

Thanks,

joe

2381. Re: 57k bps on 1040STe serial port possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 00:13:39 UTC
From: woodford@esca.com
Message-ID: <1994Feb3.001339.4487@esca.com>
Source record: 193634

selick@bu.edu (Steven Selick) writes:

>I have been getting a consistent 1932 CPS on my 14.4 fax/modem with Zmodem,
>and I was wondering if there is a simple way to get 57kbps through the
>standard serial port with software? If not, is there a diy upgrade or
>relatively cheap commercial upgrade for the port? In Computer Shopper the
>review of my Computer Peripherals ViVa 14.4 says they got 5,170 cps! I'd
>love to get it with Uniterm, but would consider a shareware fee or something
>like that if another package will deliver 57kbps zmodem and vt100
>compatibility.

This is a quite a coincedence! Today I just bought a 14.4kbps V42bis
modem for my ST (Supra 144L) and this afternoon I used ftp from the
office to get Connect v2.45 from ftp.uni-kl.de:/pub3/atari/incoming.

I've unarced the stuff and lo, there are some programs in there which
do indeed claim to increase speed up to 57kbps. However, all the
documentation for them is in german. Now, I did german at school many
eons ago, so I just about figured that the main program is MFP.PRG
which hooks into TOS's mfp interrupt for the ST rs232 port and is
written in such a way that it services the interrupts much quicker
than TOS. When I get home tonight, I'm going to try this out to see
if it can indeed be done.

They do seem to mention that a standard 8MHz ST may experience some
problems when blitting and/or long DMA accesses occur at the same
time as 57kbps transfers due to lack of CPU bus bandwidth. If this
is the case, even an ST with AdSpeed ST (e.g. mine!) would have
similar problems since only the CPU runs at 16MHz; the system bus
still runs at 8. :(

Anyway, I'll try this out tonight and report tomorrow on how it
turned out!

Cheers, Steve.

PS. If anyone fancies doing a full translation on those docs.......

2382. Re: Knights of the Sky

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 00:15:11 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKMGpB.Ev1@cix.compulink.co.uk>
Source record: 193635

>Does anybody know if it is possible to ply Knights of the Sky dual player
>using a null modem cable? I know the Am*ga version can, but there doesn't

Its single player only according to the box, and I've never found any
options in it to do anything else. Pity really as I *do* have 2 STs.

Unfortunatly it appears that the ST mags (at least in the UK), didn't get to
see the final version before reviewing it - and Atari ST User at least
stated it had a 2 player mode without actaully testing it (though the
review sort of implied they had done).

:-(

Roland.

@CiX

2383. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 00:30:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ipgio$1gv@uqcspe.cs.uq.oz.au>
Source record: 193637

ae-a@minster.york.ac.uk writes:

>Back in 1990, I heard rumours about STOS-PRO. This was supposed to be
>STOS with no line numbers, and more structure in the programming.
>This also never materialised.

Now, I don't suppose anybody remembers me saying "You should program with a real language like C, C++, Modula-2 or Pascal so that what you learn will be portable to new machines" the last time there was a language war here, but that's always been my position, and the deterioration of STOS is yet another example. Even Pascal and Modula-2 are risky at the moment, but they do teach good programming practices.

The time has also come for us to be VERY careful when considering writing in assembler. Write your VITAL components in assembler if you really must, but not the whole program. Assembler programming will soon be useless. Mark my words.

Ever tried assembler on a RISC machine? Whether it's programming a RISC PowerPC, or trying to schedule instructions for a Pentium, you won't be able to compete with the compiler's abilities.

I'm not trying to start a flame war: I'm sure there are people out there who think that all they will ever want BASIC can provide. I'm just saying be careful. I changed from Modula-2 to C++ a couple of years ago, because of foresight.

Programming an uncommon computer is one thing. Doing it in an uncommon language is something totally different. I say these same things to people who insist on hacking 386 assembler.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2384. Of Lasers and Men - v1.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 00:37:10 UTC
From: linz@int-evry.fr
Message-ID: <2ipgvm$1bb@reseau.cict.fr>
Source record: 193638

Of Lasers and men v1.0 will be released february, 20 1994, finished or not...

Included : - Some graph (I hope !)
- Bitmap Floor and elevated walls
- DSP optimisations (used at 60%)
- sound
- and bugs, of course.

-=-=-=

2385. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 00:45:39 UTC
From: linz@int-evry.fr
Message-ID: <2iphfj$1bb@reseau.cict.fr>
Source record: 193639

: pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:
: PLEASE say someone will port this to the Falcon! Think of the possiblities
: of this game taking full advantage of the Falcon. I ran it on a 486 DXII 33
: and it was so so

Sincerely, I do not think that it's possible to port DOOM on a falcon with
the speed of a 486DX50 (1 to 3 vbls per full screen !), even with the help of
god DSP.

To compare with, "Of Lasers and Men" with bitmap floors, on a VGA monitor,
using DSP, is about 6 to 12 vbls... Of course, I certainly do not use
their over-optimised algorithms... but...

Arnaud Linz.

2386. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 01:05:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ipikj$2ml@uqcspe.cs.uq.oz.au>
Source record: 193640

jcassara@weird.miami.fl.us (Joe Cassara) writes:

TOS = The Operating System
GEM = Graphical Environment Manager

AES = Application Environment Services subsystem
VDI = Virtual Device Interface subsystem
GEMDOS = File subsystem
BIOS = Basic IO subsystem
XBIOS = Extended Basic IO subsystem

TOS = GEM + GEMDOS + BIOS + XBIOS = everything
GEM = AES + VDI

GEM Desktop = the GEM program in ROM that runs automatically.

The GEM Desktop's GUI (Graphical User Interface) is written using AES.

`GEM Programs' are applications whos GUI is written using AES, VDI, GEMDOS.
They generally have the extension `APP', or `PRG'.

`TOS Programs' are programs written using GEMDOS, BIOS, and XBIOS.
They generally have the extension `TOS', `TTP', or `PRG'.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2387. Re: David Beckemeyer et al. Was:

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 01:42:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.0J8mefF31P2@semprini.waterloo-rdp.on.ca>
Source record: 193641

In <A13651@K.maus.de>, Michael Eibl writes:
> BTW, does anybody here in this group know what happened to the other
> "heroes" of the good old days? Just to mention a few names:
> Simon Poole, Todd Burkey, Moshe Braner, Michael Vederman...
> I'm certain that I forgot people that would deserve appearing in this list.
> I apologize in advance.

I saw David Parsons (orc) posting to, I think
misc.forsale.computers.workstation yesterday...

I think most of the "old timers" have moved on to supported systems,
mostly UNIX it would seem...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2388. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 01:51:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2iplah$4ff@uqcspe.cs.uq.oz.au>
Source record: 193642

ekrimen@netcom.com (Ed Krimen) writes:

>GEM: Graphic Environment Manager. This is the GUI.

Sorry Ed, computers don't have a GUI. Applications have a GUI.

Computers have a GUI Standard, that [attempts to] prescribe how an
application's GUI should look and behave. This is usually done by
providing an API (Application Programmer's Interface) which restricts
the range of GUI's that are possible so that they all follow the
GUI Standard.

It's just a heap of TLA's really.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2389. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 01:53:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2iplf2$4j7@uqcspe.cs.uq.oz.au>
Source record: 193643

d93rkr@t.hfb.se (Robert Krenn) writes:

>NO... I heard that it is ST for SixTeen bits, (TT - ThirtyTwo).

Bzzzt. ST = Sixteen/Thirty-two. TT = Thirty-two/Thirty-two.

This refers to the External/Internal bus width of the machines.

Therefore, Falcon is actually an ST.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2390. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 02:03:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5A8vYayP&Iw@semprini.waterloo-rdp.on.ca>
Source record: 193645

In <1994Jan25.230320.12811@beaver.cs.washington.edu>, Stuart Denman writes:
> Can some nice fellow send me more Speedo Fonts than the ones that came with my
> Falcon? Are there any FTP sites where I could get some of these fonts?

There are no known FTP sites for Speedo fonts. There are no known
freeware, shareware or public domain Speedo fonts.

I post this every time someone asks your question... if I'm wrong, I'd
love to hear it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2391. Re: Atari in InfoWorld

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 02:07:30 UTC
From: MNEITZEL@delphi.com
Message-ID: <19940202.21073041.mneitzel@delphi.com>
Source record: 193646

If somebody didn't buck the trends, the DOS machines wouldn't know what a GUI interface was and the MACs wouldn't have card slots...

Matthew

2392. Re: TT <-> Sun

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 02:09:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.WEp_fZs4G2o@semprini.waterloo-rdp.on.ca>
Source record: 193647

In <1994Jan25.065531.23332@news.unige.ch>, Mike Morris writes:
> I have my TT linked to a Sun via the MODEM1 port; I use Stalker for
> terminal emulation. I cannot work out how to download files - it is
> fine on the STalker end, but can someone tell me how to get the Sun
> to put a file out on the serial port?

Chances are, you'll just type this:

sz filename

STalker will automagically detect Zmodem, and start a download. To
upload a file from your ST, you'll have to go:

rz

on the Sun, and then STalker will automagially prompt you for a file (or
files) to upload.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2393. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 02:11:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DCyami_rM7g@semprini.waterloo-rdp.on.ca>
Source record: 193648

In <2d43220b@p2.stacken.ct.se>, Patrik Sanfridsson writes:
> If we should decide to change things, I suggest that groups are linked to what
> we do with our computers rather then which model we happen to be using. For
> example:
>
> comp.sys.atari.8bit (thus being the only exception to the general rule)
> comp.sys.atari.advocacy
> comp.sys.atari.dtp
> comp.sys.atari.emulation
> comp.sys.atari.games
> comp.sys.atari.graphics
> comp.sys.atari.hardware
> comp.sys.atari,misc
> comp.sys.atari.music
> comp.sys.atari.programming.asm
> comp.sys.atari.programming.basic
> comp.sys.atari.programming.c
> comp.sys.atari.programming.dsp
> comp.sys.atari.programming.misc
> comp.sys.atari.telecom
>
> etc.
>
> In fact, now when I put words to it, I'm beginning to like the idea.

No way Jos\'e. Most of those would have what, 3 new messages per month?

That is, assuming you could get enough votes to pass the newgroup?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2394. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 02:14:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.jwh_IAHXI2s@semprini.waterloo-rdp.on.ca>
Source record: 193649

In <2i2kaj$fc5@cismsun.univ-lyon1.fr>, Patrice.Lacouture writes:
> I tried to install the various TCSH , KSH, etc available
> - TCSH works very well but is HUGE !
> - alomost all the others have problems like:
> requires slashed (/) environment pathnames
> doesn't feature history (I find it essential) or full-line
> editing (essential, too)
> definitely doesn't match with TOS Filesystem.
>
> I'm still looking for something reasonably big, working under TOS FS, secondary
> under MinixFS (I don't work with it, yet), giving at least line editing +
> history.

Have you tried GNU BASH? Some people swear by it, and I use it
exclusively at work (on two different kinds of UNIX machines and my OS/2
box).

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2395. Re: CD-ROM Drives - which,where,$?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 02:31:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ipnlf$5uv@uqcspe.cs.uq.oz.au>
Source record: 193650

selick@acs.bu.edu () writes:

>Also, what could a CD-ROM be used for on the Atari other than the new disk
>specifically for Atari? I mean, maybe clipart, or fonts, but would an
>encyclopedia cd be easily read on the Atari? How much would it cost to have
>a cd made of my hard drive so I could boot up on the CD and have my hard drive
>be at the end of the chain somewhere? Would this increase my drive speed?
>Will it necessarily be compatible with the Falcon 486 emulators that are
>hopefully being worked on now? How abouut Spectre?

As CD-ROM's are relatively new ground to many Atari owners, I am posting
the CD-ROM FAQ here.

It answers all of the above questions.

I bought a NEC CDR-74-1 based on this FAQ. Not that's I've even USED it
yet (getting a GIFs CD-ROM this weekend), so don't take that as advice
or endorsement, however, the FAQ notes that it:

1. Is an external unit.
2. Takes caddies (not direct disks, which are more prone to dust)
3. 280ms access 300K/s
4. SCSI II
5. Supports PhotoCD (ie. it is multisession)

As for Atari-specific CD-ROMs, there is at least the new GEMini CD-ROM,
which is basically an entire FTP site (is it atari.archive?) on a CD-ROM.
Now you can try all those programs without downloading them (and I think
they are stored both uncompressed and compressed on the disk, so you
don't have to decompress them, and BBS owners can mount the CD directly).

Here's the FAQ...

Archive-name: cdrom-faq
Last-modified: 1993/09/24

========================= FAQ alt.cd-rom ==================================

FAQ for the alt.cd-rom usenet newsgroup. This list is posted to
alt.cd-rom every month. The latest version is available via anonymous
ftp from ftp.cdrom.com: /pub/cdrom/faq. If you do not have ftp capability,
you can get the file by sending email to info@cdrom.com with the subject
"FAQ", or you can call 1-510-674-0783 and get it on a 3.5" MSDOS floppy
for $6 ($1 + $5 S&H) Visa/MC/Amex. This file is freely redistributable.
===

0. What is a CD-ROM?
1. What are some good sources of CD-ROM discs?

1a. What are some good sources of CD-ROM discs in North America?
1b. What are some good sources of CD-ROM discs in Europe?
1c. What are some good sources of CD-ROM discs in the Mid-East?
1d. What are some good sources of CD-ROM discs in Asia?
1e. What are some good sources of CD-ROM discs in Australia and New Zealand?
2. Can you recommend a good CD-ROM drive?
3. Where can I get caddies?
4. Are there any good periodicals and publications on CD-ROMs?
5. Why are CD-ROM drives so slow?
6. Is it important to have a fast CD-ROM? Does 300ms vs. 700ms really matter?
7. Is it important to buy a fully SCSI compatible drive?
8. Where can I get information on SCSI controllers for CD-ROM drives?
9. How much does it cost to make a CD-ROM?
10. I have a great idea for a CD-ROM but no money. What can I do?
11. Where can I get a CD-ROM published?
12. Where can I find equipment to make my own CD-ROMs?
13. Where can I get blank media for my CD-ROM recorder?
14. I have 10000 paper documents that I want to put on a CD-ROM. Who can help?
15. Are there any organizations of CD-ROM Publishers?
16. Where can I get more information about CD-ROM publishing?
17. How much information will fit on a CD-ROM?
18. Why doesn't MSCDEX work with DOS 5.0?
19. Where can I get the latest version of MSCDEX?
20. I bought a used drive at a garage sale. Where can I find a driver for it?
21. What is the difference between `High Sierra' and ISO-9660?
22. Where can I get a copy of the ISO-9660 standard?
23. What is an HFS disc?
24. Can you give a short explaination of ISO-9660?
25. What the heck does `Red Book' and `Yellow Book' mean?
26. What is CD-I?
27. What is CD-ROM/XA?
28. What are the Rock Ridge extensions?
28b.What systems support Rock Ridge?
29. What is ECMA 168?
30. Is a short technical introduction to these standards available?
31. Who comes up with these standards? Can I have any input to the process?
32. Are there any ftp sites with good stuff related to CD-ROMs?
33. How do I write an MSDOS program that can access a cdrom using MSCDEX?
34. How do I mount an ISO-9660 disc on a Sun?
35. How do I use a CD-ROM with OS/2?
36. Which CD-ROM Drives will work with MicroSoft Windows-NT?
37. How do I read an audio cd track as digital data?
38. Why do CD-ROMs cost so much?
39. Why do all the bundle deals require me to buy a drive? What if I
already have a drive?
40. Are alt.cd-rom archives available anywhere?
41. What is the shelf-life of a CD-ROM?
42. How should I handle my CD-ROMs? How do I clean them?
43. Which drives will work with Kodak Photo CD?
44. What is a "Multisession" CD drive?

45. How does Photo CD work?
46. Where can I get more information about the Kodak Photo CD?
47. Where can I get maps of the US on CD-ROM?
48. How do I put a CD-ROM Drive on a Novell network?
49. Are any CD-ROM Jukeboxes available?
50. Can I speed up my CD-ROM by using a cache?
51. Do you have any info about the CD-ROM filesystems for Amigas?
52. What are the most popular CD-ROMs?
53. What are some good references to CD-ROM reviews?
54. How do I read the UPC (universal product code?) from a CDROM?
55. How do I Put a CD-ROM driver on the Ethernet by using a unix system as a server and make it available to the PC and Mac.
55. ???? Please send any other questions (and answers) that should be included in this FAQ to rab@cdrom.com.

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0. What is a CD-ROM?

CD-ROM means "Compact Disc Read Only Memory". A CD-ROM is physically identical to a Digital Audio Compact Disc used in a CD player, but the bits recorded on it are interpreted as computer data instead of music. You need to buy a "CD-ROM Drive" and attach it to your computer in order to use CD-ROMs.

A CD-ROM has several advantages over other forms of data storage, and a few disadvantages. A CD-ROM can hold about 650 megabytes of data, the equivalent of thousands of floppy discs. CD-ROMs are not damaged by magnetic fields or the xrays in airport scanners. The data on a CD-ROM can be accessed much faster than a tape, but CD-ROMs are 10 to 20 times slower than hard discs.

You cannot write to a CD-ROM. You buy a disc with the data already recorded on it. There are thousands of titles available.

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1. What are some good sources of CD-ROM discs?

Jim Raehl has compiled an excellent list of sources for inexpensive CD-ROMs. His list is periodically posted to alt.cd-rom, and is available via anonymous ftp from ftp.cdrom.com:/cdrom/faq_disc.

You can get a list of about 85 CD-ROM titles by sending a blank message to CD-ROM@micromed.net.netcom.com [Several people have had trouble getting the list, so I have made it available for anonymous ftp from ftp.cdrom.com:/cdrom/micro.med]

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1a. What are some good sources of CD-ROM discs in North America?

Buckmaster Publishing
Route 3, Box 56
Mineral, VA 23117

703-894-5777 or 800-282-5628
A ham radio callbook database and 5000 public domain programs: $50

Bureau of Electronic Publishing
141 New Road
Parsippany, NJ 07054
1 800 828-4766, 201-808-2700, Fax: 201-808-2676
Publish lots of CD-ROM titles. Call them for a catalog.

CD-ROM INC
1667 Cole Blvd, Suite 400
Golden, CO 80401
1 800 821-5245
Many discs, drives and accessories. Call for free catalog.

The CD-ROM Source
PO Box 20158
Indianapolis, IN 46220
Phone: (317) 251-9833

CDROMS Unlimited
P.O. Box 7476
Fremont, CA 94537-7476
1 510 795-4286 Call for catalog

CD-ROM User's Group
Post Office Box 2400
Santa Barbara, CA 93120
805-965-0265
Bundle of 10 discs for $99.

Compustuff
2759 Medina Rd., Plaza 71
Medina, OH 44258
216-725-7729

Computer Man
18546 Sherman Way, Suite B
Reseda, CA 91335
818-609-0556

Computers At Large
18728 Cabernet Drive
Saratoga, CA 95070-3561
(408)255-1081, (408)255-2388 - FAX

Crazy Bob
ERM Electronic Liquidators
37 Washinton
St. Melrose, Mass 02176

Order line: 800-776-5865
Sells mostly outdated or surplus discs at low prices

EBSCO Subscription Services (CD-ROM Handbook)
P.O.Box 325
Topsfield, MA 01983
508-887-6667 800-221-1826 508-887-3923 (Fax)

EDUCORP
7434 Trade Street
San Diego, CA92121-2410
1-800-843-9497

Faxon Co., Inc. (Access Faxon)
15 Southwest Park
Westwood, MA 02090
617-329-3350 800-225-6055 617-461-1862 (Fax)

JANA Publishing
(800) 363-2083
TAMIL@QUCDN.QueensU.CA
Bimonthly CD-ROMs of NeXT and Linux software

Knowledge Media
436 Nunneley Rd Suite B
Paradise, CA 95969
+1 916 872 3826, +1 916 872 3826 FAX, email: pbenson@ecst.csuchico.edu
Graphics software CD-ROM, Audio Resource Library CDROM

Mail Boxes Etc.
7657 Winnetka Ave.
Conoga Park, CA 91306
818-700-1800

MediaNet Technologies
3227 Sieber Way
San Jose, CA 95111
Tel : 800-688-6721 Fax : 408-229-9318
CD Titles, CDROM Drives, Sound cards.
Catalog (call or use ftp): ftp.rahul.net:/pub/medianet/medianet.inf
On-sale items: ftp.rahul.net:/pub/medianet/medianet.sales

Mr. CD Rom
PO Box 1087
Winter Garden, FL 34777
800-444-mrcd
407-877-3834 FAX

NASA Space Science Data Center
Code 933.4

NASA Goddard Space Flight Center
Greenbelt, MD USA 20771
Phone (voice) 301 286 6695
request@nssdca.gsfc.nasa.gov
CDROMs of data from Voyager, Magellan and Viking for $6 each.
ftp: explorer.arc.nasa.gov in the directory /pub/SPACE

Nautilus
7001 Discovery Blvd
Dublin, OH 43017-8066
1-800-637-3472
Provides a CD-ROM of the month subscription. 13 CD-ROM's for $138.

Oxford University Press
2001 Evans Rd
Cary, North Carolina 27513
800 451-7556
Oxford English Dictionary on CD-ROM

Pacific HiTech, Inc.
4530 Fortuna Way
Salt Lake City, UT 84124
(800) 765-8369, (801) 278-2042, FAX: (801) 278-2666
71175.3152@CompuServe.com.
Info-Mac Sumex-aim Macintosh CDROM, Educational Gameland CDROM (for PCs)

Prime Time Freeware
370 Altair Way, Suite 150
Sunnyvale, CA 94086
(408) 738-4832, (408) 738 2050 FAX, ptf@cfcl.com
UNIX-related source code on CD-ROM

ProComp Computer
12503 Sherman Way
No. Hollywood CA 91605

Profit Press
2956 N. Campbell Ave.
Tucson, AZ 85719
1-800-843-7990, 602-577-9624 FAX, 602-299-0693 BBS
MEGA-Rom, 600+ meg MSDOS, $79

Raynbow Software, Inc.
P. O. Box 327
Rapid City, SD 57709
(605) 394-8227, louis@ce.ucsc.edu, CompuServe: 70410,413
5000 GIFs on CD-ROM with Search Engine for $55

Reed Reference Publishing
Bowker Electronic Publishing

121 Chanlon Road
New Providence, NJ 07974
1-800-323-3288
908-464-6800, 212-645-9700, 1-800-323-3328, info@bowker.com
"Books in Print" on CD-ROM, bi-monthly subscription $1095, w/reviews $1595

ROM-BO
1300 Mohawk Blvd
Springfield, OR 97477
800-536-DISK

Sound Electro Flight
4545 Industrial St. 5N
Simi Valley, CA 93063
800-279-4824

Stanford University Press
415-723-1593
CD-ROM with authoring system containing four books illustrating its use: $17

Sterling Software
1404 Ft. Crook Rd. South
Bellevue, NE 68005-2969
800 643-NEWS, 402 291-2108, 402 291-4362, cdnews@Sterling.COM
uunet!sparky!cdnews, ftp.uu.net:/vendor/sterling
NetNews/CD: Usenet news on CD-ROM

TCM Computing (703) 439-8032
Rt. 2 Box 130 (703) 439-8237 Fax
Midland, Va. 22728 (703) 439-3060 BBS
ray.herold@channel1.com
Night Owl CD-ROMM

TechCity
17706 Chatsworth St.
Granada Hills, CA 91344

TigerSoftware
800 Douglas Entrance
Executive Tower, 7th FLoor
Coral Gables, Florida 33134
24-hour FAX: (305) 529-2990

Updata Publications, Inc. (CD-ROM Guide)
1736 Westwood Blvd
Los Angeles, CA 90024
310-474-5900 800-882-2844 310-474-4095 (Fax)

Walnut Creek CDROM
1547 Palos Verdes Mall, Suite 260

Walnut Creek, CA 94596
1 800 786-9907, 1 510 674-0783, 1 510 674-0821 FAX
Snapshots of major internet archives on CD-ROM

Wayzata Technology Inc.
P.O. Box 807
Grand Rapids MN 55744
1 800 735-7321 Call for catalog

Yggdrasil Computing, Incorporated
PO Box 8418
Berkeley CA 94707-8418
(510) 526-7531, fax: (510) 528-8508, yggdrasil@netcom.com
Linux Operating system on CD-ROM
==========
1b. What are some good sources of CD-ROM discs in Europe?

Apex Software
PO Box 174
Battle
East Sussex
TN33 9AQ
International: +44-424-830025 (voice or fax), UK: 0424-830025 (voice or fax)
email: vincea@cix.compulink.co.uk

BECO Link Ltd.
Jindrisska 276
530 02 Pardubice
Czech Republic
Tel/Fax: +42 40-518 566

British Software Licensing
280 (T/L) West Princes Street
Woodlands
Glasgow G4 9EU
United Kingdom
+44-41-339-7264, Fax +44-41-334-1675, graham@gimble.demon.co.uk
---
CD-ROM Jacob
Aarstrasse 98
CH-3005 Bern
Switzerland
+41 31 21-34-11, FAX +41 31 21-30-55

CD ROM (UK) Ltd
8 Sheep St, Highworth
Swindon, Wiltshire SN6 7AA
United Kingdom
44-0793-861146, 44-0793-765331 (Fax)
---

directMedia Mail-Order GmbH
Gockelweg 14
D-1000 Berlin 47
Voice +49 30 6690022-0 Fax +49 30 6644112
mbartos@comware.mhs.compuserve.com

EBSCO Subscription Services
3 Tyers Gate
London SE1 3HX
United Kingdom
44-71-357-7516

Faxon Europe, B.V.
Postbus 197
1000 AD Amsterdam
The Netherlands
31 (20) 565 93 00, +31 (20) 691 17 35 9 (fax)

Micro Haus Limited
P.O. Box 149
Gloucester
GL3 4EF
United Kingdom

Mountain Rose Multi Media
Kikkerveen 331
3205 XC Spijkenisse
The Netherlands
Phone: +31 1880 33083 / Fax: +31 1880 41551 / Email: sterbbs@sus.eur.nl
---
Public Domain & Shareware Library
Winscombe House,
Beacon Road. Crowborough,
Sussex, TN6 1UL, United Kingdom
+44 892 663298, +44 892 667473 FAX
Libris Britannia, an entire library of PD/Shareware on CD-ROM

STARCOM
International Computer Services
Limburggasse 45
A-9073 Klagenfurt-Viktring
Austria
+43 (463) 29 67 22, +43 (463) 29 67 24 FAX

UNICA Ltd
39a Hall St, Stockport
Cheshire, SK1 4DA, UK
+44 61 429 0241, +44 61 477 2910 FAX

WasaWare Oy

Harri Valkama
Palosaarentie 31
SF-65200 VAASA
Finland
Telephone +358 61 317 3365, Fax: +358 61 317 3025, Email: hv@uwasa.fi
==========
1c. What are some good sources of CD-ROM discs in the Mid-East?

ACTCOM - Active Communication Ltd.
14 Pinsker St., Haifa 32715, Israel
+972-4-326857, +972-4-231211 (FAX)
E-mail: amir@actcom.com
==========
1d. What are some good sources of CD-ROM discs in Asia?

Cache Computer
Shop 29, G/Fl., Golden Shopping Centre
146-152 Fuk Wah st., Shamshuipo
Kowloon
Hong Kong
Voice: (852) 361-9975, FAX: (852) 387-9935

Software Studio
Shop 217
Olympia Shopping Center
255 King's Road
North Point
Hong Kong
+852 510 7470 FAX

UniForce System Ltd.
903 Kin Tak Fung Comm. Bldg
467-473 Hennessy Road
Hong Kong
Voice: (852)838-6048 Fax: (852)572-4778
==========
1e. What are some good sources of CD-ROM discs in Australia/New Zealand?

CompuCD
GPO Box 1624
Canberra City
ACT 2601
Australia
fax: +61 06 2319771

Ilb Computing
48 Nebo Drive
Figtree Heights
NSW 2525
Australia

+61 42 28 5827

Logicware
1 Riverbank Off. Vil.
Cnr 1st St. & O'Shea Ter.
Katherine, N'rn Terr. 0850
Australia
fax: +61 89 72 3412

PC Junction (NZ)
P.O Box 5197
Wellington
New Zealand
BBS: +64 4 566-2157 V32b, + 64 4 566-6728 V32b Fax: + 64 4 471-1941
Voice: +64 4 566-3601 david.benfell@stargate.actrix.gen.nz
Over 500 CD-ROM Titles Available via Mail Order

Shareware Distribution NZ
Freepost 3637
PO Box 2009
Wellington
New Zealand
BBS: +64 4 5642269 V32b (8 lines), clear@actrix.gen.nz
Voice/Fax NZ Toll Free 0508 55 66 55, or +64 4 564-5307
==========
2. Can you recommend a good CD-ROM drive?

The most highly recommended drive is the Toshiba 3401. It is a very
fast and very reliable drive. It is reasonably priced, but you will also
need to buy a SCSI controller card if you don't already have one. This
drive will work with MSDOS, Linux, Unix, Macintosh, and Amiga.

The NEC CD-ROM drives 336,37,73,74,83, etc. have received many favorable
recommendations. NEC CD-ROM drive information can be FAX'ed to you. Call
NEC Fastfacts at 800-366-0476, and then follow the directions. You will
be prompted for a Catalog or Product Number. Catalog Number 2 is for
CD-ROM and Product Number 730101 is for the CRD-73M and 730100 is for the
CDR-73. Similarly for the CDR-37. No information was available on the
CD-74. You will be prompted for your 10-digit FAX number and your local
voice telephone number. If you haven't received your FAX with 30 minutes
try again. For international callers, the Fastfacts FAX number is
+1 708 860-9500x2621. You can get documents, and drivers, from the NEC
BBS at +1 508 635-6328.

You can get information on Mitsumi drives by calling their US HQ at
(516) 752-7730. The Mitsumi office dealing with the SouthEast is in
Dallas. (214) 550-7300, FAX: (214) 550-7424. In California, call
(408) 970-0700. A FAQ on Mitsumi drives is available by anonymous ftp
from ftp.cdrom.com: /cdrom/drives/mitsumi.faq.

A FAQ on the Pioneer DRM-604X is available by anonymous ftp from
ftp.cdrom.com: /cdrom/drm_604x.faq

Here is a matrix of information on a number of CD-ROM drives. Please
send me any additions or corrections.

Column
A. Manufactuer
B. Model Number
C. Internal/External/Both
D. Caddies N=No, S=Sony, P=Philips, X=NEC, O=Other
E. Seek time in milliseconds
F. Transfer rate in kilobytes/second
G. SCSI - N/Y/2-scsi 2
H. CDROM XA / PhotoCD compatable (N=No, S=Single-Session, M=multi-session)
I. OS/2 Compatible - Y/N
J. Windows NT Compatible - Y/N
K. MPC Compatible - Y/N
L. Quicktime Compatible - Y/N
M.
N. Approximate Street Price, in US dollars
O. Recommended #yes/#no (Send email to recommend either yes or no)
P. Phone #
Q. Comments

A B C D E F G H I J K L M N 0 P Q
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Apple CD 150 E S --- 150 Y S - - - Y - 400 0/1 408-996-1010 buy CD 300
Apple CD 300 E S 295 300 Y M - - 2 Y - 400 1/0 408-996-1010 Sony 8003A
Apple CD 300i I S --- 300 Y M - - - Y - 400 1/0 408-996-1010 Very nice
Apple CD SC - S --- --- Y - - - - - - --- 0/0 408-996-1010
Apple CD SC+ - S --- --- Y - - - - - - --- 0/0 408-996-1010
CDRM Inc CR 1000i - - --- --- - - - - - - - --- 0/0 303-231-9373
Chinon CDS-431 I - --- 150 - - - - - - - --- 0/1 310-533-0274
Chinon CDX-431 E - --- 150 - - - - - - - --- 0/1 310-533-0274
Chinon 435 E S 350 150 Y S - - Y Y - --- 0/0 310-533-0274
Chinon 435 I S 350 150 Y S - - Y Y - 369 0/0 310-533-0274
Chinon 431 - S 350 --- Y S - Y Y Y - --- 0/0 310-533-0274
Chinon CDX-535 E S 280 300 2 M - - 2 Y - --- 0/0 310-533-0274
Chinon CDS-535 I S 280 300 2 M - - 2 Y - --- 0/0 310-533-1727-fax
Denon DRD-253 - - --- --- - - - - - - - --- 0/0 201-575-7810
Hitachi CDR-1700S - - --- --- - - - - - - - --- 0/0 415-589-8300
Hitachi CDR-1702 E N 450 40 N N N N N N 200 0/1 415-589-8300 Obsolete
Hitachi CDR-1750S - - --- --- - - - - - - - --- 0/0 415-589-8300
Hitachi CDR-1900 E S 280 307 N M - - Y - - --- 0/0 415-589-8300
Hitachi CDR-3600 - - --- --- - - - - - - - --- 0/0 415-589-8300
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A B C D E F G H I J K L M N 0 P Q
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Hitachi CDR-3650 I S 350 50 Y N - - N - - 300 1/0 415-589-8300 workhorse
Hitachi CDR-3700 I - 300 --- - - - - - - - --- 0/0 415-589-8300

```
Hitachi CDR-3750 - - --- --- - - - - - - - --- 0/0 415-589-8300
Hitachi CDR-6700 I S 280 307 N M - - Y - - --- 0/0 415-589-8300
Magnavox CDD461RS E N 700 --- - - - - - - - 329 0/0 ------------
Magnavox CDD462RS E N 400 --- - M - - Y - - --- 0/0 ------------
Matsushita CD-521 I S 390 150 N S - - - - - 299 1/0 ------------
Mitsumi - N 500 150 N - N N - N - 169 0/3 516-752-7730
Mitsumi CRMC-LU005S I N 350 150 N M - - Y - - 199 5/2 516-752-7730
MtOptech SI-680 - - --- --- - - - - - - - --- 0/0 303-444-2851 Ruggedized
NEC CDR-25 E N 650 150 2 S - - Y - - 400 0/0 800-632-4636 Portable
NEC MultiS-38 E N 400 300 2 M - - - - - --- 0/0 800-632-4636 Portable
NEC CDR 36 - - 500 150 Y - - - - - - --- 0/0 508-264-8000 Portable
NEC CDR 37 - - 450 150 - - - - - - - --- 0/0 508-264-8000 Portable
NEC CDR-73 E S 300 150 Y - - - - - - 649 0/0 508-264-8000
NEC CDR-73M E S 280 300 Y - - - - - - --- 0/0 508-264-8000 Fast
NEC CDR-74 E S 300 300 - S - - - Y - --- 0/0 508-264-8000
NEC CDR-74-1 E S 280 300 2 M - - - Y - --- 0/0 508-264-8000
NEC CDR-80 - X --- --- - - - - - - - --- 0/0 508-264-8000
NEC CDR-83 I S 300 150 Y - - - - - - 599 0/0 508-264-8000
NEC CDR-83M I S 280 300 Y - - - - - - --- 0/0 508-264-8000
NEC CDR-84 I S 300 300 - S - - - Y - --- 0/0 508-264-8000
NEC CDR-84-1 I S 280 300 2 M - - - Y - 519 0/0 508-264-8000
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A B C D E F G H I J K L M N 0 P Q
===== ======== = = === === = = = = = = = === === ============ ==========
NEC CDXG1 E - 500 --- - - - - - - - - --- 0/0 508-264-8000
Panasonic CR-533B I N 400 300 Y M - - 2 - - --- 0/0
Panasonic CR-562B I S 280 300 N M - - 2 - - --- 0/0
Philips CDD-461 E N --- --- - - - - - - - --- 0/0 615-521-4499
Philips CDI-601 E - --- --- - - - - - - - --- 0/0 615-521-4499
Philips CDI-602 E - --- --- - - - - - - - --- 0/0 615-521-4499
Philips CM205 I N 375 150 N N N - - - - --- 1/0 615-521-4499
Philips CM205 I N 375 150 N N N - - - - --- 1/0 615-521-4499
Philips CM206 I N 325 307 N M - - 2 - - --- 1/0 615-521-4499
Pioneer DRM-600 E O 600 150 Y S - - - - - 925 1/0 408-988-1702 jukebox(x6)
Pioneer DRM-604X E O 300 600 Y S Y - - - - 1.2 2/0 bbs4087482150 jukebox(x6)
Procom PICDL I N 375 150 N - - - - - - --- 0/0 800-800-8600
Procom PXCDL E N 375 150 N - - - - - - --- 0/0 800-800-8600
Sanyo ROM 3000 E S 650 40 N N N N N N - --- 0/1 801-225-6888 slow
Sony CDU-31A I N 490 150 N S - - Y - - 250 0/3 800-352-7669 unreliable
Sony CDU-531 I S 380 150 N S - - - - - --- 0/0 800-352-7669
Sony CDU-535 I S 340 150 N S - - - - - 200 0/0 408-944-4335
Sony CDU-541 I S 380 150 Y S - - - - - --- 0/0 408-434-6644
Sony CDU-561 I S 300 300 Y M - Y 2 Y - --- 0/0 408-434-6644 vaporware
Sony CDU-6201 E S 380 150 N S - - - - - --- 0/0 408-434-6644 extrnCDU-531
Sony CDU-6205 - - --- --- - - - - - - - --- 0/0 408-434-6644
Sony CDU-6211 - S --- 150 Y - - - - - - --- 0/0 408-434-6644
Sony CDU-7204 - - --- --- - - - - - - - --- 0/0 408-434-6644
Sony CDU-7205 E S 340 150 N S - - - - - --- 0/0 408-434-6644 extrnCDU-535
Sony CDU-7211 E S 380 150 Y S - - - - - --- 0/0 408-434-6644 extrnCDU-541
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A B C D E F G H I J K L M N 0 P Q
===== ======== = = === === = = = = = = = === === ============ ==========
Sony CDU-8012 - S --- 150 Y S - - - - - --- 0/0 408-434-6644 SunCD
Talon TA-100 - - 360 150 - - - - - - - --- 0/0 ------------
Talon TA-200 - - 280 300 - - - - - - - --- 0/0 ------------
Tandy CDR-1000 I N 800 175 N N - - - - - 200 1/0 817-390-3700 Nice, Cheap
Texel DM3021 I S 340 150 Y - - - - - - - --- 0/0 800-886-3935
Texel DM3024 I S 265 300 Y M - - 2 - - 439 1/0 800-886-3935
Texel DM3028 I S 240 335 2 M - - 2 - - --- 0/0 800-886-3935
Texel DM5021 E S 340 150 Y - - - - - - - --- 0/0 800-886-3935 extrn DM3021
Texel DM5024 E S 265 300 Y M - - 2 - - 549 0/0 800-886-3935 extrn DM3024
Texel DM5028 E S 240 335 2 M - - 2 - - --- 0/0 800-886-3935 extrn DM3028
Toshiba TX-M3301 - - --- --- - - - - - - - --- 0/0 714-455-0407
Toshiba XM3300 - - --- --- - - - - - - - --- 0/0 714-455-0407
Toshiba XM3301 - - 325 150 Y - - - - - - --- 0/0 714-455-0407
Toshiba XM3301B I S 325 150 Y M - Y Y - - 499 4/0 714-455-0407 Works great
Toshiba XM3301E1 E S 325 150 Y - - - - - - --- 0/0 714-455-0407
Toshiba 3401 I S 200 330 2 M Y - 2 - - 399 5/0 714-583-3000 Very fast
Trantor T128 B - --- --- Y S - N - - - 100 1/0 415-770-1400
===== ======== = = === === = = = = = = = === === ============ ==========
A B C D E F G H I J K L M N 0 P Q
```

The NeXT CD-ROM is a Sony CDU-541.
The Sony CDU-6211 is the same as the Sony CDU-7211.

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3. Where can I get caddies?

Here are a few sources of caddies:

CD-ROM INC
1667 Cole Blvd
Suite 400
Golden, CO 80401
1 800 821-5245
Call for the latest price.

EDUCORP
7434 Trade Street
San Diego, CA 92121-2410
1-800-843-9497
$55 for 10

QB Products
1260 Karl Court
Wauconda, IL 60084
1 800 323-6856 +1 708 487-3333
Sony Caddies "Made in USA", 10 for $54, 1000 for $3900

Walnut Creek CDROM
1547 Palos Verdes Mall, Suite 260

Walnut Creek, CA 94596
1 800 786-9907, +1 510 674-0783, +1 510 674-0821 FAX
Sony caddies "Made in Japan" - $4.95 each, $450 for 100
Philips Caddies - $4.95 each, $450 for 100
==========
4. Are there any good periodicals and publications on CD-ROMs?

A catalog describing CD-ROM publications and the "Multimedia and Videodisc Monitor" newsletter is available from

Future Systems
P.O. Box 26
Falls Church, VA 22040

Telephone 800-323-DISC or 703-241-1799
One of their books contains a list of about 1500 CD-ROM's.

CD-ROM Professional is a bi-monthly magazine with product reviews, technical articles, industry news, etc. This is a "must read" for anyone in the CD-ROM business. $39.95/year

CD-ROM Professional Magazine
462 Danbury Road
Wilton, CT 06897
1 800 248-8466

"CD-ROM Collecion Builder's Toolkit, 1992 Edition"
Paul T. Nicholls
Eight Bit Books, Weston, CT
ISBN: 0-910-96502-1
$39.95

CD-ROMS IN PRINT 1992
An International Guide to CD-ROM, CD-I, CDTV & Electronic Book Products
Meckler Publishing
11 Ferry Lane West
Westport, CT 06880

Newsgroups and mailing lists:

On the internet, the best source of information is the newsgroup alt.cd-rom, which is linked to the BITNET list CDROM-L.

Those subscribing to CDROM-L may now choose to receive a daily digest of CDROM-L postings or an index to the daily digest. From the index one may easily request the full text of a posting.

To receive the INDEX, send the following note to listserv@uccvma or listserv@uccvma.ucop.edu (the subject is ignored):

set cdrom-L index

To receive the DIGEST, send the following:

set cdrom-L digest

DO NOT send to cdrom-L. Because of the high noise level of
this list, I recommend that people try the index.

The newsgroup aus.cdrom provides a forum for discussion of cdrom
related issues to Australian users that are otherwise lost in the
morass of postings in the US based groups.

The internet newsgroup comp.multimedia is a good source of information
on multimedia topics.

CDROMLAN (available on usenet as bit.listserv.cdromlan) covers the
use of CD-ROM products on local area or wide area networks. You can
join the list be sending the following command to
LISTSERV@IDBSU.IDBSU.EDU:
SUBSCRIBE CDROMLAN Your full name

CD-ROMs are in heavy use in libraries and government document
repositories, both for access to indexes and for distribution of
government data. The relevant lists are PACS-L
(bit.listserv.pacs-l) and GOVDOC-L (bit.listserv.govdoc-l).
Send to LISTSERV@PSUVM.PSU.EDU:
SUBSCRIBE GOVDOC-L Your full name
Send to LISTSERV%UHUPVM1.BITNET@VM1.NODAK.EDU
SUBSCRIBE PACS-L Your full name

Discussions of music on CD can be found in rec.music.cd.

For those who are contemplating buying a CD-ROM drive or just getting
your feet wet, Tony Thomas wrote a pamphlet on the subject which he will
be glad to send you FREE OF CHARGE while supplies last.

To receive "GETTING STARTED WITH CD-ROM", send a self-addressed, stamped
#10 envelope with 29 cents US postage to:

Tony Thomas
4421 Granada Blvd. #415
Warrensville Heights, OH 44128

Topics covered include:

How to Buy a CD-ROM Drive
Different Types of Drives
What You Need
Setup

A list of suppliers of CD-ROM hardware and software is also included.

==========
5. Why are CD-ROM drives so slow?

Compact discs were originally designed for music. When you are
listening to "Willie Nelson's Greatest Hits", you are accessing the
data sequentially and at a very regular speed. The only time you need
to seek is when you decide to skip over a song, or back up and listen
to "Always on my Mind" one more time.

In order to fit as much music as possible onto the disc, the data
is recorded at the same linear density near the outer edge of the disc
as it is near the center, so there is more information in the outside
tracks than in the inside tracks. In order to deliver a steady rate
of data, the linear velocity of the disc moving under the head is
constant, so the angular velocity of the disc changes when the head
moves from the center toward the outside tracks. This is no big deal
when you are playing music, but when you are trying to do random access
to a CD-ROM, the need to accelerate and decelerate the disc is the biggest
obstacle to making it faster. Most magnetic discs spin at a constant
angular velocity, so the data density decreases toward the outside of the
disk, but seeks are faster.

A few other reasons that CD-ROMs are slow: Optical disc heads tend to be
heavier than magnetic disk heads, so they have more inertia, and take
longer to stablize onto a new track. Many CD-ROMs contain too much data
to make effective use of RAM caches.

As time goes by, CD-ROM drives will get a little faster, but don't expect
any miracles.

==========
6. Is it important to have a fast CD-ROM? Does 300ms vs 700ms really matter?

It depends on what applications you will be using. Many CD-ROMs
are just big archives of stuff, and you can copy individual programs
to your hard disk before using them so speed is not really very
important. But if you are going to be using large ramdom-access
databases, or any kind of interactive multi-media applications, then
the speed difference is very noticeable.

==========
7. Is it important to buy a fully SCSI compatible drive?

Several CD-ROM drives only support a sub-set of SCSI, and usually
come with their own semi-SCSI controller card. Full SCSI compatible
drives usually cost more, but are better if you already have a SCSI
controller and want to daisy chain several devices, or if you want to
be able to use the drive on different machine types.

==========
8. Where can I get information on SCSI controllers for CD-ROM drives?

Many SCSI drive vendors recommend the Adaptec 1542-B SCSI Card.
The phone number for Adaptec is 800-959-7274 or 408-945-2550.

BusLogic (formerly BusTek) makes a very extensive line of SCSI cards for
ISA, EISA, MCA, and VL bus systems. Their ISA, EISA, and MCA cards are

register compatible with Adaptec's boards and hence have excellent driver support. Their number is (408)492-9090.

All modern Macintosh computers have SCSI built-in. Macintosh users should insure that the CD-ROM drive they intend to buy is supported on Macintosh machines by the vendor; many vendors recommend "FWB CD-ROM Toolkit", which can generate high-performance drivers that include cacheing (see [50]) for a modest price.

[If anyone sends me info on other scsi controllers, I will include the info here.]

==========
9. How much does it cost to make a CD-ROM?

You can get a master made for about $1300, and then about $1.50 per disc for duplication. So to make 1000 discs, it will cost you about ($1300 + (1000 * 1.50)) = $2800. Publishers often have `first-timer' specials with steep discounts off the list price. For instance, DMI recently had a special of mastering, 50 discs, and two hours of tech support for $750.

If you only want a few discs, you can have single ISO-9660 `one-offs' made for about $200 for the first disc, and $100 for additional copies.

==========
10. I have a great idea for a CD-ROM but no money. What can I do?

You can author a CD-ROM, and have someone else publish it and pay you royalties. One company that does this is Walnut Creek CDROM. Their author guidelines are available by anonymous ftp from ftp.cdrom.com in the file /pub/cdrom/author.txt.

==========
11. Where can I get a CD-ROM published?

I have used both of these companies, and highly recommend either:

Digital Audio Disc Corporation
1800 North Fruitridge Avenue
Terre Haute, IN 47803
812-462-8100, 812-466-9125 FAX

Disc Manufacturing Inc.
4905 Moores Mill Road
Huntsville, AL 35810
800-433-DISC, 205-859-9042, 205-859-9932 FAX

DADC is a subsidiary of Sony, and DMI is a subsidiary of Philips.

A more detailed list of 25 publishers in 8 countries is available via anonymous ftp in ftp.cdrom.com:/cdrom/publshrs.

There are now over 10 manufacturing facilities active in CDROM in North America, and another growing collection of write-once service bureaus.

These are listed in MFG.TXT in Lib #8 of the Compuserve CDROM Forum.

If you only want to make one disc, or just a few copies, there are
several companies that offer this service:

Compact Disc Services Inc.
1821 Saratoga Ave.
Saratoga, CA 95070
(408) 741-4770, (408) 867-0518 FAX, cdsi@netcom.com
ISO-9660, Mac HFS, Call for price

Client Services
OptiScribe Corporation
110 Pleasant Street
Marlborough, MA 01752
voice (508) 481-7255, fax (508) 481-7455
Data Conversion, Multimedia, CD-ROM Production Services

The One-Off CD Shop MidSouth, Inc.
109-C Jefferson Street N
Huntsville, AL 35801
(205) 534-3050 FAX (205) 539-9238
Prices range upwards from $115.00 for less than 40 MB delivered on a
single item of input media (i.e., one tape, or one Syquest disk, etc.)
to $230 for 650 MB also on a single item of input.

Optical Media International
San Jose, CA
(408) 376-3511, 408-376-3519 FAX
omi@applelink.apple.com
ISO-9660, Mac HFS, Call for price

PRU
10310 Main St. #361
Fairfax, VA 22030
703-354-8377
Special prices for sysops

Young Minds Inc.
1910 Orange Tree Lane, Suite 300
Redlands, CA 92374
909 335-1350, 909 798-0488 FAX, yngmnds!ayoung@ucrmath.ucr.edu
Rock Ridge (Unix), $950

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12. Where can I find equipment to make my own CD-ROMs?

If you want to do single copy `one-offs', or low volume CD production,
there are recorders announced by JVC, Philips, Sony, Yamaha and Pinnacle
Micro.

JVC Personal ROM-Maker $12500 (complete system, including software)
Philips CDD-521 $5500 (+ $1900 for software)

Sony CDW-900E $10000 (???)
Yamaha ???? ????
Pinnacle Micro $3995 ISO 9660 and HFS software for Macs

Kodak remarkets the Philips drive as their PCD Writer 200.

Pinnacle Micro announced at MacWorld Expo in San Francisco a new,
recordable CD-ROM drive with a list price of $3,995! This price
includes ISO 9660 and HFS software for Macs. PC interface kit and
software is extra $200.

Here are some phone numbers you can call for more info:

JVC Product Information: +1 714 965-2610
Philips Consumer Electronics: +1 615 475-8869
Sony Computer Peripheral Products: 1 800 352-7669
Pinnacle Micro 1 800 553-7070, +1-714-727-1913 (fax)

You can buy the Philips drive with CDGEN software for ISO-9660
discs from DataDisc (1-800-328-2347, FAX: +1 703-347-9085) for $7895.
They recommend that you use it with the Adaptec 1542 SCSI Card.

Optical Media International (1-408-376-3511, omi@applelink.apple.com)
has Macintosh HFS premastering software for the Philips CDD-521. The
program is called "Quicktopics" and the cost is $2500.

The JVC drive comes with software for making ISO-9960, Apple HFS, and
hybrid ISO-9660/HFS discs. [If anyone knows anything more about these
hybrid discs, please let me and I will include the information here.]

Additional third party integrators are: Meridian Data 408-438-3100;
CD-ROM Strategies 714-733-3378; and Interactive Support Group 818-709-7387.

Here is a list of software vendors

CD-ROM Strategies CD-GEN 1 714 733-3378
DataDisc CD-Gen 1 800 328-2347
Dataware Technologies, Inc. CD Make 1 510 942-3111
JVC RomMaker 1 714 965-2610
Meridain Data CD Publisher 1 408 438-3100
OnLine Business Systems CD-Formatter ? ??? ???-????
Optical Media International Topix 1 408 376-3511
PoINT Software and Systems CDWRITE ? ??? ???-????
Young Minds, Inc. CD Studio 1 909 335-1350

Authoring Software:

Dataware Technologies, Inc. CD Author 1 510 942-3111
Dataware Technologies, Inc. ReferenceSet 1 510 942-3111
Electronic Text Corporation WordCruncher ? ??? ???-????
Executive Technologies, Inc. Search Express ? ??? ???-????
Folio Corporation Folio Previews 1 800 228-3934/801 375-3700
I-MODE Retrieval Systems, Inc. I-SEARCH ? ??? ???-????
Knowledge Access International KAware ? ??? ???-????

Nimbus Information Systems Romware ? ??? ???-????
OnLine Business Systems CD-Build ? ??? ???-????
Retrieval Technologies, Inc. re:Search ? ??? ???-????
Textware Corporation Textware ? ??? ???-????
TMS, Inc. InnerView ? ??? ???-????

There are several usenet groups dedicated to CDROM publishing:
comp.publish.cdrom.hardware
comp.publish.cdrom.software
comp.publish.cdrom.multimedia
==========
13. Where can I get blank media for my CD-ROM recorder?

The blank discs for CD Recorders are not the same as a normal CD. The metal data surface is gold instead of aluminum. The recorder uses a high powered laser to modify a dye layer which is between the gold and the plastic. This dye is somewhat photo sensitive so write once CDs should be stored in a dark place. They should be stored in an area that does not rise above 40 Celsius (104 F). It takes about half an hour to burn each disc.

The blanks come in two sizes. 63 minute, and 74 minute. The time refers to the amount of digital audio that can be recorded. Since DA is read from the discs at a constant rate of 150 kb/sec, it is easy to calculate the amount of data they will hold. The 63' discs will hold about 580 meg, and the 74' discs will hold about 660 meg.

Here are several sources for blank discs:

Laser Resources sells Mitsui Toatsu CD-R blanks at pretty cheap prices:

1-9 10-99 100-999 1000+
63' $18 $17.50 $16.50 call
74' $20 $18.50 $17.50 call

Phone +1-310-324-4444x16, ask for Mike.

DataDisc (1-800-328-2347, 1-703-347-9085 FAX). 74 minute $27 quantity 10.
63 minute $19 quantity 25.

The One-Off CD Shop MidSouth, Inc.
109-C Jefferson Street N
Huntsville, AL 35801
(205) 534-3050 FAX (205) 539-9238
QTY CD-R 63 CD-R 74
1-9 $23.00 $25.00
10-49 $22.75 $24.75
50-99 $22.50 $24.50
100-499 $20.75 $22.75
500+ $19.50 $21.50

DataWare (1-510-942-3111, ask for Jeff Caplan). 74 minute (650 meg) blanks

for $31 quantity ten, $29 quantity 100, and $27 quantity 500.

Sonic Solutions 415-485-4800. Their April 1992 price list shows CD-R74
quantity 100 as $27.50, CD-R63 quantity 100 as $25.00.

The U.S. sales office for DIC (a Japanese ink and chemical company) can
be reached at 201-224-9344. DIC claims a useful life in excess of
75 years for their discs.

APDC sells blanks discs, magneto-optical disks, 8mm and 4mm tapes.
800-522-7232, ask for Susan Bradley.

Kodak also sells them. Call 800-242-2424. Prices aren't very good for
small quantities, but they are a pretty good deal if you buy in bulk.

Mitsui Toatsu: The product name for their disks is Airy. Their
advertising literature claims that the accelerated aging tests
indicate a life of up to 240 years assuming storage at 25C. The Warranty
on the jewel case is for 1 year from date of purchase.

Japan 03-3592-4774
United States 212-867-6330
Germany 211-320458
U.K. 71-976-1180
==========
14. I have 10000 paper documents that I want to put on a CD-ROM. Who can help?

There are several companies that will do large scale scanning, OCRing,
and data entry.

Compact Disc Services Inc.
1821 Saratoga Ave.
Saratoga, CA 95070
(408) 741-4770, (408) 867-0518 FAX, cdsi@netcom.com

Will do very large scale scanning, OCRing, and data entry and modification.
Also scanning in the graphics and doing cutting and pasting on almost each
page. They can handle 10000 pages per week.

Agro Computer Systems can process several thousand pages a day,
and claims an error rate of less than 10E-6. The standard price is 55
cents per 1000 characters, or $550 per megabyte. For more information
contact
Mr. G. M. Mahindra
Agro Computer Systems
28 Lalbagh (Mission) Road
Bangalore 560 027
India

Phone: +91 812 235083, FAX: +91 812 2241158
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15. Are there any organizations of CD-ROM Publishers?

The Optical Publishing Association is a non-profit trade and professional organization for CDROM and other digital media publishers. They have been around since 1988, publishing newsletters and backgrounders for publishers, and promoting profitable practices for the business.

OPA, PO Box 21268, Columbus OH 43221 USA, 614/442-8805, 614/442-8815 (fax)
CIS address 71333,1114, 71333.1114@compuserve.com, AppleLink r.bowers.

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16. Where can I get more information about CD-ROM publishing?

Subscribe to CD-ROM Professional Magazine, 1 800 248-8466, $39.95/year

There is a mailing list devoted to CD-ROM publishing. For more information send a message to Mail-Server@knex.via.mind.org with the word "HELP" in the body of the email text.

There are several files pertaining to CD-ROM publishing available for anonymous ftp from ftp.cdrom.com.
==========
17. How much information will fit on a CD-ROM?

It depends on the drive. Almost all CD-ROM drives will handle up to 620 megabytes with no problems. Many newer drives can read discs with over 700 megs.

The CD-ROM Users Group (see above) has a diagnostic CD-ROM that will tell you how much information your drive can handle.

==========
18. Why doesn't MSCDEX work with DOS 5.0?

You must use SETVER with MS-DOS 5.0, to make MSCDEX 2.20 work properly. Otherwise you will get an incorrect DOS version message. See the MS-DOS 5.0 documentation on how to use SETVER. MSCDEX 2.21 works with MS-DOS 5.0 without SETVER.
==========
19. Where can I get the latest version of MSCDEX?

Call MS BBS at 206-936-4082. Choose F for file library, S UPDATES, F to list files, then D MSCDEX.ZIP to download the file. (Microsoft may have deleted this file.)

You can get the latest version of MSCDEX (2.21) in a self-extracting zip archive via anonymous ftp from ftp.cdrom.com:/cdrom/cdext.exe.

It is also available in the MSL library on CompuServe, as CDEXT.EXE.
==========
20. I bought a used drive at a garage sale. Where can I find a driver for it?

Many CD-ROM manufacturers maintain BBS's where you might be able to find drivers for their drives:

NEC BBS: +1 508 635-6328
Philips BBS: +1 310 532-6436
Sony BBS: +1 408 955-5107
Pioneer: +1 408 748 2105 (9600/HST/8N1)

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21. What is the difference between `High Sierra' and ISO-9660?

Not much. When the standard was first proposed, it was given the name "High Sierra'. Later it was adopted as an offical standard, with a few minor modifications, and was designated ISO-9660. Usually when someone says "High Sierra", they really mean ISO-9660.

You can get a copy of the High Sierra Spec from the author for $30.

Howard Kaikow
65 Spring Cove Road
PO Box 1333
Nashua, NH 03061-1333
USA
voice: +1 603 889 8616
fax: +1 603 880 1319
email: kaikow@standards.com

Howard is also the principal author of ISO-9660. He is available for consulting.

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22. Where can I get a copy of the ISO-9660 standard?

You can order a copy of the ISO-9660 standard from

ANSI
Attn: Sales
11 West 42nd Street
New York, NY 10036
212-642-4900

Cost to US destinations is $50, plus $6 shipping. They now accept Visa/MC orders over the phone.

Another source of a wide variety of standards documents is Global Engineering. Their service is often faster than ANSI, but they charge more ($104 for ISO-9660). They also have offices in Europe and Asia.

Global Engineering Documents
15 Inverness Way East
Englewood, CO 80112-5704
(800) 854-7179 (same)
(303) 792-2181
fax (303) 792-2192

ISO standards may be purchased from a country's national standards body. In the USA, this is ANSI, in the UK it is BSI (British Standards Institute in London), in Switzerland, SNV (in Zurich), DIN in Germany, AFNOR in France, JSA in Japan, etc.

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23. What is an HFS disc?

HFS is the Macintosh's Hierarchical Filing System. It is unrelated to High Sierra and ISO-9660 formats. Most CD-ROMs intended for the Macintosh are created in the HFS format, since HFS does support the Mac's resource and data forks and file information.

There are drivers made by AsimWare (AsimCDFS) and Xetec that allows HFS discs to be read on an Amiga. There is a list of differences that the drivers contends with, such as non-standard characters and 32 character filenames (Amiga supports only 30).

"New Inside Macintosh: Files" published by Addison-Wesley, has the most complete description of HFS format.

Inside Macintosh: Files
By Apple Computer, Inc.
Addison-Wesley Publishing Company
ISBN 0-201-63244-6

In Chapter 2, the section on "Data Organization on Volumes" pages 2-52 to 2-76 contains as complete a description of HFS as is available.

This book can be ordered from APDA (Apple Programmers & Developers Association) or any bookstore.

APDA
P.O. Box 319
Buffalo, NY 14207-0319
1-800-282-2732 U.S.
1-800-637-0029 Canada
(716) 871-6555 International
(716) 871-6511 Fax
AppleLink APDA
America Online APDA
CompuServe 76666,2405
Internet APDA@applelink.apple.com

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24. Can you give a short explaination of ISO-9660?

ISO-9660 is an international standard that defines a filesystem for CD-ROMs. Almost all systems support ISO-9660.

Level one ISO-9660 is similar to an MS-DOS filesystem. Filenames are limited to eight single-case characters, a dot, and a three character extension. Filenames cannot contain special characters, (no hyphens, tildes, equals, or pluses). Only single case letters, numbers, and underscores. Directory names cannot have the three digit extension, just eight single-case characters.

All alphabetics are in UPPER case; some software maps this to lower case. Either the file name or the extension may be empty, but not both ("F." and ".E" are both legal file names).

There is a "File Version Number" which can range from 1-32767, and is separated from the extension by a semi-colon. The file version number is ignored on many systems.

Here are some examples of legal and illegal filenames:

Legal Illegal Why
TEST_1C.TXT TEST-1C.TXT hyphen
TEST1C.TXT TEST 1C.TXT space
TEST.1C TEST.1C.TXT more than 1 period
README Readme not single case

Subdirectories are allowed to nest up to eight levels deep.

Level two ISO-9660 allows longer filenames, up to 32 characters. But many of the other restrictions still apply. Level two discs are not usable on some systems, particularly MS-DOS.

==========
25. What the heck does `Red Book', `Yellow Book', etc. mean?

"Red Book" is the common name of the "Compact Disc Digital Audio Standard". When a disc conforms to the red book standard, it will usually have "digital audio" printed below the "disc" logo. Most music CDs conform to this standard.

"Yellow Book" is the standard for CD-ROM. When a disc conforms to the yellow book, it will usually say "data storage" beneath the "disc" logo.

"Green Book" is the CD-I (compact disc interactive) standard.

"Orange Book" is the standard for write-once compact discs.

"Blue Book" is the standard for LaserDisc. **

You can get the Red Book and Yellow Book from

ANSI
Attn: Sales
1430 Broadway
New York, NY 10018
(212) 642-4900

Red Book: CEI IEC 908
Yellow Book: ISO 10149:1989

You can get the Green Book from

American CD-I Association
11111 Santa Monica, Suite 750
Los Angeles, CA 90025
(213) 444-6619

The Orange Book is still proprietary to Philips and Sony, and available
only to their licensees.

[If anyone can tell me where the other standards are available, I will
include that information here.]

** ["Blue Book" may be apochryphal. Pioneer reportly has a pre-mastering
guide that may or may not have a blue cover, but it is not a statement
of the LD standard.

The only standards found so far are IEC-857 (NTSC) or IEC-856 (PAL).
In the US, the only reliable source for these is Global Engr Documents.
They aren't cheap.

'857 only covers the analog portions of LD. It does not include
digital audio, TOC, LD-ROM, LD+G, CDV-5 or anything peculiar to
Laser Karaoke.]

==========
26. What is CD-I?

CD-I means "Compact Disc Interactive". It is meant to provide a standard
platform for mass consumer interactive multimedia applications. So it is
more akin to CD-DA, in that it is a full specification for both the
data/code _and_ standalone playback hardware: a CD-I player has a CPU,
RAM, ROM, OS, and audio/video/(MPEG) decoders built into it. Portable
players add an LCD screen and speakers/phonejacks.

If you want information about Philips CD-I products, you can call these
numbers:
US: Consumer hotline: 800-845-7301
For nearest store: 800-223-7772
Developers hotline: 800-234-5484

UK: Philips CD-I hotline: 0800-885-885

"Discovering CD-I" is a book available for $45 from:

"Discovering CD-I"
Microware Systems Corporation
1900 NW 114th Street
Des Moines, IA 50325-7077
1-800-475-9000

There are three books by Philips IMS and published by Addison Wesley:
"Introducing CD-I" ISBN 0-201-62748-5
"The CD-I Production Handbook" ISBN 0-201-62750-7
"The CD-I Design Handbook" ISBN 0-201-62749-3

Lex van Sonderen periodically posts a CD-I FAQ to comp.multimedia. The
latest version of this FAQ is available by anonymous ftp from
ftp.cdrom.com: /cdrom/cdi.faq.
==========
27. What is CD-ROM/XA?

CD-ROM/XA is an extension to the Yellow Book Standard. A track on
a CD-ROM/XA disc can contain computer data, compressed audio data,
and video/picture data. Many CD-ROM drives do not support CD-ROM/XA.

CD-ROM/XA extends CD-ROM by adding some of the CD-I disc features (such
as using Mode 2 tracks with interleaved compressed-audio and other data).
Thus CD-ROM/XA (eXtended Architecture) is often called the "Bridge" format
between CD-ROM and CD-I... though the relationship is mostly the sector
types. CD-ROM/XA applications still require specific code for each target
platform.

CDROM-XA specifies a `bridge format' so that a CDROM-XA disc can be read
on a CD-I player as well as on a PC under MSCDEX (provided that you use
a conforming (.SYS) driver. On a normal yellow-book CDROM, a data track
contains only mode-1 data sectors. On a CDROM-XA, a (the) data track
contains only mode-2 data sectors. A mode-2 sector can be of two formats,
form-1 and form-2. A form-1 sector contains 2048 bytes of user data,
together with EDC and ECC bytes. A form-2 sector contains 2324 bytes of
raw data (e.g. ADPCM audio or video data). If the device driver delivers
2048 bytes of data when MSCDEX asks for it, regardless whether the sector
is mode-1 or mode-2/form-1, the PC is CDROM-XA compatible.

==========
28. What are the Rock Ridge extensions?

The Rock Ridge extensions use some undefined fields in the ISO-9660 standard
to allow full unix-like filenames, symbolic links, and deep directories.

"Rock Ridge" is named after the town in the movie "Blazing Saddles" for no
particular reason.

The latest revision of the RRIP/SUSP is 1.10; the draft version of these
documents is available by e-mail from cdfsf@ymi.com or ftp at
ftp.cdrom.com (/pub/rockridge/new).

Any comments regarding the Rock Ridge or System Use Sharing Protocol
documents should be addressed to cdfsf@ymi.com.

For information on Rock Ridge at Sun, try rrinfo@Eng.Sun.COM or
cdgroup@fantasy.eng.sun.com.

For information on Unix-based premastering software supporting the Rock Ridge
extensions contact:

Young Minds Inc.
1910 Orange Tree Lane
Suite 300
Redlands, CA 92374
909 335-1350
909 798-0488 FAX
yngmnds!ayoung@ucrmath.ucr.edu

Rock Ridge is expected to be approved as an ISO standard during the first
quarter of 1993.

==========
28b. Which systems support Rock Ridge

OS Version
=== ====
SunOS 4.1.2
Linux 0.98
386BSD ???
NeXT 3.1
BSDI BSD/386 V0.9.3
SVR4.2

The "Version" is the first version that included support for R.R.
Please let me know any other systems that include R.R. support. I am
also interested in any plans to support R.R. in the near future.

Under Novell NetWare 3.11, Micro Design's SCSI Express (Version 1.3.0)
supports mounting Rock Ridge CD-ROMs as standard NetWare mountable
volumes. Then through NetWare NFS, any UNIX client can access the
CD-ROMs (including access to the RockRidge attributes). Also DOS, OS/2,
and MAC clients can access the same CD-ROMs.

==========
29. What is ECMA 168?

ECMA 168 is a volume and file format standard for write-once CD and CD-ROM.
It was approved as a European standard by the ECMA General Assembly in June
of 1992. It provides for full Orange Book functionality, including
multisession recording, track-at-once recording, and packet recording.
When used with an Orange Book writer, this will allow write-once CD to
be used more like a general-purpose storage peripheral than is possible
using ISO 9660. ECMA 168 also incorporates the functionality of Rock Ridge:
the ability to use Unix-style filenames, Unix permissions, and deep directory
hierarchies. Much thought was put into character set issues, and ECMA 168
accommodates multiple-byte character sets such as ISO 10646. Although
ECMA 168 is not upward-compatible with ISO 9660, it is possible to write
a "conformant disc" containing both sets of volume and file structures.
If such a disc is Yellow Book compatible (a CD-ROM or a CD-WO written
disc-at-once), it could be read on either an ISO 9660 system or an ECMA
168 system. There are many common elements between ECMA 168 and ECMA
167, which is a new standard intended primarily for WORM and erasable
optical disks. Hopefully this will encourage developers to support both
standards.

The title of the standard is "Volume and File Structure of Read-Only and
Write-Once Compact Disc Media for Information Interchange". This standard
expands upon the ISO-9660 CD-ROM standard.

At the current time, I do not know of any companies which support ECMA 168
in their products.

A new draft international standard on CD-ROM/CD-WO format:

ISO/IEC DIS 13490 Volume and File Structure of Read-only
and Write-once Compact Disc Media for Information Interchange

is currently undergoing letter ballot process and voting may
end at end of August, 1993.

DIS 13490 is also the ECMA Standard 168, which is derived from
the Frankfurt Group proposal. Copies of this draft standard
should be available at the ANSI or ECMA office.

DIS 13490 is designed to support both the CD-ROM (yellow book) and
CD-WO (orange book) conforming media. In addition, DIS 13490 removed
many unnecessary restrictions of ISO 9660, and is compatible
with ISO 9660 at the directory and file structures level.
DIS 13490 conforming discs can also be made to be read
by both ISO 9660 and DIS 13490 conforming receiving systems.

The ECMA 168 specification is available by anonymous ftp from
ftp.cdrom.com in the directory pub/cdrom/ecma168.

==========
30. Is a short technical introduction to these standards available?

The file ftp.apple.com(130.43.2.3): /pub/cd-rom/cd-rom.summary gives
a short techie introduction to compact disc technology.

There is a good short general article on CD-Rom and its's many
variations (CD-XA, CD-I, CDTV, PhotoCD) called MULTIMEDIA IN A MUDDLE
by Barry Fox in the New Scientist (London, ISSN# 0262-4079) vol. 131
no. 1787 (Sep 21, 1991) pp.35-38

There is a very good article by Bill and Lynne Jolitz "Inside the
ISO-9660 Filesystem Format" in the December 1992 Dr. Dobbs Journal.
Detailed source code examples are provided. They are planning followup
articles covering Rock Ridge, CDI and CDROM-XA.

The SAMS book "Principles of Digital Audio" by Ken C. Pohlmann (ISBN
0-672-22634-0) deals primarily with audio CDs but there are sections
dealing with CD-ROM, CD-I, DVI, CD-V, CD-WO, Erasable CD, CD + G and
CD + MIDI.

There is a good brief explaination of all these standards in the paper

"Compact Disc Terminology"
Nancy Klocko
Disc Manufacturing Inc.
1409 Foulk Road, Suite 202

Wilmington, DE 19803
1-800-433-DISC

Here is some information from the paper:

Standards:

Red Book == CD-Audio

Yellow Book == CD-ROM
Mode-1 is for computer data
Mode-2 is for compressed audio data and video/picture data

CD-ROM/XA == an EXTENSION to Yellow Book and defines a new type of track.

CD-ROM Mode 2, XA Format, is used for computer data, compressed audio data, and video/picture data. A CD-ROM / XA track may interleave Mode 2 compressed audio and Mode 2 data sectors. Additional hardware is needed to separate these when playing the disc. The hardware is programmed to separate the audio from the data, decompress the audio and play it out through the audio jacks. At the same time, the hardware passes the data to the computer.

NOTE: Additional hardware is needed to play a CD-ROM / XA disc. Several vendors offer an XA interface board that will allow an existing CD-ROM drive to play CD-ROM / XA discs.

Green Book == Compact Disc Interactive (CD-I)

Orange Book == Recordable Compact disc Standard
Part I - CD-MO (Magneto Optical)
Consists of optional Pre-Mastered (READ-ONLY) area and a Recordable (re-writable) user area.
Part II - CD-WO (Write Once)
Orange Book Part II also defines a second type of CD-WO disk called a "Hybrid Disc". This disc consists of a Pre-recorded Area and a Recordable Area. The Pre-recorded area is a READ ONLY area where the information is manufactured into the disc. (This area is written per the Red, Yellow, and Green Book specifications, and can be played on any CD-Player.) The Recordable areas are where additional recordings can be made in one or more sessions. Only the first session on the disc is readable by todays CD-Players; additional software will be needed to read the additional sessions.

A TOC (Table of Contents) is written during each recording session. Disc will have multiple TOCs, one for each recording session.

Photo-CD is an example of a "Hybrid Disc".

CD-Bridge Disc

The CD-Bridge Disc defines a way to add additional information in a CD-ROM / XA track in order to allow the track to be played on a CD-I player. the result is a disc that can be played on both a

CD-I player connected to a TV set and on a CD-ROM / XA player
connected to a computer.

An example of a CD-Bridge Disc is the new Photo-CD disc. The
Photo-CD disc will be playable in CD-I players, Kodak's Photo CD
players and in computers using CD-ROM/XA drives.

Photo-CD
The Photo CDs will be Mode 2 Form 1 sectors per the CD-ROM / XA
specifications. The disc will be written per the Orange Book Part
II "Hybrid Disc" specifications. This will allow photographs to be
written to the disc in several different sessions. Additionally,
the disc will use the CD-Bridge disc format to allow the disc to be
readable by both CD-I and CD-ROM / XA players.

The photographs written to the disc in the first session will use
the ISO 9660 format. These photographs will be readable with the
existing CD-ROM / XA players connected to a computer running new
software written for the Photo CD picture structure. Additionally,
the photographs will be displayable on CD-I Players and Photo CD
Players connected to a TV set.

Photographs written to disc after the first session will be
displayable on CD-I Players and Photo CD players. New software
and/or firmware will be needed to read these additional photographs
with existing CD-ROM/XA players.

==========
31. Who comes up with these standards? Can I have any input to the process?

In the case of the colored books, they have been developed by engineers
within Philips and Sony. Few people outside these companies have input into
the process.

The file format standards (ISO 9660, Rock Ridge, and ECMA 168) have all
been developed originally by ad-hoc groups of interested people from
various companies in the industry, then have been submitted to established
standards organizations (ECMA, ANSI, ISO) for further work there.

The CD-ROM Architecture Working Group is an official Standards working
Group under the auspices of the IEEE Computer Society by way of the
Standards Committee for Optical Disks and Multimedia Platforms (SCODMP)
chaired and sponsored by Dr. Lawrence Welsch, PhD. Mike Rubinfeld is
presently the Chair of the working group. They are working in accordance
with a Project Authorization Request (PAR) for the development of a CD-ROM
architecture profile that hopefully will be made into an international
standard. The PAR was approved by the Standards Activity Board (SAB) of
the IEEE/CS last June and the Architecture Profile will probably be ready
for balloting by August, 1993.

For more information, contact:

Mike Rubinfeld
NIST
Bldg. 225, MS:B266
Gaithersburg, MD 20899
(301) 975-3064
Email: miker@mml.ncsl.nist.gov
==========
32. Are there any ftp sites with good stuff related to CD-ROMs?

A couple of sites with cdrom related stuff are

ftp.cdrom.com (192.153.46.2): /cdrom [This site is maintained by me.]
Get the file cdrom/README for a list of files.

cs.uwp.edu (131.210.1.4): /pub/cdrom

==========
33. How do I write an MSDOS program that can access a cdrom using MSCDEX?

The MSCDEX interface documentation is available on the Microsoft Programmer's Library CD-ROM. This also has detailed specifications for drivers that talk to MSCDEX. It even provides solutions to a number of sticky problems.

The file mscdex21.zip contains Microsoft's info on how to talk to the CD-ROM extensions (MSCDEX.EXE) and a sample DOS application which is crude but effective in playing audio tracks. This file is available via anonymous ftp from ftp.cica.indiana.edu:/pub/pc/win3/uploads/mscdex21.zip or cdrom.com:/cdrom/mscdex21.zip.

MSCDEX programming information can be found in INTER31?.ZIP. Ralf Brown's interrupt bible. The information is very complete. The interrupt list is available via anonymous ftp from Simtel20 (wsmr-simtel20.army.mil) or from the mirror site wuarchive.wustl.edu: /mirrors/msdos/info/inter31?.zip.

There is a book by Ray Duncan (Microsoft Press) detailing all extensions to Dos (XMS, LIM EMS, MSCDEX etc..) which should be available in book stores. The title is "MS-DOS EXTENSIONS" ISBN 1-55615-212-4.
==========
34. How do I mount an ISO-9660 disc on a Sun?

Su to root and run this command,
mount -r -t hsfs /dev/sr0 /cdrom
or even better, put the following line in your /etc/fstab
/dev/sr0 /cdrom hsfs ro 0 0
and then run
mount /cdrom

Don Trimmer, of Delta Microsystems, has written a program that allows safe mount/umount operations without requiring super user permissions. You can get his program by anonymous ftp from cdrom.com:/cdrom/mount.c
==========
35. How do I use a cdrom with OS/2?

What you need to do to make your cdrom drive work under os/2 is:

1) make a bootable msdos floppy disk which is configured so that
you can use the cdrom after booting from this floppy.

2) copy the files fsaccess.sys and fsfilter.sys onto the floppy and
then add DEVICE= statements to the CONFIG.SYS for the floppy.

3) copy the floppy disk to the os/2 hard disk using the VDISK command.

4) create an icon with the "boot from drive" option set to the name
of the file created by the VDISK command.

5) Click on the icon.

OS/2 has builtin support for IBM drives, and for SCSI third party
drives. The Sony CDU 541 works well.

What you need to do if you don't have one of the supported drives, is
use the OS/2 command VMDISK to create a bootable "diskette image" on your
hard disk. On the diskette image file, you will copy a CONFIG.SYS file,
an AUTOEXEC.BAT, and the drivers you require for your CDROM. This feature
allows you use any driver with OS/2. The down side is that you can't
access the device in the image box from any OS/2 window. You have to use
the bootable image box to copy files back and forth between the image box
and any other. If you have one of the supported drives, you can access it
from any box.

The VMDISK technique is only needed for unsupported, mainly non-SCSI
drives. Some unsupported SCSI drives, such as the NEC CDR-84, work
fine with OS/2

The only thing to do in order to make some unsupported SCSI CD-ROM
drives work (as a data CD-ROM, MM is another problem) is to patch the
vendor ID string into \OS2\CDROM.SYS. Simply replace "TOSHIBA " by
"NEC ", etc. i.e. with blank-padding to eight characters. This is
known to work with NEC and SONY drives. It does not work with some
Matsushita (Panasonic) drives.

Systems Integration Technologies sells a Mitsumi CD-ROM Device Driver
for OS/2. The price is $10+S/H for text only, and $25+S/H for the
future enhanced driver. Contact joec@cybernet.cse.fau.edu or
cossette@holonet.net

==========
36. Which CD-ROM Drives will work with Microsoft(r) Windows NT(tm)?

This section of the Usenet alt.cd-rom FAQ lists the SCSI host adapters,
SCSI CD-ROM drives, and multimedia audio adapters which are supported by
Microsoft Windows NT. This information is a subset of the document
"Microsoft(r) Windows NT(tm) Beta March 1993 Hardware Compatibility List
Update"; the complete version of thie document is available on

Compuserve, in either WinNT forum library #1 or MSWin32 library #17.

These adapters and peripherals have passed Windows NT compatibility testing as of May 1993. This list is a subset of the hardware we expect to support in the final product and was current at the time it was published. If your hardware is not listed below, contact your hardware manufacturer for more information. We have not tested every computer and/or device in all possible configurations.

While we have endeavored to supply as complete and accurate a list as possible, MICROSOFT MAKES NO WARRANTIES, EXPRESS OR IMPLIED, AS TO THE COMPLETENESS AND ACCURACY OF THIS LIST. This list does not constitute an endorsement of any particular manufacturer.

Microsoft and BallPoint are registered trademarks, and Windows and Windows NT are trademarks of Microsoft Corporation. Other product names and trademarks are property of their respective owners.

SCSI(r) Host Adapters

The following SCSI adapters have been tested with the following drives (except as noted): CD Technologies CD Porta-Drive T-3301, NEC Intersect CDR-74, Micropolis 1924, Peripheral Land Infinity 88, ArchiveST 4000 DAT.

Adaptec(tm) AHA-1510
Adaptec AHA-1520
Adaptec AHA-1522
Adaptec AHA-1540B [2]
Adaptec AHA-1542B [2]
Adaptec AHA-1542C
Adaptec AHA-1640
Adaptec AHA-1740 [3]
Adaptec AHA-1742 [3]
Adaptec AHA-1740A [4]
Adaptec AHA-1742A [4]
Adaptec AIC-6260 [5]
BusLogic BT-542B
BusLogic BT-545S
BusLogic BT-640A
BusLogic BT-646S
BusLogic BT-742A
BusLogic BT-747S
DPT PM2011b (incl. cache)
DPT PM2012b (incl. cache)
Future Domain MCS-600
Future Domain MCS-700
Future Domain TMC-845 [6]
Future Domain TMC-850
Future Domain TMC-850M(ER)
Future Domain TMC-860

Future Domain TMC-860M
Future Domain TMC-885
Future Domain TMC-1650
Future Domain TMC-1660
Future Domain TMC-1670
Future Domain TMC-1680
Future Domain TMC-7000EX
IBM PS/2 Microchannel SCSI Host Adapter [7]
IBM PS/2 Microchannel SCSI Host Adapter (with cache)
Maynard 16-Bit SCSI Adapter [8]
NCR 53C700 SCSI Adapter
NCR 53C710 SCSI Adapter
NCR 53C90 SCSI Controller [9,10]
NCR 53C94 SCSI Controller [11]
Olivetti ESC-1
Olivetti ESC-2 [12]
Trantor T-128 [13,14,6]
Trantor T-130b [13,6]
UltraStor 14f [15]
UltraStor 24f [16]
UltraStor 34f
UltraStor 124f [17]

Native SCSI adapter on MIPS ARC/R4000 systems from ACER, MIPS and Olivetti

SCSI CD-ROM Drives

The following CD-ROM drives have been tested with the following
adapters: Adaptec AHA-1542b, AHA-1640 and AHA-1740A; Future Domain
TMC-1670 and TMC-850M; IBM PS/2 Microchannel SCSI Host Adapter (with
cache); UltraStor 24f.

CD-Technology CD Porta-Drive T-3301
CD-Technology CD Porta-Drive T-3401
Chinon CDX-431 [18]
DEC RRD 42-DA
Denonr DRD 253
Hitachir CDR-1750S [19]
IBM 351018
NEC Intersect CDR-73M
NEC Intersect CDR-83M
NEC Intersect CDR-74
NEC Intersect CDR-84
Panasonicr CR-501B [18]
Pioneerr DRM-600 [20]
Sonyr CDU-541 [21]
Sony CDU-6211
Sony CDU-7211
Texel DM-5021 [18]
Toshiba TXM-3201 [18]

Toshiba TXM-3301
Toshiba TXM-3401

Multimedia Audio Adapters

The following audio adapters have undergone preliminary testing.

Creative Labs SoundBlaster(tm) 1.x
Creative Labs SoundBlaster Pro(tm) [26]
Media Vision Pro Audio Spectrum [26,27]
Media Vision Pro Audio Spectrum-16 [26,27]
Media Vision Thunder Board [26]
Microsoft Windows(tm) Sound System

Native sound adapter on MIPS ARC/R4000 systems from ACER and MIPS

Relavent footnotes (2-21,26,27)
---

2 Tested with firmware revisions 3.10 and 3.20.
3 This adapter must be configured for 5 MB/second asynchronous I/O to work with listed CD-ROM drives from NEC.
4 This adapter must be configured for 5 MB/second asynchronous I/O to work with listed CD-ROM drives from Chinon, Hitachi and NEC.
5 Tested with Unisys PW2Advantage 3256 (Flemington).
6 To use this adapter, at least one device on the bus must provide termination power.
7 This adapter does not support 4mm DAT drives.
8 The Maynard SCSI Controller can be used as a general purpose SCSI controller for all tasks except CD Setup. To install Windows NT with this adapter, use the WINNT.EXE Setup method.
9 Tested with NCR System 3000 Model 3320 and Compaq Portable 486c.
10 The NCR System 3000 Model 3320 with this SCSI controller does not support tape backup.
11 Tested with NCR System 3000 Model 3350.
12 This adapter must be configured for asynchronous I/O to work with NEC Intersect CDR-73(M) and Pioneer DRM-600 CD-ROM drives.
13 This adapter is supported only on IRQ 5.
14 This adapter does not support tape drives.
15 Contact UltraStor for an upgrade if you encounter CD-ROM problems.
16 Contact UltraStor for an upgrade if you encounter tape drive problems.
17 The UltraStor 124f is a RAID controller. It supports hard drives and removable media drives only.
18 CD audio is not supported on this drive.
19 Soft (recoverable) errors may occur when used with Future Domain 8xx series adapters.
20 The Adaptec AHA-1640 only supports a single compact disc when used with this CD-ROM drive.
21 CD Audio is not supported on Sony CD-ROM drives when used with the Adaptec AHA-1640.
26 Supported in SoundBlaster 1.x emulation mode only.

27 The external MIDI connector on this adapter is not supported.
==========
37. How do I read an audio cd track as digital data?

Most CD-ROM drives cannot decode audio information. There are
firmware and data path reasons why it doesn't work. The drive
vendors could make drives that allow this feature.

There are only a few drives with the capability to read audio
tracks as data: The AppleCD 300 (which is a Sony 8003), the Sony
CDU-561 and the Toshiba 3401.

On a Macintosh you can put the CD into an Apple 300 CD-ROM, and using
QuickTime 1.6, record the music (at 44KHz) to your (hopefully very large)
hard drive as a QT soundtrack. At that point there are a number of tools
available to edit and massage the sound, and change the file format into
something else.

For the Toshiba drives, you issue a MODE SELECT command with density
code 0x82 and then all read's with an lba inside a digital audio track
will return 2352 bytes audio samples / block.

There are several ways to read digital audio from Sony CDU 561
and Sony CDU 8003 mechanisms. Note that the technique of merely
setting the density (0x82) using MODE SELECT SCSI command as on
Toshiba 3401s will not work.

Here are three ways to read digital audio Red Book standard
audio track data across the SCSI bus into your computer complete
with all sound processing already performed (For example the
CIRC routine already run and the output is LRLRLR pairs of 16
bit digital audio samples 2352 bytes per CD-ROM block.

Method 1 : READ CD-DA scsi command 0xD8

Byte 0: D8
1: <LUN stuff> 0
2: <4th most significant byte of logical block address>
3: <3rd byte>
4: <2nd>
5: <1st, lowest of the address>
6: <4th most significant byte of transfer length
7: <3rd byte>
8: <2nd>
9: <1st, lowest of the number of contiguos blocks to transfer>
10: <special sub code selector> (0 == normal 2352, other values
are 01, 02, 03)
11: <control>

Method 2 : READ CD-DA MSF scsi command 0xD9

byte 0: D9
1: <LUN stuff> 0

2: 0
3: <starting minute in binary not BCD>
4: <starting second in binary not BCD>
5: <starting frame (75th of a second) in binary not BCD>
6: 0
7: <ending minute in binary not BCD>
8: <ending second in binary not BCD>
9: <ending frame (75th of a second) in binary not BCD>
10: <special sub code selector> (0 == normal 2352 each, other
values are 01, 02, 03)
11: <control>

For this one you will need to remember how to convert MSF to
logical (LBA) address to set the SCSI transfer length correctly
to avoid the Mac SCSI manager reporting a phase error. to
calculate the number of bytes total you will get use the formula:

((Me-Ms)*60*75 + (Se-Ss) * 75 + (Fe-Fs)) * (2352)

Method 3 : MODE SELECT (6) 0x15

This is a very complex topic to discuss, but if you know how to
use the SCSI mode select page commands the third more direct
(and jitter filled) method to get digital audio across the SCSI
bus on the new SONY devices is to set the block length of the
volatile settings in the 6th 7th and 8th bytes of the Block
descriptor section of a MODE select list with 0 or more pages
(12 bytes for none) to a setting of either 2352, 2368, or 2448.
You want 2352, but I have not tried this technique and Sony
recommends the special streaming commands.

WARNING: for high quality use large transfers but QUICKLY
reissue another command as soon as a command is completed. The
head must never come to a rest for 100% pure results.

The format of a CD-DA sector, that the Toshiba XM-3401 returns, is not
too complicated: each sector contains 2352 bytes, these are devided
into 588 16-bit signed stereo samples of 4 bytes each. The 16-bit
samples are returned in 'low byte first' (i386, ...) byte order. The
16-bit samples in the sector are intended alternating for the left and
right channel, starting with the left channel.

```
struct cdda_sector {
struct cdda_sample {
char left_channel_lsb;
char left_channel_msb;
char right_channel_lsb;
char right_channel_msb;
} samples[588];
};
```

If you want to do low-level SCSI programming, call Lee Wagner of
Toshiba at (714)583-3125. The document is entitled "Toshiba CD-ROM,
SCSI-2 Interface Specifications, Ver. 6.0, Issued Jul., 1992". It is
currently free to developers. Note that this is *extremely* technical
material, and won't be useful to the average user.

==========
38. Why do CD-ROMs cost so much?

Here are several answers, take your pick:

A. Because too many people are willing to pay the high prices.

B. They are not really very expensive when you consider how much data
they contain. Even the most expensive CD-ROMs are often cheaper
than the least expensive floppies when you figure the cost per byte.

C. Because there isn't enough competition. The prices will come down
when more people buy drives, and more CD-ROM titles are available.
==========
39. Why do all the bundle deals require me to buy a drive? What if I
already have a drive?

Many disc producers sell outdated or surplus discs at steep discounts
to be bundled with new drives. The theory is that the new drive owner
will find the discs useful, and order the latest version at full price.

There are some bundle deals that do not require you to buy a new drive.
For instance, the CD-ROM User's Group (see above) has a bundle of ten
discs for $99.

==========
40. Are alt.cd-rom archives available anywhere?

I don't know if there is an ftp site anywhere that archives alt.cd-rom,
but you can retrieve old articles via email:

For a list of files available, send the message
INDEX CDROM-L
as the first line of your e-mail message to:
LISTSERV@UCCVMA.BITNET
or the Internet form of address:
LISTSERV@UCCVMA.UCOP.EDU

To retrieve an archived message, send the e-mail message
GET CDROM-L LOGyymm
or SENDME CDROM-L LOGyymm as above
where yymm is the year and month of the archive wanted.
e.g. LOG9110 = Log of October 91 messages.

==========
41. What is the shelf-life of a CD-ROM?

If a CD-ROM is not manufactured properly, the lifetime can be very short, perhaps only a few years. This can happen if the edge of the disc is not properly sealed, and oxygen reaches the metal surface.

If the disc is manufactured properly, it will last a very long time. Most CD-ROMs should last for more than a human lifetime.

Philips has proposed new standards for testing CD-ROMs that are expected to result in discs that will enjoy a life span of more than a thousand years. For more information see Fox, Barry "CD Makers Perform in Unison to Stop the Rot" New Scientist 134(1815) (April 4, 1992):19.

The laser used in a CD-ROM drive is very low power, and does not harm the disc in any way. Reading the disc will not shorten the lifetime.

==========

42. How should I handle my CD-ROMs? How do I clean them?

The following guidelines represent the current thinking for the care and handling of CD-ROM discs, by a number of CD-ROM disc and drive manufacturers. The validity and usefulness of most of these guidelines have not been substantiated by government testing and therefore are presented for information only.

Wash your hands before contact with the disc. If available, wear lint-free cloth gloves, finger cots, or talc-free latex gloves.

If you must wipe the disc, do so with a soft, dry, lint-free cloth in a radial motion- that is from the inner to the outer hub- not in a circular motion around the disc like you might do for a phonograph record. The most devastating scratches are those which occur along a circular arc of the disc which can obscure a long stream of pits.

Certain cleaning agents and solvents can damage the discs. Some of these include: gasoline, paint thinners, benzine, acetone, carbon tetrachloride, chlorinated cleaning solvents, ammonia, and household detergents which contain ammonia. Do not clean with a water soaked cloth. The use of Isopropyl alcohol, the ingredient in many commercial CD cleaning products, as well as certain waxes and acrylic liquids, is still questionable.

Do not clean the label side of the disc.

Use of a CD-ROM caddy is highly recommended during transport and operation. Limit the amount of physical contact with the disc.

Always handle the disc by the outer edge and/or the inner (hole) edge. Never touch the data surface.

Discs like to "live" in the same conditions that people do; that is:
They don't like to be manhandled
They don't like exposure to temperature extremes
They don't like exposure to excess humidity
They don't like exposure to high intensity UV light

Ron Kushnier, Chairman
Compact Disc- Reliability & Integrity of Media Working Group of
The Special Interest Group on CD-ROM Applications and Technology
Code 5053
Naval Air Warfare Center
Warminster, PA. 18974
(215) 441-1624
FAX (215) 441-7271

==========

43. Which drives will work with Kodak Photo CD?

According to Kodak, the following drives are compatible. To view more than just the first recorded session, you need a multisession drive. Most of these drives are single session only.

Magnavox CDD461 - single session
CDD462RS - multi session
Sony CDU-6205 - single session
CDU-535 - single session
CDU-561 - multi session
NEC CDR-73 - single session
CDR-37 - single session
Apple CD 300 - multi session

The NEC CDR-74/84 works fine with PhotoCD. Older models that have a firmware revision of 1.0 should be sent back to NEC for a FREE refit, that upgrades the firmware to 1.0a, and may update some other components. NEC should be called at 1-(800)-388-8888 follow the recorded messages to get them to sent the info required for the refit (or hit 6 then 1 to get there instantly). You will get your drive back in 3-4 business days.

The Kodak Information Center is maintaining a file on the compuserve CDROM forum of compatible drives, and it has become quite extensive. They also specify compatible SCSI boards, drivers, and cable configurations. There are also a couple of subtle issues in compatibility that are still being worked out. For example, the NEC drives are single session compatible, but not multi. There are also drives which have been certified as compatible which are not XA, and there is some indication that this makes them useful for pictures alone, but not for mixed media Photo-CD productions in the future.

==========

44. What is a multisession CD drive?

A CD has an "index" area which contains track details; this is what is read when you first stick an audio CD into a player. Photo-CDs have a separate index area each time they are written (because it is impossible to "update" the index area). A multisession drive is one that knows to look for multiple index areas. The full details are contained in the Philips/Sony/Kodak "Orange Book" standard for writable CDs.

==========

45. How does Photo CD work?

In a nut shell, 35mm film (negative, slide, B&W, internegative) is scanned by an image scanner and transfered to XA-formatted CD-ROM discs. These discs are manufactured by burning (writing) -- not by pressing.

Each scanned image on the disc is kept in five resolutions. These five resolutions are called: Base/16, Base/4, Base, 4Base, and 16Base. As examples, Base/16 is one sixteenth the resolution of the "Base" image, and 16Base is sixteen times the resolution of "Base". (These are not simply larger picture elements. There are in increased number of scan lines.)

The 4Base and 16Base images are are compressed using Huffman encoding. You need the decompression software to pull the higher resolutions out of the image. You would typically need these higher resolutions if you want enlargements or if you intend to use an HDTV as a display device.

==========

46. Where can I get some information about the Kodak Photo CD?

To learn more about Photo CD products or other KODAK desktop color imaging products, contact Eastman Kodak Company at 1-800-242-2424 Ext 51 or 716-724-1021, ext. 53.

Or send inquiries to the following address:

EASTMAN KODAK COMPANY
Kodak Information Center
Dept. E. 343 State Street
Rochester, NY 14650-0811

Information about PhotoCD is available by anonymous ftp from cdrom.com:/cdrom/photo_cd.

There is an excellent article on PhotoCD in the Sept 92 issue of Photographic Magazine.

Eastman Kodak Co recently released Photo CD Access, which is designed to allow users to integrate CD images into any Windows or Macintosh Application. Requires a CD ROM XA (Extended Architecture) drive. Most popular image formats are supported, including TIFF, GIF, TARGA and PICT. Kodak sells the software directly. $39.95, 1-800-242-2424.

A developer's kit is available for $695 and includes source code as well as object for PC/MAC.

Dick Phillip's Photo-CD application for NeXTs is now loaded in the pub/next/submissions directory at sonata.cc.purdue.edu. The following files are available:

pCD0.3.4..README
pCD0.3.4.tar.compressed application
README.pCD
photo_cd.tar.Z test data - simulated photo-CD
photo_cd.tar.Z.README

The maximum resolution is 3072 X 2048, 24 bit color.

==========
47. Where can I get maps of the US on CD-ROM?

The USGS is producing a series of cds that contain 1:100,000 scale
digital line graph (DLG) data. Presently, only Florida is available.
Also, 1:2,000,000 DLG cd is available for the US. Call 1-800-USA-MAPS
for more info.

You can also get topo data (with AVHRR coverage) on CD-ROM for $32. This
is DEM (30" elevation data) for the whole US. Contact: EROS Data Center,
Sioux Falls, SD 605-594-6507, or 6511

The Digital Chart of the World (DCW), produced by your Defense Mapping
Agency, is generally acknowledged to be the best data set providing
world-wide coverage. It is at a scale of about 1:1 000 000, and it is
unlikely that you will find data at a larger scale for much of the world.
At $200.00 for the set of 4 CD-ROMs and viewing data, it is considered to
be a steal by most professional users, though it might be a bit of an
overkill for domestic use. You can obtain it from:

U S Geological Survey
Distribution Center
Building 810
Box 25286
Denver, CO 80225

==========
48. How do I put a CD-ROM Drive on a Novell network?

---
1. SCSI Express. SCSI drives only, NLM only.

2. OptiNet by OnLine in Germantown, MD. Both NLM and separate CD-Server.
Any type of drive supported. Up to 128 drives per server.

3. CD-Net by Meridian in Colorado. Software only version of the Meridian
CD-Server. Used to be limited to 21 drives, but may have been upgraded.
Not sure if NLM version is currently available.

Also, CBIS has a hardware/software solution that supports up to 21 drives
per server. No NLM.

All the packages run about $700 for 8 users or less.

[If anyone has used any of these products, and would like to recommend
yes or no, please let me know.]

Corel sell a SCSI driver package that include NLM's to put
worm drives,CD-Roms etc on a 3.1+ server. The package also includes dos
drivers for just about every device you would want to connect to SCSI.
Only costs about $70.

==========
49. Are any CD-ROM Jukeboxes available?

There is a Pioneer DRM600 CD-ROM jukebox. It will hold 6 CD's in a cartridge, costs around $900-$1000, but has a slow drive. Pioneer also has a new drive coming out in December that is the same 6-CD changer, but with a 340ms, 600K/Sec drive in it. That will be more like $1400.

It is available from:

Kintronics Computer Products
3 Westchester Plaza
Elmsford, NY 10523
914-347-2530 or 800-431-1658 attention Neal Allen

It is also distributed by Peripheral Solution, in Santa Cruz, 408-425-8280

A jukebox that handles 240 discs is available from

Kubik Technologies Ltd.
200-3900 Viking Way
Richmond, BC V6V 1V7
604-273-0400

There is a German firm called NSM that sells CD-jukeboxes for bars, etc. They have their fast 100-disk changer also available for consumer purposes and a CD-ROM version. In Holland it is sold by:

LaserMusic Nederland
Leeuwenstein 44
2627 AM Delft, the Netherlands.

The Lotus CD/Networker can have up to 28 CD-ROM drives installed in it. Lotus Development Corporation, 55 Cambridge Parkway, Cambridge, MA 02142.

Todd Enterprises has a box that can have up to 64 CD-ROM drives mounted.

Another jukebox is available from Microboards (MBi of America), 308 Broadway, PO Box 130, Carver MN 55315, 612/448-9800, 612/448-9806 (fax), contact Kathleen Davies
==========
50. Can I speed up my CD-ROM by using a cache?

There are several programs that cache information from the CD-ROM onto your hard disk. Since magnetic discs are often more than 10 times faster than a CD-ROM, this can result in dramatic improvements under some circumstances.

Most of the programs cache the directory information, so you can traverse subdirectories quickly. They also cache the most recently accessed blocks of data. So if you use the same files over and over, or access the same records in a database, your CD-ROM will seem much faster. But when you access the information for the first time, it will be just as slow as

ever.

SpeedCache+ from Future Systems has been recommended as a pretty good
caching program.

Future Systems, Inc
0420 South 500 East
Bluffton, IN 46714
(219) 824-4963

On the Macintosh a prescanning (Directory, file atrributes, icons, etc)
cache to accelerate the Mac with CD-ROMs exists from two companies
SpeedyCD 1.22 and FWB CD-ROM ToolKit 1.0. FWB seems much faster than
SpeedyCD and can prescan any type of CD-ROM volumes (ProDos, Mac HFS,
MS DOS, ISO9660, PhotoCD etc.) It prescans in the background.
==========
51. Do you have any info about the CD-ROM filesystems for Amigas?

The following information is taken from the Winter '93
"AC's Guide to the Commodre Amiga" (pages 112, 253, 262, 149)

AsimCDFS
This CD_ROM FIleSystem allows an Amiga/CDTV to access any ISO9660,
HighSierra, or Mac HFS formatted disc. CDTV discs also accessible.
Comes with FishMarket, a disc containing Fred Fish disks 1-637,
and AsimTunes, an intuition-based AudioCD controller program with
ARexx capability. Includes a manual and a painless install procedure.
Supports a number of CD-ROM drives. Requires SCSI controller
compatible with Commodore SCSI-Direct Standard. For 68000,010,020,
030,040 processors. Minimum 512K, more recommended for buffering.
AmigaDOS 1.3/2.0 compatible. $79.00
Asimware Innovations, 101 Country Club Dr,
Hamilton, Ontario L8K 5W4, Canada, (416) 578-
4916 FAX(416) 578-3966

CDx Disk Set
All software needed to attach a SCSI CD-ROM drive to most popular
SCSI controllers, plus a printed manual and two CD-ROM discs (Fish &
More Vols. I and II). Software consists of: CDxFileSystem for access
to ISO 9660, High Sierra, and Mac HFS discs, CDTV emulation software
to run most CDTV titles (1MB chip RAM recommended), audio CD player
software, an assembly/C/Arexx-compatible device for developers, and
more. NTSC/PAL compatible, Requires SCSI controller, SCSI CD-ROM drive.
AmigaDOS 2.0 compatible. $50.00
Xetec, Inc., 2804 Arnold Road, Salina, KS 67401,
(913) 827-0685, FAX(913) 827-6023

CDROM-FS
CDROM-FS version 702 enables Amiga owners to connect most SCSI CD ROM
drives to an Amiga with a SCSI interface. This software provides support
for industry standard ISO 9660/High Sierra format CD ROM discs. It comes

with clear concise instructions, making it easy to install and use.
Requires A590, A2091, A3000, Microbotics Hardframe or GVP. $49.95.
Canadian Prototype Replicas, P.O. Box 8, Breslau,
Ontario, Canada N0B 1M0, (519) 884-4412

==========
52. What are the most popular CD-ROMs?

Here are the hottest-selling CD-ROM titles in the USA in October, according
to PC Research. This is a good indication what Christmas sales were like.

10. CD Game Pack Software Toolworks
9. Where in the World is Carmen Sandiego Broderbund
8. Murmurs of the Earth Warner New Media
7. King's Quest V Sierra On-Line
6. Street Atlas USA Delorme
5. World View Brittanica
4. Sherlock Holmes, Detective Icom
3. Wing Commander / Secret Missions I & II Origin
2. Cinemania Microsoft
1. Battle Chess Enhanced CD-ROM Interplay

==========
53. What are some good references to CD-ROM reviews?

Drive reviews:

"PC-Computing" December 1992
"Macworld", October 1992
"PC-Computing", October 1992
"Computer Shopper", October 1992

CD-ROM LAN Server reviews:

"LAN Times", January 11, 1993
"PC Magazine", December 31, 1991

Jan Schwenk, the president and CEO of Resource International, runs a BBS
containing many CD-ROM reviews. The number is (817)-582-0672 at 8N1.
Admission is free.

==========
54. How do I put a CD-ROM Drive on a Ethernet by using a unix system
(e.g. a SUN) as a server and PCs as clients.

Edmund J. Sutcliffe <edmund@york.ac.uk> writes:
If you mount an ISO format CD-ROM on you sun using the commands previously
mentioned in Question 34 and export it to the network using
exportfs /cdrom
It is then made available for mounting using NFS to other devices.

The PC can mount the CD-ROM using any NFS Client including Sun's PC-NFS.
(This is the product we use) Most PC search software requires the presence

of MSCDEX to work with the CD-ROM. Daniel Churchman of Digital Solutions Pty Ltd, of Queensland Australia wrote a simplistic MSCDEX faker called MXSUB in May 1990 which they release under GNU Public License in January '92. This work well with early versions of the search software.Colin Ian King <cik@ukc.ac.uk> wrote a small quantitiy of C code which fakes the MSCDEX extensions required by many PC packages. He also produced a list of which search software used which MSCDEX functions. This code is released under GNU Public license and is available from ftp.york.ac.uk in /pub/cd-rom, via anonymous FTP. This faker can work with an Microsoft Compatible Network which can see CD-ROMs.

It is also necessary sometimes to set the volume label of the NFS mounted drive. "Malcolm E. Sherrington" <msherri@rpms.ac.uk> in an article in the proceeding of the UKUUG confernce of January '93 talks about the problems in doing this. He wrote a program call NFSLABEL to label PC-NFS mounted Network Drives. However, this code was slow to be release and Robert Turner <Robert.Turner@brunel.ac.uk> wrote similar code called LABELNFS which is available in source form. All this code is available from ftp.york.ac.uk in /pub/pc-nfs. This code has been sucessfully used with BRS/Search SilverPlatter and WilsonDisk search software.
The only CD-ROM search software which has been made available to me for testing purpose, on the Macintosh is SilverPlatters SPIRS. We have a GatorCS/Rack running GatorShare, an Apple Filing Protocol to NFS convert. (For more info mail support@cayman.com) This allows the Macs to see NFS file store as Appleshare Volumes. To mount CD-ROM to the Mac you must do the following:
1) mount the CD-ROM on a Mac using a local CD-ROM. This
will give you the Volume Name of the CD-ROM as seen to the Mac.
2) mount the CD-ROM on the NFS server.
3) Using GatorKeeper, the management software for GatorShare create a new AppleShare Volume called the same name as the volume when the CD-ROM was mounted locally.
This volume should mount the CD-ROM exported from the NFS server but the DESKTOP file should be create on some other section of NFS disk as it cannot be created on the CD-ROM. GatorKeeper will confirm the volume creation and then uses can mount the Volumes using the Chooser as usual. The user community can now mount the CD-ROM over the network to their Mac just like any other network volume and the SPIRS search software can us it. It is possible to Automate this mount and search software to make it transparent to the user and so limit usuage.

It should be noted that it is important to license approriately copies of the CD-ROMs before exporting them generally over the network. You might also want to restrict access to appropriate netgroups. Also license locking the search software satisfies certain companies, but not all.

==========
54. How do I read the UPC (universal product code?) from a CDROM?

The precense of the UPC on a CD is optional, although all the audio CDs have one. CDROMs might not have a UPC, however.

There's an MSCDEX function to get the UPC (int 2F, AX=0x1510,
CX=<CDROM drive letter>, ES:BX=<Addr Request Header> with the
request header filled with the IOCTL INPUT command 14 (get UPC)).
The MSCDEX documentation (chapters 10 and 11) will give you more
information.

==========
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a server and make it available to the PC and Mac.

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of MSCDEX to work with the CD-ROM. Daniel Churchman of Digital Solutions
Pty Ltd, of Queensland Australia wrote a simplistic MSCDEX faker called
MXSUB in May 1990 which they release under GNU Public License in January '92.
This work well with early versions of the search software.Colin Ian King
<cik@ukc.ac.uk> wrote a small quantitiy of C code which fakes the MSCDEX
extensions required by many PC packages. He also produced a list of which
search software used which MSCDEX functions. This code is released under
GNU Public license and is available from ftp.york.ac.uk in /pub/cd-rom,
via anonymous FTP. This faker can work with an Microsoft Compatible Network
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BRS/Search SilverPlatter and WilsonDisk search software.

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(For more info mail support@cayman.com) This allows the Macs to see NFS
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new AppleShare Volume called the same name as the volume when the
CD-ROM was mounted locally.
This volume should mount the CD-ROM exported from the NFS server but the
DESKTOP file should be create on some other section of NFS disk as it

cannot be created on the CD-ROM. GatorKeeper will confirm the volume
creation and then uses can mount the Volumes using the Chooser as usual.
The user community can now mount the CD-ROM over the network to their Mac
just like any other network volume and the SPIRS search software can us it.
It is possible to Automate this mount and search software to make it
transparent to the user and so limit usuage.

It should be noted that it is important to license approriately copies
of the CD-ROMs before exporting them generally over the network. You might
also want to restrict access to appropriate netgroups. Also license
locking the search software satisfies certain companies, but not all.

I hope the above is of use to you. I have been working on this problem
for 18 months on and off and finally I have got round to documenting it as
above. All the code mentions is Public Domain. If you wish to mirror it
please feel free as we only have limited Internet access. New updates
appear about every 2 or 3 months.
==
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2396. Re: Moniterm Monitors (Help!)

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 03:30:17 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2ipr49$nij@usenet.INS.CWRU.Edu>
Source record: 193552
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ea.pirfsw2_nWQ@sanity.tdkcs.waterloo.on.ca>
gkirkaldie@sanity.tdkcs.waterloo.on.ca writes:
>In <2hssc4$5i6@mailer.fsu.edu>, Mickey Boyd writes:
>}Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
>}
>}> I found a surplus store today that had Moniterm VY1000 19" mono monitors
>}> for $100. They have a 9 pin "joystick" connector on the back and come
>}> with some manuals, etc. They say a UNIX driver is needed.
>}>
>}> IS this the same monitor they sold for the ST? Is there any other hardware
>}> needed for the ST to drive it or is the software driver all that is necessary.
>}> They have 3 monitors so I would like to hear from people if they know
>}> anything about this - I could probably send someone else a monitor if they
>}> really wanted one. Any help would be greatly appreciated - $100 would
>}> be a real bargain for a 19" monitor.
>}
>}The Viking Moniterm 19" monitors for Mega series computers required a board
>}that plugged into the expansion bus present only on Mega's (this was before
>}the STe, MegaSTe, TT, Falcon, so I'm not sure about those). Thus, if you have
>}a MegaST you would need to procure an addition board at the very least.
>}
>}Incidentally, they sound like old Sun2 or Sun 3/50-60 monitors. There has
>}been discussion in the past of hooking such monitors to STs, but I don't
>}remember any positive experiences being related.
>}

does anyone know where i could buy such a board? i don't really care about
color, so this would be ideal... i have a mega st computer..

2397. Re: Even more cross compiling with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 09:39:13 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb3103913@issan.informatik.uni-dortmund.de>
Source record: 193589

In article <CKLE8I.2IK@dutiws.twi.tudelft.nl>, schuller@dutiws.twi.tudelft.nl (Bart Schuller) writes:

|> In article <2imvmb$64g@elroy.jpl.nasa.gov>,
|> Howard Chu <hyc@hanauma.jpl.nasa.gov> wrote:
|>> For cross-compiling to Linux all that should need changing is the library and
|>> the linker. GCC on the Atari always assembles to standard a.out format object
|>> files. If Linux uses a.out format, then the Linux linker can be used directly.
|>> The ST-modified linker turns a.out format .o files into TOS format executables
|>> but the original Unix-specific code is still there, surrounded by #ifdef's, so
|>> it could be used as well.

|> Yes, as a matter of fact I needed a linker too that linked to a.out format,
|> and did just that. I can now use ld -r and get a linkable .o file. I needed
|> that functionality for the dynamic linking of Objective-C Classes, using
|> gnu dld-3.2.3, which I 're-ported' so that it works and can cope with
|> symbols > 22 characters (using a .sym file, :-( ).

All you have to do is to comment out #define ONLY_SYMBOLS in sym-ld.c,
and you get a linker that links into a.out format. This define is
there because gdb needs the symbol table in a.out format, and
including the whole text and data section would be wasted space.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2398. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 09:43:04 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.QabXs6xzlxU@yonder.equinox.gen.nz>
Source record: 193553

In <1994Feb1.003836.2355@tudedv.et.tudelft.nl>, jbrhebergen@et.tudelft.nl
writes:
>Hello there,
>
>I'm an MS-DOS PC user so I don't know the first thing about ATARI computers.
>A friend of mine recently got an ATARI 1004 ST. He want to use it for mailing,
>news, gopher and other internet related activities.
>
>I would like advice on what communications packages to use to run his modem and
>to emulate terminals. (He will be getting a unix/internet account shortly)

There's heaps about, Uniterm (free) or Connect (shareware) would be
the best 2 for that, both available by ftp, Connect is on
atari.archive.umich.edu in /atari/Telecom/
Uniterm is on chsun.chuug.ch in
/archive/software/atari/Uniterm/ read the read-me first.
That above site used to be the only one that had the latest version
(it's authors site), I don't know if it still exists there.

>Also I would like to know where I can FTP these programs from or where I can
>buy them. I almost forgot, do ATARI computers need special modems?

Nope... just buy any modem that you would for your own computer, the
Atari has an RS232-C serial port.

>(like Apple does)

I thought the only difference with the apple was the plug... so all you
need is a special cable (worth about US$10 - 15) with any old modem.
I know that's true for the mac.

BTW: Are you sure you can't make your sig any bigger? :-(

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

2399. Re: Gif/Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 09:44:54 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.MkVQZph3S9Q@yonder.equinox.gen.nz>
Source record: 193554

In <1994Jan31.091325.15490@spider.co.uk>, Peter Woodhouse writes:
>Can anyone tell me where I can find a gif/jpg viewer for the Atari ST?
>
>Any info via email appreciated.

Photochrome is the best for colour when displaying GIFs, GEMview is
probably the most flexable, and does both formats in any res.

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

2400. Re: postscript driver for gdos ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 09:49:52 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2iqhc0$et6@percy.cs.bham.ac.uk>
Source record: 193590

lpzssm@unicorn.nott.ac.uk (S. Marshall) writes:
>In article <RALPH.94Jan27075751@hal.cerfacs.fr>, ralph@cerfacs.fr (Ralph Sobek) writes:
>
>> Tim> There is a pseudo-solution to this problem, in the form of a program
>> Tim> called mfps (metafile to ps). It converts GEM metafiles to PostScript.
>>
>> I have used it, mfps, successfully on a number of occasions. My only
>> complaint was with the font spacings.
>>
>
>The registered version of Kandinsky (Drawing Prog) features a
>postscript driver. I've not tested it much, but it seems to work OK.
>Kandinsky can also handle .BGI fonts, which are scalable. A pretty
>good selection is included in the package.
>

Not quite - Kandinsky has a Postscript Export option, which handles
all the Speedo fonts etc etc. It doesn't come with a Postscript Speedo
driver though.

Excellent program, by the way. Register it in the UK with
jconnor@cix.compulink.co.uk

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2401. Re: MSA, Piracy, misc.

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 09:54:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2iqhla$3cu@golem.wcc.govt.nz>
Source record: 193591

In article <2ioh3j$5c2@charm.magnus.acs.ohio-state.edu>, msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>Well, my usage of MSA has been nothing short than a B movie Horror flick. The
>only program that I was ever able to partially get to work with MSA was Chaos.
>When I say partially, I mean to say that the program is in two MSA parts, but
>it runs fine with only the first file. IF the program is supposed to be on two
>disks, then I don't know when it asks to switch disks, The program works fine,
>but it seems to be missing two-three sound files (which I have no idea where in
>the program they are used...)
>
>As a general consensus, and not to discredit its programmer, would it be
>possible to convert all of the MSA programs to other, more stable archive
>utilities, Or make sure that the programs that do use MSA do work properly?
>I understand that this is going to take take alot of time, and I would be
>willing to try to see which ones work. It just riles me a little when I
>download a file from the archive, then download it overnight onto my system and
>then not have it work...
>
> Michael Steve jr.
>

I don't think you know how to use MSA at all, so Please don't blame MSA for what you are doing wrong, it works 100% for me...

Some MSA Files are in 2 parts, NOT 2 DISKS, the first part is for tracks 0-39 and the other for tracks 40-79 or greater, Please look at what its doing, its all in the Track display and from memory there is a Disk Info thing..

So 2 MSA Files end up as one extracted disk....!!!!

There are 2 other disk compacters that I know of Ultra is one and Chaos disk compacter is I think the other..

MSA 2.32 is very fast and Simple to use, Ultra has a manual track option that does not use the boot sector info, but is slower, but please use Ultra 1.1R, this is my patched version as it has a small bug that I patched, it would not extract/generate manual settings only Auto ones, one command byte was wrong in the code, I managed to find this with the aid of Raid the debuger...

Ultra 1.1r is on cs.tu-berlin.de /pub/atari/Archiver/ultra11r.lzh

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2402. Re: EBIDC file reader ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 09:56:55 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb3105655@issan.informatik.uni-dortmund.de>
Source record: 193555

In article <1994Feb2.111842.18782@dmu.ac.uk>, c2sgy@dmu.ac.uk (SG Yardley) writes:

|> I have some text files which I have a feeling are saved in the
|> IBM equivalent of ASCII (256 chars instead of 128)

|> Is there a program to convert it to ASCII or to display it some how???
|> Or is there another format similar to it.
|> Not even Redacteur would load it in properly.

There is GNU recode, which can convert between any of more than 100
character sets, including EBCDIC and the atari charset. It is
available from any GNU server.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2403. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 10:03:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2iqi61$f5d@percy.cs.bham.ac.uk>
Source record: 193556

boyd@math.fsu.edu writes:
>I just got NDVI 2.11. It appears to be dated 1/10/92 (!). I am running it
>on a Mega2ST, and soon a MegaSTE. Here are the questions:
>
>1. Is 2.5 the latest version?
>
>2. How many versions were there between 2.11 and 2.5? I was under the
>impression that it was only one version behind, but that sounds like a big
>jump to me.
>
>3. Other than Falcon compatibility, what else changed in 2.5?
>
>4. What is Bela Computer's upgrade policy? I presume there aren't any patch
>programs out there to update my version 2.11.
>

2.5 is the latest as far as I know, there were no versions between
2.11 and 2.5.

There is support for Speedo, making it a must buy, IMHO of course.
Also, there are extra calls for 'off-screen bitmaps' -- a bit like
using MEMORY.SYS, except that any depth memory bitmap may be created,
not just monochrome.

>5. I now need to replace the Warp9 screen saver. Any suggestions?
>

Before Dawn (cf After Dark) is pretty good, although it is not very
compatible with other software. It's worth a try.

>
>FYI, NVDI "feels" significantly faster than Warp9 while using Connect. Using
>Qindex22.prg (the benchmark program that comes with Warp9) indicates that
>NDVI is actually a bit slower than Warp9, but the test is mostly of TOS string
>stuff and probably misleading. My understanding is that NVDI is better
>for GEM graphics, and Connect seems to bear this out. I intend to grab
>GEMBench and see what the results are.
>

Never did trust qindex... nor any other benchmark actually. It does
"feel" fast though, and that's what is important.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2404. Re: Using gdb to debug...

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 10:29:56 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb3112956@issan.informatik.uni-dortmund.de>
Source record: 193557

In article <H.eg.g9LMeH_WbK6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> Could someone give me a quick "tutorial" on using gdb to debug programs
|> under MiNT? And possibly point me in the direction of some gdb
|> documentation (I don't really want to have to ftp > 3M of tar.gz source
|> code from prep.ai.mit.edu)?

In the binary distribution (gdb36p4b.zoo), there is a file gdb.info, a
plain text file (with some control character), which is the infoized
version of gdb.texi. There are no ST specific descriptions inside, but
the only real difference between the Unix and the ST version is that
on the ST gdb cannot read the symbol table from the executable, but
uses a separate file made with sym-ld.

|> I'm working under MiNT 1.09, using GCC 2.4.5, MiNTlibs pl ~41, and I've
|> got the MiNT port of gdb...

|> Will I be able to run the program in one TOSWIN window and run gdb on it
|> in another one? It's a curses application (well, ok, it's a port of the
|> Angband 2.5.3 beta code) so I don't want to run it all in one window.

Yes, you can use the attach command to debug any process after telling
gdb which are the exec and symbol files. The only tricky part is to
attach to the process before it crashes...

|> The port is experiencing some problems; at this point, I just want
|> something like a function call dump when the app crashes. I'm getting
|> BUS ERRORs at a certain point, after another bug surfaces, and I think
|> the function call trace might help... what I'm hoping gdb will be able
|> to give me is something like this:

|> angband.ttp:
|> ___main:
|> __main:
|> _main:
|> ...
|> _save_file:
|> _fputc:
|> BUS ERROR

|> Those *mains would be in whatever order they're called in...

Use the backtrace command (can be abbrevated to bt).

|> Am I hoping for too much in gdb? I'm building with no optimisation, and
|> -g... do I need to do anything else to use gdb on the app?

You can also use -O, but *not* -fomit-frame-pointer. Make sure that
the symbol file is linked the same way as the exec file, e.g. by using

```
foo.sym: $(objs)
gcc -B/gnu/bin/sym- -o foo.sym $(objs)
^^^^^^^^ substitute the path to sym-ld here
```

in the Makefile.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2405. Kermit Speeds

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 10:43:44 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb3.104344.20998@bradford.ac.uk>
Source record: 193558

I frequently use Kermit to transfer Binary files between the University Mainframe and my ST, over a 9600 baud direct link.

I have tried both GemKermit accessory and the Kermit which is built into UniTerm, but both give the same speed.

My problem is that I am getting an effective transfer rate of 0.4 Kb/Sec, whereas the 486 PC owner next door to me is getting over 1 Kb/Sec.

As far as I can tell, we have Kermit set up exactly the same way (e.g. packet size 1000), and I imagine that the speed of the processor has little to do with the overall transfer speed, so, does anyone have any ideas why I am operating so much more slowly?

Steve Taylor.

2406. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 10:45:27 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKn9vs.Dyq@cen.ex.ac.uk>
Source record: 193560

In article <CKKnvx.2Mo@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> >Thank god for
> >turret weapons! I was in the middle of an assassination attempt for the

> With ships with more than one crew member, can turrets be manned by crew
> members other than yourself?

No. You still control everything personally. As to which crew member you
are controlling, that's anyone's guess!

> >What's really annoying is they didn't count the kill because the target died
> >by crashing into the ground rather than by my missile...

> Knights of the Sky has this 'feature' as well.

Cost me 15,000 that 'feature'. (Why am I worrying, I've got 5m...)

--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

2407. Re: Waar is Atari ST Nieuws?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 11:18:07 UTC
From: v931039@si.hhs.nl
Message-ID: <CKnBE7.7vy@si.hhs.nl>
Source record: 193561

In article 6297@ucon.gun.de, donm@ucon.gun.de (Don Maple) writes:
>Groetjes naar onze vriendjes uit Niederlande!
>
>Does anybody know what's going on with the "Atari ST Nieuws"
>published by ACN in the Netherlands?
>
>I used to get it regularly but haven't received a single one
>since August/September double issue last year.
>
>Are there any ST Nieuws people around here?
>
>Don
>

I still get my copy every month...

John.
v931039@si.hhs.nl

2408. Re: img -> text

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 11:24:06 UTC
From: sanders@sci.kun.nl
Message-ID: <CKnBo7.KyG@sci.kun.nl>
Source record: 193562

In <2ih0o6$a78@olivaw.apanix.apana.org.au> miff@apanix.apana.org.au (Michael Smith) writes:

>Greetings... This will serve me right not to keep the interesting
>snippets that go past 8(

>I have a need to translate a small .img file into a 'best look'
>ascii representation. Thinking to take advantage of our wonderful
>resources, I grabbed several ports of the PBM utils (namely those from
>uni-paderborn, and atari.archive) and proceeded to work img ->pbm
>(limited success) and pbm->text (no success at all).

>Needless to say, I'm not hugely impressed - does anyone have a
>reasonably recent version of these tools - preferably built with the
>Mintlibs...

I have a pbm -> ascii converter, found on the net. Compiled fine on
the SUN at uni. Didn't test it at home but it should work fine.

```
/* > asc.c
* Asciify a raw pbm image
* Rob J. Harley, robert@vlsi.cs.caltech.edu
* and Jorn Barger, jorn@genesis.mcs.com
* 1993 */
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>

#define nextChar() {ch=getchar();}
#define skipLine() {do{nextChar();}while(ch!='\n');nextChar();}
#define skipBlanks() {nextChar();while(isspace(ch)||ch
=='#'){if(ch=='#'){skipLine();}else{nextChar();}}}

int main(int argc, char *argv[]) {
int ch, h, i, j, k, l, s, w;
char *bits, *bp,
pat[65] = " ,._-ivg-cis=ezm'!/2!]/d/(/KY4ZW`\\|L\\\\\)G!t[b+NDW~T7XVYZ8f5PK*MA@";

if (argc != 1) {
fprintf(stderr, "%s: syntax: %s\n", argv[0], argv[0]);
return 1;
}
skipBlanks();
if (ch != 'P') goto bad;
nextChar();
if (ch != '4') goto bad;
skipBlanks();
```

```
ungetc(ch,stdin);
if (scanf("%d", &w) != 1 || w < 0) goto bad;
skipBlanks();
ungetc(ch,stdin);
if (scanf("%d", &h) != 1 || h < 0) goto bad;
nextChar();
if (!(bits = (char *)malloc((size_t)(3*w*sizeof(char))))) {
fprintf(stderr, "%s: couldn't allocate memory\n", argv[0]);
return 3;
}

for (j = 0; j < h; j += 3) {
bp = bits;
for (l = (j < h-2) ? 3 : h-j; l; --l) {
k = 0;
for (i = 0; i < w; ++bp, ++i) {
if (!k) { nextChar(); k = 128; }
*bp = ch & k ? 1 : 0;
k >>= 1;
}
}
bp = bits;
for (i = 0; i < w; bp += 2, i += 2) {
s = bp[0]<<5;
if (j < h-1) {
s += bp[w]<<3;
if (j < h-2) s += bp[w+w]<<1;
}
if (i < w-1) {
s += bp[1]<<4;
if (j < h-1) {
s += bp[w+1]<<2;
if (j < h-2) s += bp[w+w+1];

}
}
putchar(pat[s]);
}
putchar('\n');
}

return 0;
bad:
fprintf(stderr, "%s: input should be a raw pbm file\n", argv[0]);
return 2;
} /* main */
```

Good luck!

Sander SToks
sanders@sci.kun.nl

># mike smith : miff@apanix.apana.org.au - Silicon grease monkey #

2409. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 11:33:07 UTC
From: v902123@si.hhs.nl
Message-ID: <CKnC38.83s@si.hhs.nl>
Source record: 193563

In article 0gya@weird.miami.fl.us, jcassara@weird.miami.fl.us (Joe Cassara) writes:
>What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
>If so, what does GEM stand for? You'll have to excuse these basic questions.
>I'm not an Atari user, just a curious Amiga user.

TOS: The Operating System
GUI: Graphical User Interface

There you have it...

CU

Ronald

2410. Re: Falcon's BLiTTER perf.

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 11:53:05 UTC
From: njaale@dhhalden.no
Message-ID: <njaale.112.2D50E5A1@dhhalden.no>
Source record: 193564

In article <6728@merlin.ukc.ac.uk> njh@ukc.ac.uk (Niki Hemmings) writes:
>From: njh@ukc.ac.uk (Niki Hemmings)
>Subject: Re: Falcon's BLiTTER perf.
>Date: Wed, 02 Feb 94 20:37:30 GMT

>In article <njaale.110.2D4F8D13@dhhalden.no> njaale@dhhalden.no (NJAAL EIDE)
>wri
>tes:
>>Not exactly, on the Amiga blitter a shift is always free, as is logic with a
>>combination of blitter-channel A and D. It's when you are beginning to
>>involve logic with blitter-channels B and C that things get a little bit
>>slower.

>Logic with A & D? What sort of logic is that? You can do either D=A, or D=0.
>That's hardly logic, is it? D is write-only, you can't perform logic with it.
>The only thing you can do with Channels A and D is a straight move. To do
>logic
>you must have more channels, which as you said, makes it slower.

Not so fast, what about D=not A? That is logic. And you can do masking with
the B and C channels without any slowdown. You don't have to enable channels
to use them.

NjE

2411. Re: BACKUP

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 11:53:58 UTC
From: djs@jet.uk
Message-ID: <1994Feb3.115358.9601@jet.uk>
Source record: 193565

In <olso0001.760209825@gold> olso0001@gold.tc.umn.edu (UltraMan) writes:

>What is the best program for making backup disks for the atari? My friend
>has an ST and is using Q-base for sequencing, he has no hard rive and is
>runing Q-base off the original disks! I find that a bit dangerous.
>olso0001@gold.tc.umn.edu
Cubase (not Qbase!) is not copy protected (as it requires the dongle
to run). Therefore, just format some disks and use the desktop copy (drag
the A icon onto the B icon).

--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2412. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 11:55:23 UTC
From: v902123@si.hhs.nl
Message-ID: <CKnD4C.8F5@si.hhs.nl>
Source record: 193566

In article 1rv@golem.wcc.govt.nz, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] If I buy a 386 emulator for my falcon will I be able to run Doom?
>]
>] I love this game!!
>
>A 486 Emulator... Yes!!
>
>Doom is one of the few reasons I'd buy a PC, mind you, it'd have to
>be at least a 486 DX2 66, otherwise it'd be obsolete by the end of
>the year! :)
>
>Running Doom on an emulated 386 could be a bit of a push.... You'd
>have to have the 16meg (or 14meg if you want), Falcon, and the 386 Emulator
>would have to be doing at least 32Mhz. (Which it'd probably be doing).
>
>I'm pretty sure that 'Falcon Speed 6' is available, which among other
>things is a PC emulation board. (I'm not sure if it's 386 or 486 though!)
>

It's a 286 so I don't think you'd like to run DOOM on that!!!

There should be a 486 version comming out shortly, you'll have to wait for that.

CU
Ronald

2413. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 13:59:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKnIv6.Kw3@barclays.co.uk>
Source record: 193567

```
In article <H.eg.5A8vYayP&Iw@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <1994Jan25.230320.12811@beaver.cs.washington.edu>, Stuart Denman writes:
|> > Can some nice fellow send me more Speedo Fonts than the ones that came with my
|> > Falcon? Are there any FTP sites where I could get some of these fonts?
|>
|> There are no known FTP sites for Speedo fonts. There are no known
|> freeware, shareware or public domain Speedo fonts.
I have some Speedo fonts that originated from a PC CDROM of various PD. They are
also on a BBS and on CIX in the UK. There is a Courier, some variations on Swiss
& Dutch a different symbol font and a Century Schoolbook one.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

2414. DOS-Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 14:02:02 UTC
From: achimpje@cs.tu-berlin.de
Message-ID: <2ir04q$qkn@news.cs.tu-berlin.de>
Source record: 193568

Hallo Ihr alle,

ich habe einen Freund, der hat noch einen guten alten 1040 ST und fuer den
will er einen DOS - Emulator haben. Gibt es sowas noch und wenn ja, wo bekommt
man das Teil.

Bitte email an mich.

Danke im Voraus!

Joachim

--
+------------------+---+
Joachim Schulz	Eine gute Mail bringt Heiterkeit und ist der
TU - Berlin	rechte Zeitvertreib!
FACHBEREICH 20	* Aufwiedermail *

2415. Re: Mac -> Atari docs

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 14:23:23 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <1994Feb3.142323.14930@cee.hw.ac.uk>
Source record: 193569

Ken Newman (ken@isgtec.com) wrote:
: In article <2ifemt$gc@loose.apana.org.au>,
: Craig Harnath <craig@loose.apana.org.au> wrote:
: >
: >Is there software out there to convert Mac documents so I can read them
: >on my Atari??

: If you're talking about Mac text files, the Scrolling Thunder file viewer
: can read them as is. However, if you mean like Word documents, I dunno.

: --
: A great many people think they are thinking when they are merely
: rearranging their prejudices. -- William James

: ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

Try saving the file in RTF format on the mac. Its probably in a menu called
Export. It can then be loaded directly into atari works or ported to Protext.

It even sets the right fonts.

Yours

Graeme

-- not got a sig yet but one things for sure - its gonna be MASSIVE

2416. Re: Audio sampling DIY project?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 14:30:14 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <1994Feb3.143014.15104@cee.hw.ac.uk>
Source record: 193570

Stephe Lewis Foskett (lancer@wpi.WPI.EDU) wrote:
: OK, so the STE's analog ports can't be used for audio sampling...

: Now, I know that it should be pretty easy to build an audio sampling
: cart for the ST. I just don't know exactly how...

: Does anyone have a text file or know of the location of plans for such
: a beast?

: It would be really cool if a program like SoundLab came with plans and
: supported a homebuild sampler!

: .s.
: --
: - lancer@wpi.wpi.edu - - 0{{ "MoDiMiDoFrSaSo": -
: - Mein Kopf ist ein Labyrinth, mein Leben ist ein Minenfeld -

Mastersound 2 operates by connecting the data lines of the cartridge port to the output of the ADC and triggering the ADC off one of the address lines.

I havent been brave enough to try making my own sampler yet but thats how they seem to work

Yours

Graeme

2417. Re: Knights of the Sky

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 14:35:42 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CKn413.393@ryn.mro4.dec.com>
Source record: 193588

In article <6710@merlin.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes...

>P.S. Any other good two-player/null-modem games??

I hear Cyberdrome is a nice two-player modem/serial capable game. Can be played alone too and will work on a Falcon. Get the demo form atari.archive.umich.edu. If you like it, you can probably order it from Missionware.

Erlend.

2418. Eagle 060 ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 14:37:46 UTC
From: d93the@t.hfb.se
Message-ID: <1994Feb3.143746.4155@t.hfb.se>
Source record: 193571

Hey!
Is there any fact in this Eagle060 by Atari or is it just rumors
or someone joking?

2419. Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 14:49:23 UTC
From: kstevens@srs.gov
Message-ID: <01H8G0LGWUJ6001E7D@SAEMS.SRS.GOV>
Source record: 193572

Does anybody know if Gadgets by Small (creators of the wonderful Spectre GCR and the SST) is still in business?

--
Ken Stevens | kstevens@srs.gov |

2420. Re: Eagle 060 ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 15:11:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKnM7w.436@barclays.co.uk>
Source record: 193573

In article <1994Feb3.143746.4155@t.hfb.se>, d93the@t.hfb.se (Tom Hellstrom - HFB T d93) writes:
|>
|> Hey!
|> Is there any fact in this Eagle060 by Atari or is it just rumors
|> or someone joking?
I'd say it is complete fiction.

Just to get everyone worked up, I spoke to someone who works for an ST magazine. They have been told by Atari they intend making Falcons for another 6 months. That's not to say they will stop then, just that they *will* be making them for 6 months. Take it how you want.

With the new MTOS being delayed, the fact that ST/STe production has stopped and that Falcons have sold 35,000 wordlwide (same source as above), I would say Atari intend putting their computer operations on the backburner for some time if not permenantly. Just my opinion.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2421. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 16:35:41 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Feb3.163541.1803@zaphod.ox.ac.uk>
Source record: 193574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2iprer$nse@usenet.ins.cwru.edu>,
jaszcz <jaszcz@donald.EEAP.CWRU.Edu> wrote:
>
> i need to use fork() system call under mint, but reading over the manual
>pages i found out that "it works like vfork()" which means the parent process
>is suspended while the child is running... this is bad. i need it to run
>concurrently... i'm using v.93 of MiNT... but this seems to be the same under
>v.95... do the newer versions of MiNT fix this "problem"? or is there a way
>of making the parent process run from the child process? (unsuspend it)?

This is currently still true due to having to keep MiNT able to run on a
68000 without a great slowdown caused by shadowing the processes, as Minix
does.

If MiNT were allowed to develop just for the 68030 with virtual address
spaces for each process then this would not be a problem.

There are just too many 68000 based machines out there for it to be
justified at the moment.

>thanx
> bart

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2422. Re: mgif - anyone got it to work ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 16:36:14 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <CKnq4E.92F@news.chalmers.se>
Source record: 193575

In article <CKJt3J.51E@lincoln.gpsemi.com> mkite@lincoln.gpsemi.com (Martin Kite) writes:
>I've got a Mega STe 2Mb machine with an SM124 monochrome monitor and as I can't
>manage to find a colour monitor at the moment I have been trying to use mgif to

Good choice!
I'm the current developer in case you wondered. ;-)

>Anyone had any success with this program / am I doing something wrong/dim ?

Your problems have already been addressed by others, but you can also read
all about it in one of the supplied text files.
Version 4.2 of mgif (the latest released) has lots of command line options
you might like to try out.

>Any ideas ?

Well, if you're interested I could mail you (and of course anyone else) a copy
of mgif 4.4beta which has an incredible number of improvements over v4.2.
If memory serves me right, v4.2 could only display GIF:s and JPEG:s. In 4.4
this has been extended with TARGA and PPM, but there is also:

- a GEM interface with menu and dialogs (sorry no windows yet)
- even faster GIF loading with less memory usage
According to my tests mgif is faster than anything else on the Falcon!
(And the only assembly code in the whole program are a couple of lines
for the quick preview. The rest is gcc-compiled C!)
- full 24 bit support for all file types!
- dithering now in colour as well using the IJG F-S dithering routines.
- full support for all graphics modes on the Falcon and probably on the TT.
Yes, that includes colour!

etc, etc

Mgif 4.4 is not finished yet and a non-beta version will _not_ be available in
the near future, since I don't have much time for the development right now.
Still, if anyone would like to try it out, please email me.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2423. MEGA STE WON'T BOOT AT 16MHZ WITH CACHE. HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 16:43:40 UTC
From: v892127@gomperts.si.hhs.nl
Message-ID: <CKnqGs.Bu1@si.hhs.nl>
Source record: 193576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yesterday evening, while I was working with 1ST Word plus, suddenly
my Mega Ste crashed. After that I pushed the reset button, but the
system refused to boot. After some attempts I now know the system halts
after loading GENERAL.CPX, which tries to switch the system from 8 to 16Mhz.
I also tried "speed_sw.prg" which does the same thing, but unfortunately
without luck. So it seems now the Mega Ste won't boot at/switch to 16Mhz.

Does anyone know what's the problem here? Is it the cache memory or something
else (16Mhz signal?) ?

C.W. Lai
Internet: v892127@si.hhs.nl

2424. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 16:48:18 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2ir9si$o4f@nz12.rz.uni-karlsruhe.de>
Source record: 193577

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: But hey, this is comp.sys.atari.st. No one is going to believe me until
: they try it, and then we'll see all these "X sucks on my Falcon, why did
: we ever do all that work porting Linux?!?" posts.

I would prefer to run Linux on my TT _without_ X than to run Mtos
or Mint. But then I suppose there are lotsa atarians like you
who think that porting Linux to Ataris is useless....
So, I won't buy another Atari machine (I have been sticking with
Atari since they started selling computers) until I can
run Linux on them...

+--+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+-----------------------------------`----------+

2425. Re: Gem++

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 16:59:02 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0qjz@outb.wimsey.bc.ca>
Source record: 193578

Warwick-I just set up mint 1.04 and the minixfs and am interested in using your gem++ with gnu c++ and /or Lattice C5.6. Could you pls point me to where it might be located in Canada?(Which file sight). Is it generally available? Thanks in advance.
Doug

2426. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 17:01:35 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0qk5@outb.wimsey.bc.ca>
Source record: 193579

It gets even worse when you start talking about TOS'ing your Cookies in front of non Atarians! :-) Sorry, couldn't resist.
Doug

2427. Re: Mint 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 17:41:28 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0qkb@outb.wimsey.bc.ca>
Source record: 193580

Chris-where did you dl Mint 1.09 from? I just set up the Mint distribution kit with the Minix file system. Unfortunately, it only comes with Mint .95. I have the source for Mint 1.04, but would like to upgrade to 1.09(it IS the latest, isn't it?). Are there upgrade patches from 1.04-1.09? Thanks.
Doug

2428. Re: GEMulator?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 18:07:43 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CKnuCw.7vq@hermes.hrz.uni-bielefeld.de>
Source record: 193581

In article <...>, dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:

|> I would like to get in touch with the maker/designer of GEMulator.

Ok, once again: It's Darek Mihocka (spelling?) at darek@microsoft.com,
perhaps someone should include this into some FAQ... :-O

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

2429. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 18:10:25 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2iremhINN11l6@rs1.rrz.Uni-Koeln.DE>
Source record: 193582

In <H.eg.A04zI9U1JFY@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CK6zzs.BGF@brunel.ac.uk>, Ian J Ray writes:
>> I agree. There is no reason, apart from apathy, that Linux shouldn't be
>> ported. I for one would be happy to help - but not until June (my degree
>> is starting to give me lots of work to do!). I suspect this is a similar
>> problem for other netters too; but IMHO GEM can't hang on for much longer
>> - I don't know if X is the answer though. If a port of X is too slow,
>> then we re-write it, in Assembler if necessary - let's not hang around
>> saying it cannot be done!

>Re-write X in assembly?!? Excuse me, but that's the stupidest idea I've
>heard in this advocacy discussion yet.

>I mean, really. Would _you_ want to re-write what 10? 15? megs of C
>code in assembler, debug it, and then optimise it for the TT? Then
>you'd have to port it to the Falcon. Your head would explode.

I don't think Ian meant that X should be rewritten in assembler
completely. The way I understand his posting is that if the X
sources are adapted to the Atari platform and someone decides
it's kinda sluggish, they could rewrite some time-critical parts
in assembly. That makes perfect sense to me.
I would certainly volunteer for helping with porting Unix
(whether BSD or Linux). However, given my limited knowledge about
OS programming, I'd have to depend on a project coordinator to
tell me what to do.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2430. Re: POVRay 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 18:14:21 UTC
From: incp@idefix.rz.tu-clausthal.de
Message-ID: <1994Feb3.181421.18291@solaris.rz.tu-clausthal.de>
Source record: 193583

Theodore L Hopman (thopman@uoguelph.ca) wrote:

: I recently obtained for myself POVRay 2.1, and after much struggle I got
: it to work. I'm not very happy with it, because it won't run with my T25
: turned on. Is there a reason for this? CoNNect seems to have the same
: problem. Especially for the raytracer, which is only doing calculations,
: it seems to me that it should run just fine at 25 MHz. If there's no way
I can't help you with this, I don't even know the T25.
: I can get it to work at 25 MHz, is there any way I can get it to use my
: math coprocessor? Or would I have to compile the sources myself for that?
There are two compiled versions of POVRay from Dirk Klemmt, Frankfurt,
Germany. First is POV21_ST.GTP, which is compiled for 68000 without math
coprocessor, second is POV21_TT.GTP which is compiled for 68030 with
math coprocessor. Both versions can be used with the POVShell, written by
the same author.

: And, while I'm on the subject, why, out of curiousity, is the executable a
: .GTP file? It doesn't use a menu, so I can't multitask it under Geneva,
: and it's not a TOS program, so I can't multitask it under MiNT.
GTP stands for Gem takes parameter. POVRay itself has no menus, all options
must be given in the command line. Or, use the Shell descibed above. If you
don't want POVRay to show the
image during the calculation, just rename it from .GTP to .TTP and use
the -d switch. This should work under MiNT.

POVRay2.1 with all files is available at ftp.tu-clausthal.de in the
directory /pub/atari/graphics/raytrace/

hope this helps,
Chris

2431. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-03 18:36:56 UTC
From: ftoutain@rennes.enst-bretagne.fr
Message-ID: <2irg88$941@news.univ-rennes1.fr>
Source record: 193584

In article 0gya@weird.miami.fl.us, jcassara@weird.miami.fl.us (Joe Cassara) writes:
>What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
>If so, what does GEM stand for? You'll have to excuse these basic questions.
>I'm not an Atari user, just a curious Amiga user.

I was told that TOS stands for Tramiel Operating System, Jack Tramiel being
a founder of Atari Corp. Perhaps is it just a french joke...?!?
Next question : Where did J. Tramiel came from ? Commodore ?

GEM stands for Graphic Environnement Manager, and it was already built before
Atari decided to use it. Who designed GEM ? Bell labs ? AT&T ? I don't remember

--

_______oOOo________oOOo____
| |
| Francois TOUTAIN Ph'D student |
| |
| Ecole Nationale Superieure des Email : |
| Telecommunications de Bretagne Francois.Toutain@enst-bretagne.fr |

2432. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 02:49:06 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <760421726.0@mettav.royle>
Source record: 193585

It was none other than Kevin J that wrote on the 26 Jan 94 that ,

KJ> 2. If you are flying under auto-pilot with time compression
at
KJ> max, and you fire your lazer; internal fuel tank runs out.

Laser's use fuel (in accelerated time a 1 second blast is the
equivalent
of firing them for hour's !)

KJ> 3. Assasination to do at some place, and he/she doesn't
show.

Life is like that sometimes :-)

KJ> 4. Bulletin board is corrupted with stockmarket items.

Yep ,accelerate time to midnite to get update. (generally this happen's
if
there is no Bulletin's posted)

KJ> 5. Not being able to keep mouse button down on 'repair hull
KJ> damage' and selling items eg robots via the bulletin board.
KJ> (who wants to have to buy a new mouse every few weeks!?)

Tsk ,not using an atari mouse are we :-) Tip here apparently is to
attach
the joystick to mouse port and select autofire ,only if you have the essentail
extension cables of course ....new port's are more expensive than a new mouse
!

KJ> 6. Auto-pilot never reaching destination (it is always a few
KJ> thousand km's away).

Never happen's here ? are you sure you are targetting the Station and not
some resident satelite ship or something ? You can tell if you get the 'target
out of range' message.

KJ> 7. Having to 'click' on the screen to make space stations etc to
KJ> appear, so that you can then set the auto-pilot.

annoying that one :-(

KJ> Thats all I can remember.
Well if it's any consolation these 'features' are present in a standard ST
aswell :-(

KJ> Will there be a Falcon version, with at least better sound (like the
KJ> AMIGA version), the sound is bloody awfull on the ST version!!

Sound's OK to me ,and anyway the AMIGA version is markedly slower and jerksome which for me is too high a price to pay for a few spot sound effect's.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

2433. Re: ST and HP500 Inkjet questions/drivers

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 03:17:08 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <760421726.1@mettav.royle>
Source record: 193586

It was none other than Jeff Baust that wrote on the 23 Jan 94 that ,
JB> From: jeff.baust@f998.n3603.z1.fidonet.org (Jeff Baust)
JB> Organization: USENET:Boston University (1:3603/998)

JB> I just picked up an HP500, and I'm having a hell of a time with my
JB> word processors. The music notation packages work fine with the
JB> printer, but I don't know how to get STWriter or WordWriterST to work
JB> with the thing.
JB> I can get them to print out, but I don't know how to get Bold,
JB> Italics,
JB> and other such effects. Do I need separate printer drivers?
JB> Anybody know the solution here?

Yes you need to configure a seperate printer driver. For STWriter You can use
the default 'Config.txt' file and edit it as follow's for the printer specific
codes. Edit it WITH stwriter itself BTW and preserve the same
line
return's.

*underline on : 027 038 100 051 068 255 255 255
*underline off: 027 038 100 064 255 255 255 255
*elongated on : 027 040 115 053 072 255 255 255
*elongated off: 027 040 115 049 048 072 255 255
*superscript on : 027 040 115 043 049 117 054 086
*superscript off: 027 040 115 048 117 049 050 086
*subscript on : 027 040 115 045 049 117 054 086
*subscript off: 027 040 115 048 049 117 050 086
*bold on : 027 040 115 051 066 255 255 255
*bold off : 027 040 115 048 066 072 255 255
*italic's on : 027 040 115 049 083 255 255 255
*italic's off: 027 040 115 048 083 072 255 255
*compressed on : 027 040 115 049 054 072 255 255
*compressed off :027 040 115 049 048 072 255 255
*elite on :027 040 115 050 084 255 255 255
*pica on : 027 040 115 049 084 255 255 255
*printer reset : 027 069 255 255 255 255 255 255
*draft quality print : 027 040 115 049 081 255 255 255
*letter quality print: 027 040 115 050 081 255 255 255

All pretty straight forward :-)

Not sure about the format of the Wordwriter Driver (never used) but It should
be a simple case of entering the specific esc,decimal or hex code
in place of the default one ,getting the HP one from the PCL printer code
reference.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

2434. Re: ICD email address?

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 06:43:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.MMYL5wFxLpo@yonder.equinox.gen.nz>
Source record: 193587

In <2ikcf1$7gu@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>muocj@uxa.ecn.bgu.edu (Olivo Contreras) writes:
>
>>ICD is should be reachable on GEnie. Try sending e-mail to
>>icdinc@genie.geis.com.
>
>My address book has ICD listed as "76004.1600@compuserve.com", but I
>don't remember ever using it.

I wouldn't like your chances of ever getting a reply from them
either. I've tried local feedback on GEnie, and email to compuserve
in the past, neither got a response.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

2435. Re: CV-Translator v1.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 15:25:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb4.152523.7900@newshost.lanl.gov>
Source record: 193592

In article EIn@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <H.eg.FeRPGf6vooY@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>>
>>Sounds nice... but is it still written in GFA-BASIC and does it still do
>>incredibly funky things to the system it's running on? GER2ENG (albeit,
>>a 2.x version) does nasty, nasty things on my ST ranging from crashing
>>to mangling the screen (it seems set up for ST-Medium only).
>
>Very true. All you BASIC programmers out there, have a look at HiSoft
>BASIC, that's what I used in GEMBench (except for some of the CPU tests).
>
>Ofir ogal@cix.compulink.co.uk

Oh, c'mon and give us a break, Ofir. YOU know better than to make a statement like that.

If you want to say _why_ you think HiSoft is so much better than GFA BASIC, then please do so. But please don't start out by making global assumptions that "Program X is junk solely because it's written in GFA." That's a pretty damming statement coming from a frequent Atari journalist such as yourself.

I continue to use GFA 3.5 and 3.6 to this day and support ST, STe, TT and the Falcon. I prefer GFA over HiSoft's implementation but that's just *MY* personal opinion. Someone starting out should consider HiSoft because of their commitment of support to the Atari (sorely lacking at GFA Systemtechnik).

While GFA's memory handling is tricky, it's certainly not insurmountable (especially for non-MultiTOS apps). If GER2ENG does "nasty, nasty things on an ST" one should blame the programmer, not the programming environment.

-Hutch- @ Fair Dinkum Tech

2436. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 15:30:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb4.153037.8997@newshost.lanl.gov>
Source record: 193593

In article jmg@delphinium.cig.mot.com, whitema@rtsg.mot.com (Michael A. White) writes:
>In article <CKFzuE.2vF@cix.compulink.co.uk>,
>Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>>What exactly does TOS stand for? It's the Atari GUI, right? Or is that GEM?
>>>If so, what does GEM stand for? You'll have to excuse these basic questions.
>>>I'm not an Atari user, just a curious Amiga user.
>>
>>TOS = The Operating System
>>GEM = Graphical Environment Manager
>>
>
>I've also heard TOS = Tramiel Operating System.

A common rumour, but wrong nonetheless. Ofir and the others are correct as
quoted above.

-Hutch- @ Fair Dinkum Tech

2437. Re: Personal Accounting/Finance programs

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 16:59:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2itutu$l0g@mailer.fsu.edu>
Source record: 193594

Dan Coutu UEG (coutu@decvax.dec.com) wrote:

> PFM+, Mega Check 2, and Home Accounts 2 seem be rather up to date choices
> but I can't find out as much about them as I want to know. Can anyone help?

There is a full demo version of Home Accounts 2 on atari.archive.umich.edu,
so you should be able to find out everything you need by playing with it.

I am thinking along the same lines, and have just about decided to purchase
Quicken for Mac (and run it with Spectre). My main reason is that MacinTax
and Quicken can talk to each other to make tax time less painful, something
I need to worry about now that I am out of starving-student stage.

Getting a Spectre GCR or 128 can really open a lot of doors for an ST system.
They are cheap ($150 on the net for a GCR w/ROMs is not uncommon), and give
you lots to play with.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2438. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 17:07:13 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0quc@outb.wimsey.bc.ca>
Source record: 193595

So are you saying that the TT now accepts Simms direct from the factory(hope,hope.) ?

2439. Re: Kermit Speeds

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 17:09:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2itvfg$l0g@mailer.fsu.edu>
Source record: 193596

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
>
> My problem is that I am getting an effective transfer rate of 0.4 Kb/Sec,
> whereas the 486 PC owner next door to me is getting over 1 Kb/Sec.
>
> As far as I can tell, we have Kermit set up exactly the same way (e.g.
> packet size 1000), and I imagine that the speed of the processor has
> little to do with the overall transfer speed, so, does anyone have any
> ideas why I am operating so much more slowly?

Do you have your baud rate set to 19200? Are you using no parity (this is good, given that your remote terminal server can handle it)? What kind of data compression protocol does your modem negotiate with the remote host? To find this out, there is usually an S-Register one can set with an AT command that will report more information when connecting to a remote modem. Also, you can usually dial up, connect, go to command mode (with ~~~), and type an ATIx command (where x is some magic small integer out of the normal Hayes range, check your modem manual for details as this is totally vendor dependent) to see what kind of connection was negociated. All of these things can significantly effect throughput.

Finally, if you can get the sysadmin for the remote system to install a Zmodem implementation, get GSZRZ228.lzh and hack a quick macro in Uniterm to call it up. You will get much better performance than Kermit.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
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****

2440. Uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 17:16:15 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2itvsv$l0g@mailer.fsu.edu>
Source record: 193597

Some uploads to atari.archive.umich.edu (should be put in Newitems in a few days):

pt20s.lzh - Protracker ST, MOD file creator/player. Best I have found. Includes ST, STe, and TT versions of the binary.

conn245e.lzh - Connect version 2.45 English

38400bps.lzh - simple hardware mod for 38,400 baud serial

cyber.zip - some old, but really good Cybercad sequences, with player program. Included are the "Spinning Atari" and "Rotating Chain Ring" production demos from a bit Atari show of years gone by. If these don't sound familiar, get this file and check them out!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2441. 1040ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 18:17:13 UTC
From: jleno@pvcea.pvamu.edu
Message-ID: <2iu3f9$g63@news.tamu.edu>
Source record: 193466

Atari 1040ST for sale (520STFM with motherboard upgraded)
Includes:

1040ST CPU with 720k floppy drive built in
SM124 Monochrome monitor
SC1224 color monitor
Practical Peripherals Monitor Switch Box
tech Specialties 50MB Hard Drive
Master 3S External 720k floppy
Magic Sac Macintosh Emulator (yes, I still use it sometimes)
Happy Computer Discovery Cartridge
Supra 2400bps modem
Seikosha SP1000a Dot Matrix Printer
Hard drive and many dozens of floppies full of software
All related cables and software

Everything will be sold as a package for $700+shipping
Interested?
E-mail to jleno@pvcea.pvamu.edu

2442. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 19:18:20 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2iu71s$860@nz12.rz.uni-karlsruhe.de>
Source record: 193467

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > So, I won't buy another Atari machine (I have been sticking with
: > Atari since they started selling computers) until I can
: > run Linux on them...
: Surely what makes Linux so attractive is that its the first freely
: available decent UNIX for the PC where you don't have to compile everything
: yourself?
Wrong! What I see so attractive about Linux is the devotion
its programmers are putting in developing it for _FREE_
It's a good example of team work, for wich I admire its
creators. I think that Linux is the true spirit of hacker
programmers. Mint could have been a kind of Linux, but it
became Mtos, well...

: The point being, that any Atari machine is not going to be PC compatible,
: so you are going to have to recompile the stuff anyway. Whether the
I have been compiling stuff for Unixes since some time now...
did I mention that I didn't want to compile anything? or is it
just your mind? And then one has compiled the program once
the binaries can be used for other atari machines!

: underling O/S is Linux or some other UNIX type operating system is
: irelevent.
: Its not as though Linux has a particularly large user base, especially
: compared to commerial O/S.
I think that you don't understand it... until some months ago
you HAD to use a COMMERCIAL O/S... there wasn't any well KNOWN
O/S used by A LOT of people that's was FREE, RELIABLE, updated
frequently, with X11, and all done by pure joy of programming.
(Don't tell me the reasons Linus had to start it, because I
know them, but Linus is not equal Linux without the
colaboration of a lot of people, and THAT'S the point I like
so much about Linux... I consider it the most open Unix
system)

Hermann Samso

+---+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+---`----------+

2443. Re: Of Lasers and Men - v1.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 19:54:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d52a7f2@troed.ct.se>
Source record: 193460

In a message of 04 Feb 94 01:50:56, Arnaud Linz wrote:

AL> days, but I don't think they'll be very clever. Those of Wolfenstein are
AL> totally stupid too...

Are your own friends still shooting at you? (They do in the version I have
..:-)

AL> but the graphic routines are truly more complex than those of Wolfenstein.

Ah! That's enough to satisfy me!
A
AL> As to the shareware fee, you will be considered as registered if you send
AL> at least 50FF (10$,...).

It's illegal to send money in envelopes, but I'll try to get them through ..:-)
(Or will you use a bank account this time?)

AL> (doom IS perfect.)

It's kinda slow on the 486 DX2/66 8Mb RAM we have in school ... ! ... atleast
when networking .. (but why play singlemode when all computers all over the
place are networked? :-)

Hopefully the Jaguar version of DOOM will be even faster ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2444. Re: problem with AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-02-04 21:51:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A1261@M4.maus.de>
Source record: 193598

>Using the Drivers accessory, make sure that device 11 is set up to be
>META.SYS, if not, click on 'Add' and put it in there.

Device 31 is to be META.SYS - Device 11 would be plotter #1, which usually
isn't present...

2445. Re: Blitter.

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 01:29:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ojGx&xPkS3s@semprini.waterloo-rdp.on.ca>
Source record: 193599

In <CKEF1p.4vz@cix.compulink.co.uk>, "Daron Brewood" writes:
> Does anyone know whether there is anyone working on a new blitter for teh
> falcon which wil work in 256 colour mode?
>
> I'm not a hardware guys but it seems to me one could be designed and
> implemented?

It'd have to be sold with something like NVDI wouldn't it? Otherwise,
it'd just be this nice 256 colour (or hey, go whole-hog and make it a
16-bit colour) blitter that doesn't do anything...

It's a pity there aren't more Falcons out there or it'd be a nifty
project for someone.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2446. Re: POVRay 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 01:38:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.l&s8ZlNh5UI@semprini.waterloo-rdp.on.ca>
Source record: 193600

In <2ijk4f$ah3@nermal.cs.uoguelph.ca>, Theodore L Hopman writes:
>
> I recently obtained for myself POVRay 2.1, and after much struggle I got
> it to work. I'm not very happy with it, because it won't run with my T25
> turned on. Is there a reason for this? CoNNect seems to have the same
> problem. Especially for the raytracer, which is only doing calculations,
> it seems to me that it should run just fine at 25 MHz. If there's no way
> I can get it to work at 25 MHz, is there any way I can get it to use my
> math coprocessor? Or would I have to compile the sources myself for that?
> And, while I'm on the subject, why, out of curiousity, is the executable a
> .GTP file? It doesn't use a menu, so I can't multitask it under Geneva,
> and it's not a TOS program, so I can't multitask it under MiNT.

Having built/run POV-Ray on several platforms, there's no reason it
shouldn't have any problems running at any speed on any system. Perhaps
the compiler used to build your version makes code that's too dirty to
run successfully with a cache? Can you turn off the cache on your T25?
It _does_ have a cache, right?

A floating point unit would do MUCH MUCH better on something like this;
a 25Mhz '000 won't really make much of a difference.

Perhaps I should upload my un-messed-with 68000 TOS version built with
the MiNT libs...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2447. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 05:06:38 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2iv9gu$q4u@terminator.rs.itd.umich.edu>
Source record: 193459
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 17248 Jan 31 15:05 ./Games/0index
-rw-r--r-- weiner 36814 Jan 31 15:03 ./Games/molecule.zip
-rw-r--r-- weiner 1206865 Jan 31 14:54 ./Gnustuff/Tos/Gcc/gcc258b.zoo
-rw-r--r-- weiner 54819 Jan 31 14:54 ./Gnustuff/Tos/Gcc/gcc258s.zoo
-rw-r--r-- entropy 12050 Jan 31 15:02 ./Gnustuff/Tos/0index
-rw-rw-r-- entropy 7463 Jan 31 15:09 ./Mint/0index
-rw-r--r-- weiner 230181 Jan 31 15:07 ./Mint/Network/net-022.tgz
-rw-r--r-- weiner 129841 Jan 31 15:07 ./Mint/Network/net-util.tgz
-rw-r--r-- weiner 1174603 Jan 31 14:37 ./Mint/Gcc/mfgcc258.zoo
-rw-r--r-- weiner 86927 Jan 31 15:21 ./0ls-lR.Z
-rw-r--r-- weiner 86877 Jan 31 15:25 ./0ls-lRc.Z
-rw-r--r-- weiner 101409 Jan 31 15:14 ./0compind.Z
-rw-r--r-- weiner 218731 Jan 31 15:14 ./0index
-rw-rw-r-- weiner 5719 Feb 1 10:38 ./Applications/0index
-rw-rw-r-- weiner 128941 Feb 1 10:32 ./Applications/Language/vocab.zoo
-rw-rw-r-- entropy 3442 Feb 1 10:27 ./Archivers/0index
-rw-rw-r-- entropy 8411 Feb 1 10:29 ./Diskutils/0index
-rw-rw-r-- weiner 38034 Feb 1 10:51 ./Games/m_stones.zip
-rw-r--r-- weiner 36814 Jan 31 15:03 ./Games/molecule.zip
-rw-r--r-- lenn 17305 Feb 1 10:52 ./Games/0index
-rw-r--r-- entropy 12042 Feb 1 10:13 ./Graphics/0index
-rw-r--r-- weiner 15634 Feb 1 10:12 ./Graphics/xpmconv.lzh
-rw-rw-r-- weiner 2414 Feb 1 10:24 ./Misc/0index
-rw-rw-r-- weiner 3001 Feb 1 10:26 ./Music/0index
-rw-rw-r-- weiner 50445 Feb 1 10:57 ./Sound/Players/gbell10c.zip
-rw-rw-r-- weiner 13762 Feb 1 10:30 ./Sound/Sounds/0index
-rw-r--r-- weiner 3695 Feb 1 10:58 ./Sound/0index
-rw-rw-r-- weiner 15090 Feb 1 10:54 ./Utilities/m_spool.zip
-rw-rw-r-- entropy 23254 Feb 1 10:55 ./Utilities/0index
-rw-rw-r-- weiner 8390 Feb 1 10:52 ./Utilities/Mouse/m_mouse.zip
-rw-rw-r-- weiner 655417 Feb 1 10:16 ./Programming/m2gem106.lzh
-rw-rw-r-- weiner 323490 Feb 1 10:16 ./Programming/m2posx10.zoo
-rw-rw-r-- weiner 208841 Feb 1 10:49 ./Programming/pbug1_19.zip
-rw-r--r-- weiner 4591 Feb 1 10:50 ./Programming/0index
-rw-rw-r-- weiner 57410 Feb 1 10:10 ./Programming/manview.zoo
-rw-rw-r-- weiner 9886 Feb 1 10:20 ./Falcon/cdrom.zip
-rw-rw-r-- weiner 15721 Feb 1 10:14 ./Falcon/falconsx.zip
-rw-r--r-- dpz 3941 Feb 1 10:21 ./Falcon/0index
-rw-rw-r-- entropy 23254 Feb 3 20:18 ./Utilities/0index
-rw-rw-rw- lenn 87296 Feb 3 20:16 ./Utilities/rdd31.zip
-rw-r--r-- lenn 398465 Feb 3 19:01 ./Telecomm/conn245e.lzh
-rw-r--r-- weiner 6641 Feb 3 19:04 ./Telecomm/0index
-rw-r--r-- entropy 1974 Feb 4 18:09 ./Gnustuff/Tos/Updates/update39.zoo
```

```
-rw-r--r-- entropy 12154 Feb 4 18:12 ./Gnustuff/Tos/0index
-rw-r--r-- molin 9753 Jan 23 19:55 ./Sound/Sounds/ayeayesr.lzh
-rw-r--r-- molin 17897 Jan 23 19:55 ./Sound/Sounds/ayecapt.lzh
-rw-r--r-- molin 192512 Jan 23 19:56 ./Sound/Sounds/azztop.lzh
-rw-r--r-- molin 38042 Jan 23 19:56 ./Sound/Sounds/baby.lzh
-rw-r--r-- molin 24727 Jan 23 19:56 ./Sound/Sounds/bang.lzh
-rw-r--r-- molin 17339 Jan 23 19:56 ./Sound/Sounds/barn_eat.lzh
-rw-r--r-- molin 17408 Jan 23 19:56 ./Sound/Sounds/bartsnd.lzh
-rw-r--r-- molin 24442 Jan 23 19:56 ./Sound/Sounds/bells.lzh
-rw-r--r-- molin 28982 Jan 23 19:56 ./Sound/Sounds/bellylau.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2448. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 07:11:01 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.760432261@wolfcreek.cs.ualberta.ca>
Source record: 193456

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CKHy3H.F4L@bbc.co.uk>, David White writes:
>>
>> I've heard a lot about TOS 5 and faster versions multitos (are they the
>> same thing?) in the pipeline. Why don't Atari start actively supporting their
>> new beast? Don't they realise that in order to sell it they have to convince
>> people that it is the best? Also, how about a modular design for future
>> machines.

>Atari doesn't care about their computer users... they're concentrating
>100% on the Jaguar. Even before the Jag was released, they ignored
>their computer users.

>A modular design would sure be nice, but I really don't think Atari will
>ever release another computer. Their "state of the art" is a 16Mhz '030
>machine; the rest of the world has moved through '030s at real speeds
>(on a 32-bit bus; yes, I know about the TT... discontinued!), through
>the '040, and is starting to use RISC chips.

umm actually they started production on the TT line again quite recently.
Guess that shoots that argument.

>--
>------------------==----------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth
--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2449. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 07:14:00 UTC
From: osteele@u.washington.edu
Message-ID: <2ivgvo$blg@news.u.washington.edu>
Source record: 193454

esj@harvee.billerica.ma.us (Eric S Johansson) writes:

>hard disk wanabe. The major problem with flopticals is that they take 20
>min to format and there is no backup utility support for them yet. I'm

Diamond Back does have support for Flopticals I've used it extensively,
and backing up is a breeze from HD to Flopticals - quick and effective.
Also, it may take 20 minutes to format, but the disks come PREFORMATTED
so you don't have to, it takes a few seconds to partition and away you go.

2450. Wanted: 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 07:27:14 UTC
From: osteele@u.washington.edu
Message-ID: <2ivhoi$brq@news.u.washington.edu>
Source record: 193457

```
Wanted: 1040 STE. Send e-mail. RAM size is negotiable.
```

2451. CV-Translator v2.0 uploaded to ftp.uni-kl.de

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 07:39:21 UTC
From: an65022@anon.penet.fi
Message-ID: <074318Z05021994@anon.penet.fi>
Source record: 193458

I've uploaded cvtran20.zip to ftp.uni-kl.de.

I fixed all the GEM routines. Now it works very nice on the TT.
It should also work on any ST at any resolution up to 32768x32768,
although I wasn't able to test it.

P.S. The program translates text between the following languages:
German, French, English, Dutch, Italian, Spanish & Portuguese.

C.V>

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2452. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 08:04:10 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.B0AqEOE1Ipo@sanity.tdkcs.waterloo.on.ca>
Source record: 193451

In <quinlan.760001512@sfu.ca>, Brian Quinlan writes:
} Hi, I was just wondering why you all seem to like Ataries? I have
}an Atari (in my closet) an I just can't see the appeal. I have a Mac and
}I consider it far superior to my atari
}

Tell ya what.. I'll take the Atari out of your closet.. got a friend who
needs one, can't find any around here..

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Alpine |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
----------Bleh V1.0---

2453. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 09:02:06 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <19940205.04020605.biblinski@delphi.com>
Source record: 193469

Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> writes:

>Still, it wouldn't take much effort to put out an improved Falcon (32MHz,
>32-bit bus, 24-bit color etc.) and then throw the Jaguar chipset on top of
>that. And it would sell like hot cakes! There's still a huge market for fancy
>home/game systems, esp. in Europe.
>

Actually, it would be a _major_ effort to put out an improved Falcon. The existing design isn't especially friendly to faster CPUs or wider buses. I don't know if the F040 that was allegedly designed over a year ago managed to get around the original design limitations, or if that's one of the reasons it never appeared. Atari wants to expand the capabilities of the Jaguar to the point that it can be a fancy home/game system. And, if they can sell enough of them as game machines, they'll have a sufficient customer base to build on when it comes time to make it a personal integrated media machine. (Which is what they originally wanted the Falcon to evolve into, by the way.)

Where this all leaves TOS is unknown. Atari UK/EUR has shown its willingness to license the OS for third party machines (the Medusa/Pandora and the Eagle), and I think we'll see a similar situation here in the US/CAN market. TOS may end up beyond where Atari would have taken it! (I'll refrain from making any cynical comments about where Atari would have taken it...)

--Gordie Meyer
biblinski@delphi.com

2454. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 10:21:07 UTC
From: steve-j@teleport.com
Message-ID: <2ivruj$s81@elaine.teleport.com>
Source record: 193452

There's a third-party 040 board for the Falcon030 coming in a few months --
it was shown at NAMM.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2455. Re: Kermit Speeds

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 12:32:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2j03k2$mus@golem.wcc.govt.nz>
Source record: 193455

In article <1994Feb3.104344.20998@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
>I frequently use Kermit to transfer Binary files between the University
>Mainframe and my ST, over a 9600 baud direct link.
>
>I have tried both GemKermit accessory and the Kermit which is built into
>UniTerm, but both give the same speed.
>
>My problem is that I am getting an effective transfer rate of 0.4 Kb/Sec,
>whereas the 486 PC owner next door to me is getting over 1 Kb/Sec.
>
>Steve Taylor.

Well yes you are using way outdated versions of Kermit..

Get the latest C-Kermit from A.A. called CKER189B, its come a long way from the ones you are using....

Its claimed that it can run as fast as Zmodem and there is talk that it can run faster...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2456. Re: 57k bps on 1040STe serial port possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 12:46:00 UTC
From: davecook@multi.multiline.com.au
Message-ID: <1994Feb5.124600.800@multi.multiline.com.au>
Source record: 193490

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Steven Selick (selick@bu.edu) wrote:

: > I have been getting a consistent 1932 CPS on my 14.4 fax/modem with Zmodem,
: > and I was wondering if there is a simple way to get 57kbps through the
: > standard serial port with software? If not, is there a diy upgrade or
: > relatively cheap commercial upgrade for the port? In Computer Shopper the
: > review of my Computer Peripherals ViVa 14.4 says they got 5,170 cps! I'd
: > love to get it with Uniterm, but would consider a shareware fee or something
: > like that if another package will deliver 57kbps zmodem and vt100
: > compatibility.

: Pick up a copy of Connect. Contained within are some references to hardware
: mods that will increase your serial speed without errors. Also, there is a
: file 38400.lzh on ftp.math.fsu.edu (192.12.122.28) that was recently posted
: here. It contains instructions for a very simple mod that will give you
: 38.4k on a regular ST. You might also be interested in gszrz228 (a GEM
: Zmodem that is really nice) and some Uniterm macros I hacked together for
: it (rzsz_mac.lzh).

: Connect has specific support for the hardware mods it mentions. Other
: programs will probably have 19200 mapped to 57600 baud, or some other hack.
: Connect is definitely worth a look. It is a fine program. The latest
: version is 2.45 on ftp.uni-kl.de.

: You failed to mention what kind of ST you have. This makes a difference!
: Incidentally, do you get 1932 on binary downloads? This is better than
: I have been able to get (I average around 1600CPS during binary downloads).

: --
: **
: * Mickey Boyd *
: * Systems Administrator *
: * Florida State University Mathematics Department *
: * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
: **

G'day

I would like to know if this hardware mod is needed/works on a Falcon030 4meg
I use Stalker3 - which I know can support 38,400 baud. If someone could tell
me how I can reach this speed I would be most appreciative! :)

Support for the Falcon here in Australia is very limited unfortunately :(

Thanks in anticipation!

Dave Cook
davecook@multi.multiline.com.au

2457. Re: DOS-Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 13:09:10 UTC
From: doctorq@sam
Message-ID: <2j05pm$s67@bilbo.nask.org.pl>
Source record: 193453

Jak bedziesz mowil po Niemiecku, to ja bede mowil po Polsku!
Jasne ?

(That means: If you'll be speaking German, I'll be speaking Polish!
Is that clear ?)

Michal

P.S.
Or I'll speak Russian !

2458. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 14:30:41 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKr9n5.B0H@cix.compulink.co.uk>
Source record: 193496

>Well I certainly hope so, since I subscribe. However, will it actually be a
>full working version? Timeworks Publisher 2 certainly wasn't - it printed
>TIMEWORKS across the page.

It is a full working version - apart from thesaurus and dictionary - I
don't know about the modules. But, it's definately not crippled in any
way. It's also the version which works on the Falcon in mono mode. Looks
like a good stop-gap WP for people looking for something graphical but not
wanting to pay the big prices asked or, like yourself, waiting for a
Speedo compatible.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2459. I Love OXYD.

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 14:37:29 UTC
From: SLENZ@gw1-x203.uibk.ac.at
Message-ID: <e148423f.fidogate@gw1-x203.uibk.ac.at>
Source record: 193468

* originally from: warwick@cs.uq.oz.au (Warwick Allison)
> My OXYD Book arrived yesterday, and I've played for about 4 hours > now.
> This form of shareware distribution is really neat.

> Everyone: Get a copy of OXYD from your favourite site and buy The OXYD > Book.

> I play in TT-medium - it's BEAUTIFUL. Would be lovely on a Falcon > too (same rez).

OXYD has been released in a new payware version just slightly more expensive than the Book (app. 45 USD) which saves looking up and typing in the codes for the "blocking stones".

It's called OXYD magnum and is available for PC, MAC, Atari Mono (incl. TTM 194), Atari colour (ST low res.), Atari TT/Falcon (VGA colour) and AMIGA.

Servus,
Siegfried

.Via Go_Out 2:317/2.7, Feb 05 1994 14:31

.Via Squish 2:317/2.0, Sat Feb 05 1994 at 19:35 UTC

2460. HD _OUT_ of Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 14:49:13 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2j0bl9$ifm@netnews.upenn.edu>
Source record: 193487

Does anybody know...

How I could connect an IBM-style EXTERNAL 3.5" HD floppy to my Mega 4 STE, TOS 2.6'ed, AJAX was and is here (B^)), and the internal 1.44 is working just fine, thank you.

The reason being that these little suckers are getting cheap enough so that I could replace my old SF314 (or maybe just the guts??) with one, if I could connect it, and speed up my hard drive back-ups and my disk-to-disk copies. Could I go in through the Mega STE's floppy port? I installed the new internal and TOS by myself, but I'd be nervous about getting much more extravagant than that.

Thanks for even reading...

Rob S. Rice
rrice@mail.sas.upenn.edu

2461. CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 14:50:30 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2j0bnm$ifm@netnews.upenn.edu>
Source record: 193488

Does anybody know...

(This, either)...how I might get a math co-processor for my Mega 4 STE and install the sucker? Where, how, how much? This isn't the first time I've asked this question, although it may be the first time I get an answer!

Thanks, again,

Rob S. Rice
rrice@mail.sas.upenn.edu

2462. Re: Cleveland Free-Net Internet Access Easier!

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 15:40:53 UTC
From: rcb@MCS.COM
Message-ID: <2j0em5$jca@Mercury.mcs.com>
Source record: 193491
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Access to the Cleveland Free-Net Atari SIG has just recently become
>more easier by allowing 60 more Internet connections.

Yes! Before they only allowed 15 connections and it was almost
impossible to get in.

>The telnet address to this Internet machine is:

>telnet 129.22.8.32
>telnet kanga.ins.cwru.edu

Just to pick nits, it's wise to use

telnet freenet-in-a.cwru.edu

instead, since the 'kanga.ins.cwru.edu' or '129.22.8.32' address may
change.

Roy

2463. Re: Colour Ansi?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:19:50 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <760767302.0@mettav.royle>
Source record: 193461

Instead of washing up, on 29 Jan 94, -Unknown-
said...

> Like a few of the others have already mentioned, yes there is
a
> termina
> program that will give you 80 columns & 16 colors (or colours if
you
> prefer)..
> .. and it is ANSITerm. The latest shareware release version is
v1.90.
> I think the version posted on archive.umich.edu (or mirrors of
same)
> are v1.50.

A fave terminal program of mine, at the moment is TeddyTerm
v2.10,
with is on archive.umich.edu (TTERM210.ZIP)

Here's some info...

Teddy-TERM v2.10 - Now with ANSI!
Teddy-TERM v2.10 - A complete communications terminal for the Atari ST,
STE,
TT & Falcon030. Now supports full 16 colour ANSI (in minimum 16 colour
640x200
screen modes) with intelligent ST med/high rez ANSI compatability. Simple
cost
calculating tables allowing Teddy-TERM to automatically estimate the cost
of
your online session. Many bug fixes since the previous version (v2.00).

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org <----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10 |
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10 |
+----> Jealousy is all the fun you think they have. <----+

* Origin: STeve's Cyber-Island (100:1011/0.10)

2464. Re: 57k bps on 1040STe serial port possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:22:04 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKrEst.DwB@cix.compulink.co.uk>
Source record: 193497

>I would like to know if this hardware mod is needed/works on a Falcon030 4meg
>I use Stalker3 - which I know can support 38,400 baud. If someone could tell
>me how I can reach this speed I would be most appreciative! :)

A Falcon can support links between your modem and computer of some improbable number... I use 57.6KBaud in Connect... however, this won't help your actual connection speed to an online system at all. Just make sure you link at a minimum of 38,400 (this is surely supported in STalker?) and everything'll be as fast as possible. This is true for modems going up to v32bis (ie 14.4Kbaud) - but for V.FAST modems you're going to need 57.6Kbaud minimum.

Connect is highly compatible (so it says) with the latest HSMODEM patch - this is a system which replaces most of the serial port routines to make them much faster (versions in the archive for the Falcon, normal Atari and various hardware mods). Again, there is no real advantage (that i'm aware of) to using HSMODEM unless you are running under a multi-tasking OS of some kind. There are reports that using HSMODEM in the developer's version of MTOS results in little or no speed loss during multi-tasked data transfers.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2465. RE: Doom on a Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:23:06 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2j0h5a$dt3@reseau.cict.fr>
Source record: 193489

I do not intent to be pessimistic, but the guy who works on 'Des lasers et des hommes' have started to use the DSP. Now it is twice as speed as before, but thinking of a Doom like program (full screen, good speed) is out of question withouth a 32Mhz CPU with a real 32 bit bus.

But still, this game is in 32k colors while Doom is only in 256 colors.

2466. Re: Colour Ansi?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:24:36 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <760767302.1@mettav.royle>
Source record: 193462

Instead of washing up, on 29 Jan 94, Stuart Coates said...

> Have you tried 'Teddy-Term 2.10' - it's written by Mark Matts, a
> friend of mine and it supports ANSI colour graphics. I'm not sure if
> it's available on his BBS here in the U.K. If you can't get onto it
> let me know and I'll mail it to you. Here's the BBS info:

I've tried it and it's a hell of a program... just like RDD31 infact
;-))

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org <----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10 |
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10 |
+----> Jealousy is all the fun you think they have. <----+

* Origin: STeve's Cyber-Island (100:1011/0.10)

2467. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:34:47 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0r2r@outb.wimsey.bc.ca>
Source record: 193463

Steve-don't leave us hanging about the 040 Falcon board-details,man,
details! :-) Actually, the news of all this third party
hardware(Medusa/Pandora, Eagle,040 boards)is probably for the best, as Atari
itself shows no sign of doing anything in the immediate future.
Doug

2468. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:38:23 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2j0i1v$dvv@reseau.cict.fr>
Source record: 193492

Well, I personnaly have an illegal copy of Spectre 3.0 (shame on me).
I intend to patch it so it can work on Falcon. I have already modified
disk routines so that they can read 1.44 Mb disks (without GCR !).
Sadly, even if the patch works well (or seems to), my Spectre refuses
to recognize System Disks. So if anybody could send me a disk in
Spectre format that contains a System fully functionnal, I will be
glad to publish the needed patchs.

Cyrille Dupuydauby, Backward's author.

2469. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:44:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.XzxnTfQMIGI@semprini.waterloo-rdp.on.ca>
Source record: 193464
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CKFLA9.wy@usenet.ucs.indiana.edu>, David Alan Vasileff writes:
> In my valiant attempt to build a gcc cross compiler on the DEC alpha
> axp 4000/384 MB here at school, I don't know if I've done anything
> right yet, but so far:
>
> I got all the sources.
>
> Got cgcc/gcc-cc1/gcc-cpp to compile with no errors.
>
> got gcc-as to compile with no errors.
>
> obtained the libraries in binary.
>
> However, nothing in utlsrc37.zoo compiles for me, and when I run cgcc,
> I get
> cgcc: Internal compiler error: program as got fatal signal 6

Don't you need to compile this with your native compiler, to produce
binaries that'll work on the Alpha?

I'm going through this same process on an NCR System 3000 multiprocessor
(with an unknown number of '486/50 CPUs, and apparently a great deal of
RAM.... du /proc tells me ~200MB when the machine is about 90% idle!);
I'd have everything going perfectly if I'd've had a "stab.def" file
available on Friday.

When I built as, I got 'as', not 'gcc-as', so I'm flipping my $PATH
around when I want to build Atari binaries and when I want to built UNIX
binaries... no problem, I've got a nice bash procedure to do it.

I intend to post a full account of my adventures as soon as I've got it
fully tested; I built the object files for a largish program friday
afternoon (since I had everything that I needed except a cross-compiler
ld) and it linked/ran fine as soon as I got home. The NCR box churns
code quite a bit faster than my ST... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2470. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:47:24 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2j0iis$dvv@reseau.cict.fr>
Source record: 193493

Just a little word to mention that IDE controller is NOT DMA linked
to memory. I am still wondering why ATARI has decided to use
quite powerfull processors with such a loosy architecture.

2471. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:54:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lObVpk0INvE@semprini.waterloo-rdp.on.ca>
Source record: 193465
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2i96ru$q1k@elroy.jpl.nasa.gov>, Howard Chu writes:
> This seems like a simple enough question, but all my tinkering has produced no
> results so far. In the 1280x960 monochrome mode, is there any way to invert
> the screen so you get white foreground/black background instead of the
> current black on white? I *hate* looking at a white screen... Just flipping
> the bit in palette 0 has no effect.

Does MACCEL3 just black the screen when running on a TT-High screen?

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2472. Re: Lattice or Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 16:55:30 UTC
From: saj@chinet.chinet.com
Message-ID: <CKrGCJ.9nF@chinet.chinet.com>
Source record: 193495

In article <1994Feb2.124819.5665@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <CKK52F.Ju@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>
>>I have to stick up for Lattice C. I've been pushing 5.6 fairly hard for the
>>last 2 weeks, and it works fine...
>But the main gripe that people here had with Lattice was not with the
>compiler itself, but of the terrible new manuals.

Of course, the message I was replying to DID find fault with the programs...

But really, how often are compiler manuals really good? The Lattice manuals aren't notably worse than Microsoft C manuals. Plenty of stuff is harder to find than it should be (if a KWIC index was ugly and added $5 to the cost of the package, I'd STILL be grateful for it), but everything new that I've needed to know has been there. For old stuff, I have Compute! books and the Mark Williams Lexicon.

Steve

2473. Re: ST Packet Radio Program ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 17:36:08 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Feb5.173608.8135@solaris.rz.tu-clausthal.de>
Source record: 193402

Wilson Small (wilson@netsys.com) wrote:
> Wondering if there is a packet radio program available for the
> Atari ST.... ??

Ever tried ftp.tu-clausthal.de (139.174.2.10) /pub/ham-radio/atari/packet/*?
Access via FTP, FSP (port 21) and email ("mail-server@ftp.tu-clausthal.de")

Bye,
Wolfgang.
--

Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

2474. Any and ALL available upgrades.

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 17:58:08 UTC
From: mlr4@po.CWRU.Edu
Message-ID: <2j0mng$q33@usenet.INS.CWRU.Edu>
Source record: 193498

Greetings all!
I am looking for any and ALL upgrades for the ST. This includes mem
upgrades to any other mods you people out there know of. Particularly
memory upgrades is what I'm looking for but it someone has something
pretty interesting out there for the ST then send it my way please!
I heard something once about using Mac SIMMS in an Atari for the 4meg
mod on a 1040ST...anyone know of this? Also TOS upgrades would be rather
nice as well. I'm still at the terrible 1.08 stock in the 1040STf...
I don't want a software version...I'm looking for hardware on that one.
Thanks alot folks!
-mlr4

2475. Re: Blitter.

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 20:02:57 UTC
From: mdg@ukc.ac.uk
Message-ID: <8096@gos.ukc.ac.uk>
Source record: 193405

>In <CKEF1p.4vz@cix.compulink.co.uk>, "Daron Brewood" writes:

>> Does anyone know whether there is anyone working on a new blitter for teh
>> falcon which wil work in 256 colour mode?

The blitter in the Falcon is perfectly capable of working in 256 colour mode
already, there is no need to redesign it!

I'm pretty sure NVDI uses the blitter in this mode, if it doesn't then it is
probably because of the overhead required to setup the blitter to blit each
bitplane means that it is faster to use the CPU.

There seems to be a general attitude among people that a blitter is some kind
of wonder chip, this is NOT so, once you reach the power level of CPU's like
the 030/040 then Blitter chips become obsolete.

Griff
--

2476. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 20:08:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d53fcd2@troed.ct.se>
Source record: 193470

In a message of 04 Feb 94 21:15:25, Graeme Rutt wrote:

GR> Because the auto-pilot is bugged for ships over the size of an Eagle? And
GR> further, the speed up is bugged in the sense that it isn't doing the same
GR> amount of checking as at normal speed and therefore removes the former
GR> bug? [g]

How very true!

Solution: ALWAYS use the highest speed-up possible, that's the only way to be
sure you'll never crash against planets or stations...

GREAT game though!!!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2477. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 20:16:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d53fe96@troed.ct.se>
Source record: 193471

```
In a message of 05 Feb 94 17:38:23, Cyrille Dupuydauby wrote:

CD> Well, I personnaly have an illegal copy of Spectre 3.0 (shame on me).
CD>
CD> Cyrille Dupuydauby, Backward's author.

I guess this means I don't have to feel sorry if I don't register Backward ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

2478. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 20:33:46 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Feb5153346@wpi.WPI.EDU>
Source record: 193407

0{{ "Rob" == Rob S Rice <rrice@netnews.upenn.edu> writes:
Rob> Does anybody know... (This, either)...how I might get a math
Rob> co-processor for my Mega 4 STE and install the sucker? Where,
Rob> how, how much? This isn't the first time I've asked this
Rob> question, although it may be the first time I get an answer!

The MegaSTE uses a PLCC version of the 68881 or 68882 by Motorola.
You could probably get one from someplace like Jameco Electronics,
though they'd charge you a pile for it... Maybe Toad or Rising STar
would have one?

Be warned, though, that it'll only do ANYTHING if the program was made
to take advantage of it! Only a few programs are, too...

.s.

--
- lancer@wpi.wpi.edu - - the Posies, "Any Other Way": -
- Life's never been a great mystery to me, -
- It begins and winds slowly to the end -

2479. Midi Maze on Feb. 12

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 20:38:41 UTC
From: bmich@cs.utexas.edu
Message-ID: <2j104h$pem@needmore.cs.utexas.edu>
Source record: 193406
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Feb, 12 I will host another Midi Maze party. If you didn't make it to last months meeting, then you really missed out. Mucho thanks to Tim Wilson for bringing the machines/people that he did. There were six ataris and 2 IBM's at the party and we had a blast. Now for the important stuff on what to bring:

1 Atari (whatever) as long as it has Midi ports
1 (or more) Midi cables
1 outlet strip (important)
beverages (if you bring alcohol, it is not my fault if your reflexes suffer)

If you have an IBM, and want to bring it then please do so. We will be playing doom, hopefully on a ethernet this time.

Please email me to RSVP and to get directions.

--
If you love something, set it free.
If it doesn't come back,
hunt it down and kill it.

2480. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 22:42:44 UTC
From: ABARBIERO@delphi.com
Message-ID: <19940205.17424479.abarbiero@delphi.com>
Source record: 193401

I love the game.. look for my review in the next AEO. I should have
a playguide written if the US Navy gives me the time!

Andreas@AEO

2481. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 23:17:34 UTC
From: walra@moacs11
Message-ID: <xvufiutmixo@moacs11>
Source record: 193409

In <CKqowJ.658@world.std.com>, y.siu@lexicor.com writes:

> IDE is standard, SCSI is optional, the board for SCSI is currently not
> finished but should be in the next two months.

Will this be fast SCSI or fast wide SCSI?
Or will we still be stuck with the slow 8bit-asynchronous stuff?

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

2482. wanted: FDDI interface

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 23:29:04 UTC
From: walra@moacs11
Message-ID: <qw3dzktmvio@moacs11>
Source record: 193410

Hi,

I'm looking for an FDDI card for the Atari TT.
Single attach FDDI (class B) support will be sufficient.

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

2483. Re: Splitting a file

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 23:54:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2j1bj8$n0m@mailer.fsu.edu>
Source record: 193472

Andrew Silver (silvera@cs.man.ac.uk) wrote:

> Does anybody know of a util. that allows you to split a file across more than
> one floppy easily. I know that PKZIP under DOS can do it but I don't think
> STZIP can. Ideally I would like something that can take a file on a DOS hard
> drive, split it up onto floppies and then re-assemble it on my ST.

One way to do this is with the standard UNIX utilities uuencode and uudecode.
There are versions for both ST and PC (many versions, actually). You will
end up with an ASCII text file that can be split into hunks and reassembled
on your ST quite easily.

If you have access to a UNIX box, it is even easier. Simply use the
uuencode and split commands to produce the files, then use an ST version
of cat and uudecode to put them back together and decode them.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2484. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-05 23:58:13 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2j1bql$n0m@mailer.fsu.edu>
Source record: 193473

Stephe Lewis Foskett (lancer@wpi.WPI.EDU) wrote:
> The MegaSTE uses a PLCC version of the 68881 or 68882 by Motorola.
> You could probably get one from someplace like Jameco Electronics,
> though they'd charge you a pile for it... Maybe Toad or Rising STar
> would have one?

> Be warned, though, that it'll only do ANYTHING if the program was made
> to take advantage of it! Only a few programs are, too...

Can you name some of the programs that do? Anyone? I just bought a MegaSTE
(not arrived yet) that has a coprocessor. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2485. CD-Roms

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 00:00:41 UTC
From: gdrayson@cix.compulink.co.uk
Message-ID: <CKs015.3M3@cix.compulink.co.uk>
Source record: 193417

Anyone managed to get a Toshiba CD-Rom running on an ST??? If so how..

2486. FTP

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 00:00:43 UTC
From: gdrayson@cix.compulink.co.uk
Message-ID: <CKs017.3Mo@cix.compulink.co.uk>
Source record: 193418

I am new to internet, and am finding understanding FTP-ing very hard.
Could someone explain how I go about it, without being software
specifict...

2487. Re: Civ on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 00:18:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKs0u2.45K@cix.compulink.co.uk>
Source record: 193419

In message <CKLHJx.GtH@cen.ex.ac.uk>, cs93dlh@dcs.exeter.ac.uk said:
>
>Buy a pair of personal CD player active speakers. Plug em into the headphone
>socket. Open the Falcon, unplug the internal speaker. Ta da! Vastly superior
>sound with a separate volume control...
>Okay, so you void the guarentee...

You can also disable the speaker via software (Offgibit and Ongibit). No
need to open the Falcon.

Ofir ogal@cix.compulink.co.uk

2488. Top 10 List

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 00:50:10 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2j1es2$l5m@charm.magnus.acs.ohio-state.edu>
Source record: 193414

The (First) Annual C.S.A.ST "Top 10"

Last December I announced on Comp.sys.atari.st, that I was trying to put together a "TOP 10" list of new programs that came out in 1993. The only real qualification that I put on submissions was that it either orginally came out in 1993 or had an update in 1993.

I had originally intended for this to reflect the PD/Shareware market only, but after several requests I expanded it to allow commercial software. Oddly enough almost all of the commercial software people nominated were applications and not entertainment. So for this reason you will find a "Top 10" Commercial Applications but only an "Honorary Mention" section for commercial games.

The big hole in this list is my fault, that being the lack of a "Midi/Music" category. I received several lists that would have fit into this area. But my knowledge of the market left me uncertain as to whether they met the first and only criterion, that being origin date. I am sorry, and please accept my apology for this failing.

This list represents not my personal opinions but the combined opinions of over 120 members of c.s.a.st, that took the time to drop me a list. I know that there are alot of titles that appeared on this initial lists that don't appear here, but what was interesting was the number of people that liked the same packages. I also know that there were alot of pieces of software that came out in 1993 that deserve to be on one of these lists but aren't. If you have a favorite program that falls into this category, please take the time to let the author know how you feel. A thank you may not be as nice as money, but it sure beats dead air.

At the end of this document you will find information on reprinting and distribution of this article.

So without further fanfare on to the lists.

Commercial Applications

1 Straight Fax Fax Program Commercial
2 AtariWorks Application Commercial
2 NVDI System Enh. Commercial
4 SpeedoGDOS System Enh. Commercial
5 Warp 9 (3.75) System Enh. Commercial
6 Chagall Art Package Commercial
7 Speed of Light 3.0 Graphic Utility Commercial
8 Phoenix 1.0 Art Package Commercial
9 EdHak Text Editor Commercial
10 Script 3.0 Word Processor Commercial

Graphics/Art Packages

1 Kandinsky Art Program Shareware
2 Persistence Of Vision 2.1 Ray Tracer Public Domain
3 MyDraw Art Program Shareware
4 Crack Art Art Program Shareware
5 MNDL_226 Mandlebrot Public Domain

Game (PD/Shareware)

1 Centipede Game Shareware
2 NetHack Game Public Domain
3 PsychoPig2 Game Shareware
4 Utopus Game Shareware
5 Galaxians Game Shareware
6 Space War TNG Game Public Domain
7 Bio Hazard Game Shareware
8 Conquest Game Shareware
9 Pacman on E's Game Shareware
10 Shanghai v.1.10 Game Shareware

Graphics/Text Utilility

1 GemView Graphic Utility Shareware
2 Masterbrowse 3.3 Text Utility Shareware
3 Speed of Light Graphic Utility Shareware

Programming Language

1 Gnu C Prog Language Freeware
2 Heat-N-Serve C Prog Language Public Domain
3 Lattice C v.5.52 Prog Language Commercial
4 HiSoft Basic 2.1 Prog Language Commercial

System Extension

1 Before Dawn System Enh. Shareware
2 Selectric System Enh. Shareware
3 DeskCopy System Enh. Shareware
4 MiNT (1.09) Alternative OS Freeware
5 WinX System Enh. Public Domain
6 Gemini Alternative OS Shareware
7 DeskPic 1.05 System Enh. Shareware
8 Minix FS System Enh. Freeware
9 MultiDialog System Enh. Shareware
10 Let Em Fly System Enh. Shareware

Telecomm

1 Connect Telecomm Shareware
2 TeddyTerm2 Telcomm Shareware
3 Storm Telecomm Shareware
4 Mountain QWK Telecomm Shareware

Utility

1 ST ZIP Utility Postcardware
2 XControl 1.31 Utility Public Domain
3 DeskTrackerMT Utility Shareware
4 ESScode Utility Public Domain
5 Mega Depack 2.12 Utility Public Domain
6 Paula 2.x Utility Shareware
8 Accent 2.06 Utility Greenpeaceware
9 German2English Utility Shareware
10 GEMBench Utility Shareware

Honorable mention Commercial Games:

Civilization, ISHAR(I & II), Steel Empire, Legends Of Valour & Zool

I hope you find this list as interesting and informative as I did. Congratulations to everyone whose programs made one of these lists and thank you for your time and effort.

And Thank you, Merci, Danke to all of you who helped me put this list together. I will try to thank all of you personally, but if I miss anyone, let me thank you now.

Now, as far as reproduction, publication or transmitting of this article, you are free to transmit, reproduce or print this article as long as you do it in its entierty. The only other stipulation is that if it's physically printed, could you please send me a copy of your publication. I love reading newsletters :) If you are overseas and this would be cost prohibitive, drop me some email or a postcard, just like to see how far this goes.

Send comments or suggestions to:
ackerman.29@osu.edu

Physical mail:
Dan Ackerman
903 W. Vine St.
Mt. Vernon, OH
43050-3151

2489. Request for Software Recommendations

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 01:02:09 UTC
From: bula@snoopy
Message-ID: <2j1fih$8fs@tribune.usask.ca>
Source record: 193415

I am interested in buying the following software for ATARI MEG (4MB RAM,
40 MB HD, very slooow, two page monitor)

- a relational database system (single-user) with reasonable programming
capacities, and
- a spreadsheet, preferably programmable as well with
the possibility of transferring data to/from the data base. The two may but
need not to come as a package.

The programs are to be used by people for whom using any computer means
the worst nightmare come true. I anticipate that they will have to use the
programs in a command mode (not only through the pre-programmed modules),
so the user's interface must be REALLY user friendly.

COULD SOMEONE GIVE ME RECOMMENDATIONS?

Sorry if it is a FAQ. In this case coordinates to FAQ ftp location would be
appreciated.

PLEASE respond directly via e-mail to

bula@snoopy.usask.ca

THANKS in advance,

Witold D. Bula
Department of Mathematics and Statistics
University of Saskatchewan
Saskatoon, SK, Canada
S7N 0W0

2490. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 01:36:33 UTC
From: Lexicor@world.std.com
Message-ID: <CKs4Gy.Ksu@world.std.com>
Source record: 193416

In article <xvufiutmixo@moacs11>, Waldi Ravens <walra%moacs11@NL.net> wrote:
>In <CKqowJ.658@world.std.com>, y.siu@lexicor.com writes:
>
>> IDE is standard, SCSI is optional, the board for SCSI is currently not
>> finished but should be in the next two months.
>
>Will this be fast SCSI or fast wide SCSI?
>Or will we still be stuck with the slow 8bit-asynchronous stuff?

As far as I know fast SCSI, it's hard to really be sure though seeing that
this particular item isn't finished yet.

2491. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 02:56:27 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Feb6.025627.4206@news.csuohio.edu>
Source record: 193422

In article <1994Feb4.234815.12344@esca.com> woodford@esca.com (Steven Woodford) writes:
>llunch@habermann.cba.csuohio.edu (Jason Baker) writes:
>
>[stuff about MiNT fork() deleted]
>
>> I started working on a replacement tfork which would do a
>>vfork, try to create a copy of the parent's stack then use
>>kernal->wake to wake the parent up. I ran into a strange problem
>>compiling without -mshort. No matter how a prototyped kernal
>>functions the first argument would always be passed as a (32 bit) int.
>>I beleive I got this result with gcc 2.4.4, but it might have been
>>2.3.3. Has anyone experienced similar problems?
>
>How are you calling the kernel? The easiest answer is to rewrite
>the calls using asm(), in much the same way as syscalls.h does it.
>
You may be wondering why it says ps hear before I sign my name. Well,
Jason
>>P.S. The advantage of trying to create a relocated stack is that the
>>child could return from the tfork call like you would expect. The
>>advantadge of doing vfork/kernal->wake rather than a series of execs
>>is that close on exec files are never closed.
>
>How the h*ll are you going to relocate the stack? The best you could
>do, assuming you didn't use -fomit-frame-pointer is relocate the
>linked list of stack frames, but the local variables _in_ each
>stack frame? I don't think so!
>
Every time I turn my st on, it relocates a rom image to ram
simply by adding an offset to everything that looks like a pointer to
something within the rom image. There are afew problems, some of
which I haven't tracked down, but this is a 192k file with a 192k
range of numbers to change. A stack might be 8k or smaller, and the
range of numbers to alter would be the same. If something like this
is used with caution, I think the increased functionality might be
worth the protential for damaging data on the stack. (Obviously I
wouldn't want to use a hard disk defragger that used this technique,
but if it made some programs run much better, I would be happy.)

Jason

2492. Re: Splitting a file

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 03:52:04 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <38059@mindlink.bc.ca>
Source record: 193424

> Does anybody know of a util. that allows you to split a file across more
> than
> one floppy easily. I know that PKZIP under DOS can do it but I don't think
> STZIP can. Ideally I would like something that can take a file on a DOS
> hard
> drive, split it up onto floppies and then re-assemble it on my ST.

I have seen "file splitter" programs around that simply chop files into multiple pieces. You can use whatever programs to concatenate them together. The program names "append" and "splitit" seem to ring a bell. Check out a.a.u.e.

A couple of years ago I wrote an archiver that supports multi-volume archives ala ARJ and the newer PKZIP's. It compressed better than ARC, but worse than LZH or ZOO. It also ran slower. The only really neat thing about it was that you could split your archive into multiple pieces by the following command:

liu.ttp a -s720000 file.liu [files...]

This would create the archives file.liu, file.l01, file.l02 and so on in 720K pieces (or approximately in that range). I never did finish that program to my satisfaction ever since I found gainful employment. Maybe one of these days I'll send it to comp.{binaries,sources}.atari.st. In any case, if you want a copy, just E-mail me.

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

2493. Re: CV-Translator v1.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 03:56:03 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <19940205.22560311.biblinski@delphi.com>
Source record: 193423

John Hutchinson <hutch@bellman.lanl.gov> writes:

>>>Sounds nice... but is it still written in GFA-BASIC and does it still do
>>>incredibly funky things to the system it's running on? GER2ENG (albeit,
>>>a 2.x version) does nasty, nasty things on my ST ranging from crashing
>>>to mangling the screen (it seems set up for ST-Medium only).
>>
>>Very true. All you BASIC programmers out there, have a look at HiSoft
>>BASIC, that's what I used in GEMBench (except for some of the CPU tests).
>>
>>Ofir ogal@cix.compulink.co.uk
>

>
>Oh, c'mon and give us a break, Ofir. YOU know better than to make a statement
>like that.
>

It's all kind of moot at this point. Carlos wrote CV Translator in machine
code... <g>

But, Hutch is right. Personal preferences should be stated as such, and not
as Absolute Truths. IMHO, that is. <g>

--Gordie Meyer
biblinski@delphi.com

2494. Precompiled header files in Lattice C 5.6

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 05:19:33 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0r5o@outb.wimsey.bc.ca>
Source record: 193474

I am compiling Mint 1.04 using Lattice C 5.6. However, problems are happening when I try to make the precompiled header file called "Mint.Sym". According to the LC User Manual, first use the Program Menu/Precompile option. Then specify "Mint.Sym" in the Compiler Options/Advanced/Precompiled-Headers dialog. The current source window is processed with the global project options(MintLC.PRJ) to produce "Mint.Sym".

My questions are:

1) What file should be in the current source window as specified above? (I tried main.c, but no luck. As there are several files in the project, which Mint source file should be "in the current window"?)

2) How do you specify WHICH headers to include in the pre-compiled header file?

This is the first time I have had to compile a project with a pre-compiled header file, and any help would be greatly appreciated.

Thanks in advance. :-)

Doug Byfield

2495. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 05:43:59 UTC
From: wilsont@rahul.net
Message-ID: <CKsFxB.8ts@rahul.net>
Source record: 193475

In <2iv8mv$kps@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>A Falcon could *easily* handle doom, especially in something like the
>640*200*256 mode in overscan, if a "standard" (I use the term loosely)
>386-SX 32 can handle it, the Falcon can quite simply, especially with
>the DSP handling the texture-mapping which is pretty intensive on
>the poor Intel combined with everything else that is going on!

Uh, the DSP won't help much in the texturemapping, since the falcons
256 color modes are interleaved bitplanes, not 1 byte per pixel, like
a VGA card. the DSP can't 'talk' to memory very fast.

The best bet would be 320x200 TC modes, but then the falcon is strained
to push out 1 word per pixel. I've done texture mapping on the
Falcon, and its kinda slow.

"of Lasers and Men" does a very good job however of a wolf3D/blake stone
evironment, but DOOM would have a horrific frame rate at full screen
(like it does on my 386-16)

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~TOS, Unix and MS-DOS.

2496. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 05:51:06 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CKsG96.JE8@freenet.carleton.ca>
Source record: 193476

In a previous article, steve-j@teleport.com (Steve Johnson) says:

>There's a third-party 040 board for the Falcon030 coming in a few months --
>it was shown at NAMM.
>
The Baracuda from Wiztronics, right? :)
(a 68040 @32 MHz + ST& TT RAM)
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2497. Re: Astrology program available for ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 05:57:38 UTC
From: Hurn@cup.portal.com
Message-ID: <102909@cup.portal.com>
Source record: 193425

sanders@sci.kun.nl (Sander Stoks) asks:

> Does anybody know of an astrology program for the ST? I browsed

I have something called Astro22.lzh which I have not been able to put onto atari.archive.umich.edu (some kind of disk full message). No luck trying to put it on wuarchive.wustl.edu (read only). Any idea which sites will allow it?

> And oh yes, it is *not* for me; I'm a Capricorn and we don't believe
> in astrology.

Neither do we Taureans.

- Nancy hurn@cup.portal.com

2498. Top 10 of 1993

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 06:36:32 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2j235g$m5c@charm.magnus.acs.ohio-state.edu>
Source record: 193477

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4 HiSoft Basic 2.1 Prog Language Commercial

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2 Selectric System Enh. Shareware
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And Thank you, Merci, Danke to all of you who helped me put this list
together. I will try to
thank all of you personally, but if I miss anyone, let me thank you now.

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you are free to transmit,
reproduce or print this article as long as you do it in its entierty. The only
other stipulation is that if
it's physically printed, could you please send me a copy of your publication.
I love reading
newsletters :) If you are overseas and this would be cost prohibitive, drop me
some email or a
postcard, just like to see how far this goes.

Send comments or suggestions to:
ackerman.29@osu.edu

Physical mail:
Dan Ackerman
903 W. Vine St.
Mt. Vernon, OH
43050-3151

////end////

Yuck, my term program kind of munged that. Well if anyone is interested
in the Atari Works original or an RTF format, drop me a note and I will mail it
out to you(email only please).

Dan Ackerman
ackerman.29@osu.edu

2499. Re: Eagle 060 ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 06:43:45 UTC
From: alberto@terapin.com
Message-ID: <alberto.2mke@terapin.com>
Source record: 193478

Iain.Laskey@barclays.co.uk writes:

>In article <1994Feb3.143746.4155@t.hfb.se>, d93the@t.hfb.se (Tom Hellstrom - HFB
> T d93) writes:
>|>
>|> Hey!
>|> Is there any fact in this Eagle060 by Atari or is it just rumors
>|> or someone joking?
>I'd say it is complete fiction.
>
>Just to get everyone worked up, I spoke to someone who works for an ST magazine.
>
>They have been told by Atari they intend making Falcons for another 6 months.
>That's not to say they will stop then, just that they *will* be making them
>for 6 months. Take it how you want.
>
>With the new MTOS being delayed, the fact that ST/STe production has stopped and
>
>that Falcons have sold 35,000 wordlwide (same source as above), I would say Atar
>i
>intend putting their computer operations on the backburner for some time if not
>permenantly. Just my opinion.
>
>--
>+-------------+---+
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>| |Laserdisc & Pro-Logic - The only way to watch movies at home|
>| |Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+

Yea, I have heard the same from others. Atari is concentrating on the Jaguar as much as they can.. They can't afford to play computer company when they need to try and get their foot in the game market they once used to rule. Its pretty logical actually. I don't know if ATARI has just experienced bad luck, or really bad management... I'd guess both. ATARI has said that the Internet is full of rumors so they don't come very often. I guess that is partly true, but theres also alot of information spread to alot of people. I think this Falcon060 thing is a rumor, so lets end it here, if someone can prove me wrong with a FACT, be my guest.

In my opinion the Falcon thing didn't work out, and now with ATARI "away", I know that the only way it will stay alive is by the support of its faithfull users. Hey, if it weren't for you faithfull users, ATARI would have been gone a long time ago. I am going to abandon ship! I'm leaving ATARI, switching platforms. I wish you all good luck. You'll need it, ATARI doesn't stand a chance in the computer market, even if they had a Falcon060. Its the era of the Pentium/PowerPC, and ATARI isn't part of it.. Can you guys tell where I'm going? :)

Well these are just my opinions, as always.. No flames please. I will keep reading this group for a while so post your thoughts, or leave me mail.

L8rs,

alberto@terapin.com

2500. Re: HD _OUT_ of Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 06:49:16 UTC
From: woodford@esca.com
Message-ID: <1994Feb6.064916.26647@esca.com>
Source record: 193479

rrice@netnews.upenn.edu (Rob S. Rice) writes:

>Does anybody know...

> How I could connect an IBM-style EXTERNAL 3.5" HD floppy to my
> Mega 4 STE, TOS 2.6'ed, AJAX was and is here (B^)), and the
> internal 1.44 is working just fine, thank you.

> The reason being that these little suckers are getting cheap
> enough so that I could replace my old SF314 (or maybe just the
> guts??) with one, if I could connect it, and speed up my hard
> drive back-ups and my disk-to-disk copies. Could I go in
> through the Mega STE's floppy port? I installed the new
> internal and TOS by myself, but I'd be nervous about getting
> much more extravagant than that.

Prepare to become just a little more nervous then! Everything _should_
work fine except for the fact that you will need to find a way of
wiring the HD-DETECT line from the floppy-drive to the ST. (This is a
line driven by the floppy-drive when an HD disk is present, to tell
the controller what clock speed to use). One solution is to find an
insignificant pin on the 14-pin ST floppy connector, cut it from the
ST PCB, and wire it to the appropriate pin on the FDC. I would suggest
using the unused Drive Select pin (Pin 6? I'm not sure!)
I'v upgraded my old STFM to 1.44Mb using the System Solutions kit,
and if I recall, there was something in the instructions on how to
wire things for an external HD drive. Damned if I don't have those
instructions now :^] ! Perhaps someone else has....

Cheers, Steve

2501. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 06:50:52 UTC
From: alberto@terapin.com
Message-ID: <alberto.2mkg@terapin.com>
Source record: 193480

magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:

>In a message of <01 Feb 94 05:23:54>, Alberto Fonseca (2:200/427.3) writes:
>
> > Ohh, of course it would have to be 68030 code, high res color Falcon
> > compatible if anything.. I did not mean make software that ONLY runs on
> > a TT, but more like 030 processors and above.. I have actually decided
> > against a TT for now. I think ATARI has made alot of really gross
> > mistakes in their marketing and platform development.. Where does the
> > TT fit in? What ATARI should have offered for TT users is an upgrade
> > to the new TOS 4.x.
>
>That's what I thought and hoped ;-) I do agree there should also be a more
>powerful Falcon around, but the bird as it is sure is a good base model! The
>only REAL mistake is the case...why not use a TT-style case? Or a plain
>Clone-style box with a few expansion slots!
>
> > I figure that ATARI's plans are to make the Falcon030 the new base to
> > build from, so soon the STE's/Megas/TT's will be faded out.. Yes, the
> > ST is already dead.. Not in the sence that theres nothing you can do
> > with it, but that it won't be developed for.. ST users, don't get
>
>Once again I agree!
>
> > I will wait until the next ATARI computer comes out, hopefully a 68040,
> > running at least 30mzh if not higher, desktop case, seperate keyboard,
> > and the MOST important, Upgrade SLOTS! Yes, that would really make it
> > a hit.. Give it at least 5 slots! Then there could be 24 bit graphics,
> > improved dsp sound cards, anything else that would give it an edge, and
[B> > allow software developers to work with it.. Not to mention
> > accellerators.. :)
>
>Well, if you want to sit and wait for a new model instead of meanwhile
enj[Boying
>a Falcon, it's up to you. I think you'll have to wait quite a while if you
want
>improved sound though...
>
>Greetz, magnus_thylander@p4.troed.ct.se...
> ____
> / ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
> / /__ /__ / / // / / / Fido: 2:200/612.4 /
> / ___//__ /__ /___// / /_____________________/
> / Sarcastic Existence COMputer COMmunications /

>/_____/
>

Well actually I've reconsidered for a number of reasons.. First of all, its hard to find a TT, since their not being made anymore.. The only computer being made by ATARI is the Falcon, for a while still anyways. Not just that, but theres TOO little support.. Should these words be uttered by an ATARIAN? :) I'm also against the falcon for the above stated reasons, and not to mention ATARI is probably going to stay away from computers for a while until they do something with the Jaguar. I have decided to switch platforms, I'm selling my ATARI and going to a much better place. :) Hey, why bother supporting a computer that you paid for and get nothing in return.. Pay for your computer and let them support YOU. Hmm.. I must be speaking like a radical in the ATARI world huh? Well, we got promised an elevator, but given a shaft.

L8rs,

alberto@terapin.com

2502. Re: TOS PATCH LIST

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 06:51:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKsJ27.Au7@cix.compulink.co.uk>
Source record: 193413

In message <LANCER.94Feb2165322@wpi.WPI.EDU>, lancer@wpi.WPI.EDU said:
>
>What patch programs are necessary in 2.06? Just Cachexxx and
>foldrxxx?
>
>I have a MegaSTE. I currently just have the HSMODA02 patches (drvin,
>mfp, and scc)

I recommend you use Foldrxxx.prg. The cache program is not essential but
will speed up disk access.

Ofir ogal@cix.compulink.co.uk

2503. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 06:59:33 UTC
From: woodford@esca.com
Message-ID: <1994Feb6.065933.26853@esca.com>
Source record: 193481

llunch@knuth.cba.csuohio.edu (Jason Baker) writes:

>In article <1994Feb4.234815.12344@esca.com> woodford@esca.com (Steven Woodford) writes:
>>llunch@habermann.cba.csuohio.edu (Jason Baker) writes:
>>
>>[stuff about MiNT fork() deleted]
>>
>>> I started working on a replacement tfork which would do a
>>>vfork, try to create a copy of the parent's stack then use
>>>kernal->wake to wake the parent up. I ran into a strange problem
>>>compiling without -mshort. No matter how a prototyped kernal
>>>functions the first argument would always be passed as a (32 bit) int.
>>>I beleive I got this result with gcc 2.4.4, but it might have been
>>>2.3.3. Has anyone experienced similar problems?
>>
>>How are you calling the kernel? The easiest answer is to rewrite
>>the calls using asm(), in much the same way as syscalls.h does it.
>>
>You may be wondering why it says ps hear before I sign my name. Well,
> Jason
>>>P.S. The advantage of trying to create a relocated stack is that the
>>>child could return from the tfork call like you would expect. The
>>>advantadge of doing vfork/kernal->wake rather than a series of execs
>>>is that close on exec files are never closed.
>>
>>How the h*ll are you going to relocate the stack? The best you could
>>do, assuming you didn't use -fomit-frame-pointer is relocate the
>>linked list of stack frames, but the local variables _in_ each
>>stack frame? I don't think so!
>>
> Every time I turn my st on, it relocates a rom image to ram
>simply by adding an offset to everything that looks like a pointer to
>something within the rom image. There are afew problems, some of
>which I haven't tracked down, but this is a 192k file with a 192k
>range of numbers to change. A stack might be 8k or smaller, and the
>range of numbers to alter would be the same. If something like this
>is used with caution, I think the increased functionality might be
>worth the protential for damaging data on the stack. (Obviously I
>wouldn't want to use a hard disk defragger that used this technique,
>but if it made some programs run much better, I would be happy.)

Good luck, then. But have you ever wondered why, in TOS for example,
every executable program has a relocation table that tells TOS where
the objects to be relocated are, and how to relocate them? If it was
as easy as you say, we've all been wasting Kb's of disk space with

superfluous relocation data! :>

Cheers, Steve

PS. Sorry to waste Kbs of net bandwidth with this! B-)

2504. Pagestream 2.2

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 07:03:13 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <6FEB94.01031367@meena.cc.uregina.ca>
Source record: 193482

Pagestream 2.2 for sale. Like new. Includes all docs, manuals, box, etc..
Taking offers or trades for ST equipment (monitor master!!). Reply
via email.

2505. MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 07:09:55 UTC
From: woodford@esca.com
Message-ID: <1994Feb6.070955.26995@esca.com>
Source record: 193483

Hi all,

I've just read a message in comp.unix.misc from someone who is,
apparently, using Mint on an Apple Mac! If this is so, it's news
to me! Any comments? Copy of post below.

Cheers, Steve

```
================================================================
Newsgroups: comp.unix.misc
Path: flash!nwnexus!cyber2.cyberstore.ca!nntp.cs.ubc.ca!destroyer!sol.ctr.columbia.edu!how
land.reston.ans.net!pipex!uunet!newsflash.concordia.ca!CC.UMontreal.CA!IRO.UMontreal.CA!te
secau.iro.umontreal.ca!prudhom
From: prudhom@IRO.UMontreal.CA (Serge Prud'homme)
Subject: Mint for the Mac
Message-ID: <CKrIo4.F9w@IRO.UMontreal.CA>
Sender: news@IRO.UMontreal.CA
Organization: Universite de Montreal
X-Newsreader: TIN [version 1.2 PL2]
Date: Sat, 5 Feb 1994 17:45:39 GMT
Lines: 16

I have a few questions about Mint (unix like operating system for the Macintosh)

1) Is it possible to run X11 applications under it?

2) Is it stable enough to use?

3) What is the official anonymous ftp site (if there's one) ?

4) Does it run on machines other than Mac & Atari?

Thanks

----------------------------------------------------------------------
Serge Prud'homme email: prudhom@iro.umontreal.ca
Departement IRO, Universite de Montreal
C.P. 6128, Succ. A, Montreal, Canada, H3C 3J7
======================================================================
```

2506. Re: Desperately NEED: VT-100 or ANSI terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 09:05:46 UTC
From: diehl@r-node.io.org
Message-ID: <2j2bta$9dl@r-node.io.org>
Source record: 193420

If there is a local bulletin board around your area that supports Atari ST, look around for a program called ANSITerm. It supports full 16 colour,80 column ANSI and works on any Atari ST/STE machine.

Hope this helps.

DragonLord
(diehl@io.org)

2507. Re: Contributors needed for non-profit zine

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 09:16:59 UTC
From: diehl@r-node.io.org
Message-ID: <2j2cib$9j4@r-node.io.org>
Source record: 193421

Hi, Ralf. You probably know me better as the other half of the Richard Hecker account on CRS Online. I'm on a number of local Atari bulletin boards which are serious about supporting the Atari ST and all that goes with it. They are part of a small network of Atari enthusiasts and regularily post price lists from Compuworld, Replay Entertainment and Scarborough Computers and are strong advocates of the Atari computer in general. I'd be interested in obtaining some information on your products, since I, too, am enthusiastic about Atari (in spite of what some nay-sayers may whine about. :-) I can pass this information along (or write up reviews) to the aforementioned people and review the products in their local online magazine, "The ExtremiST" (I've been looking for a good column to submit, anyway. :-)

E-Mail me (or just post me on CRS Online) more about it.

CYOTFS!
...D.L.
...Underground
(diehl@io.org)

2508. Re: Civ on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 09:24:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d54b73e@troed.ct.se>
Source record: 193484

In a message of 06 Feb 94 01:18:02, Ofir Gal wrote:

OG> >Buy a pair of personal CD player active speakers. Plug em into the
OG> headphone
OG> >socket. Open the Falcon, unplug the internal speaker. Ta da! Vastly
OG> superior
OG> >sound with a separate volume control...
OG> >Okay, so you void the guarentee...
OG>
OG> You can also disable the speaker via software (Offgibit and Ongibit). No
OG> need to open the Falcon.

But then you will here it "CLICK" whenever you re-boot or turn it off, and if you just HAPPEN to get the keyboard repeat bug when re-booting you'll destroy your ears .. :-)

Open the Falcon .. it's SOOOOO easy to pull out that plug ... I did it on day 1 ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2509. 68040 Upgrade for Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 09:52:10 UTC
From: steve-j@teleport.com
Message-ID: <2j2eka$o9m@elaine.teleport.com>
Source record: 193485

All I know about the 040 board for the Falcon030 is that it was shown at
NAMM and SHOULD be available in April/May sometime. I don't know specs
or prices as yet.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2510. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 09:59:07 UTC
From: steve-j@teleport.com
Message-ID: <2j2f1b$oj0@elaine.teleport.com>
Source record: 193486

Yat@Lexicor,

That is standard for the 68040 (by nature, the 040's internal clock is doubled). Motorola just doesn't go spouting off nonsense by calling a 32MHz 68040 a '040DX2-64'! <grin>

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2511. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 11:43:29 UTC
From: linz@int-evry.fr
Message-ID: <2j2l51$qrr@reseau.cict.fr>
Source record: 193404

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
: A Falcon could *easily* handle doom, especially in something like the
: 640*200*256 mode in overscan, if a "standard" (I use the term loosely)
: 386-SX 32 can handle it, the Falcon can quite simply, especially with
: the DSP handling the texture-mapping which is pretty intensive on
: the poor Intel combined with everything else that is going on!
A falcon could handle doom like a 386SX32, that's right. But who wants to play
Doom on a 386SX32 ?? It's ten times slower than on a 486DX50 !
I have a 386DX40 and I find doom pretty slow : an avergage of 10VBLS a frame.
Nothing common with a 486.

2512. Re: Of Lasers and Men - v1.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 11:54:24 UTC
From: linz@int-evry.fr
Message-ID: <2j2lpg$qrr@reseau.cict.fr>
Source record: 193494

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 04 Feb 94 01:50:56, Arnaud Linz wrote:

: AL> days, but I don't think they'll be very clever. Those of Wolfenstein are
: AL> totally stupid too...

: Are your own friends still shooting at you? (They do in the version I have
: ..:-)
That's isn't a bug, it's the expression of their 'paranoia'. But I will allow
the player to turn it off in the v1.0.
: AL> but the graphic routines are truly more complex than those of Wolfenstein.

: Ah! That's enough to satisfy me!
: A
: AL> As to the shareware fee, you will be considered as registered if you send
: AL> at least 50FF (10$,...).

: It's illegal to send money in envelopes, but I'll try to get them through ..:-)
: (Or will you use a bank account this time?)
I know that's illegal. Except international cheques
: AL> (doom IS perfect.)

: It's kinda slow on the 486 DX2/66 8Mb RAM we have in school ... ! ... atleast
: when networking .. (but why play singlemode when all computers all over the
: place are networked? :-)

: Hopefully the Jaguar version of DOOM will be even faster ...

: + _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
: + _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
: +-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
: + Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
: + SYNC -------- Opinions expressed are those of my employee! --------+

2513. Re: Falcon JPEG Viewer Update

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 14:30:34 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb6.143034.19559@t.hfb.se>
Source record: 193499

In article 2d504604@p4.troed.ct.se, magnus.thylander@p4.troed.ct.se (Magnus Thylander) > > 'jpegv218a.zip' (version 2.18
>
>And the DSP version is slower and more expensive than Brainstorms...
>

I havn't seen the brainstorms colour version, I've only seen one wich cenverts to grayscale! it was Fast!!!!

But 5 pound isn't too much, is it??? How much is Brainstorms????

>Greetz, magnus_thylander@p4.troed.ct.se...

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

2514. Speccy Emulators...

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 15:07:34 UTC
From: nj1@ukc.ac.uk
Message-ID: <6783@merlin.ukc.ac.uk>
Source record: 193500

Does anybody know where I can get an English ZX Spectrum Emulator from??

I FTP'd one from an atari.archive mirror - but all the docs are in German!!
(There was one which had been run through a German-to-English program, but
it was completely unreadable!)

The main reason is - I was hoping somewhere in the documents are details of
how to get Spectrum software off tape and onto a disk so I could use it on
my ST. I have loads of old Speccy games at home, most of which aren't available
for the ST (Xeno is one of my all-time favourites.)

Any help would be appreciated,

Rodders.

P.S. Thanks to all those who helped me with my Knights of the Sky question.

--
Neil Jones-Rodway
Computer Science Student, University of Kent at Canterbury

------== All the views expressed are my own - I enjoy having an opinion ==-----

2515. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 15:38:33 UTC
From: leavitt@armory.com
Message-ID: <CKt7GA.3DK@armory.com>
Source record: 193429

Did you say $2500? An extremely reasonable price for what sounds like a shreddin' machine... sure would be nice if C= would license the Amiga for 3rd party specialization...

Thomas

2516. Does a form_... rsrc_.. library for X exist ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 15:55:16 UTC
From: ingo@IKP.Uni-Koeln.DE
Message-ID: <2j33t4INN2ifl@rs1.rrz.Uni-Koeln.DE>
Source record: 193430

Hello everybody!

I would like to port a GEM based program to the x11 envrironment.
The window / graphics handling is in my opinion too different to
be emulated through a lib., but having the form handler under X11
would save much work. It also could be useful for developing X-specific
applications -- at least I think it is a very simple to program, yet
powerful tool.
My question to the world: Has anybody written a library emulating
the form_.. and rsrc-.. calls - or only parts of them - under X11
and is willing to share it with the public (i.e. me) ??
Any suggestions and even half-ready, or partial solutions welcome.

Ingo

2517. Re: Astrology program available for ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 16:35:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2j368f$2ed@mailer.fsu.edu>
Source record: 193403

Ed - Smith (Hurn@cup.portal.com) wrote:
> sanders@sci.kun.nl (Sander Stoks) asks:
>
> > Does anybody know of an astrology program for the ST? I browsed
>
> I have something called Astro22.lzh which I have not been able to put
> onto atari.archive.umich.edu (some kind of disk full message). No luck
> trying to put it on wuarchive.wustl.edu (read only). Any idea which
> sites will allow it?

I had the same problem, but Jeff Weiner seems to have repaired it. I uploaded
some stuff last night with no problems, so it should work for you now.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2518. Re: $$ value of Ultrascript, PS35 Font Set & PageStream 2.2b

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 18:17:48 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2j3c8c$oei@samba.oit.unc.edu>
Source record: 193408
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey Dom,
I can't answer your question but have one of my own.

I recently sold (not to you) my copy of US and PGS2.2 along with a lot of hardware, shipped it and now the party won't pay all the $$ we had verbally <phone> agreed on. My Q's this,

What is the street value (average, fair, whatever), for A complete registered Ultrascript package, + US font package, these days ?,

Also same Q for PageStream 2.2 all disks, manuals, 100's of PD fonts?

and

Calamus 1.09 with the Calamus Font Editor, too?

Note, all are registered and transferable.

I would very much appreciate info or opinion on these values US$$ please. from you or anyone else who knows or feels like he/she does.

Don Nelson, don.nelson@launchpad.unc.edu

PS my case to the judge may be helped by this info, if it comes to that.

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2519. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 18:57:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKtGn6.694@cix.compulink.co.uk>
Source record: 193411

In message <4790@raven.ukc.ac.uk>, rab2@ukc.ac.uk said:
>
>Well I certainly hope so, since I subscribe. However, will it actually be a
>full working version? Timeworks Publisher 2 certainly wasn't - it printed
>TIMEWORKS across the page.
>
>If Calligrapher is a cut down version, then I'm not about to spend good
>money to get the full version, with it's own special (i.e. incompatible
>with everything else) vector font format, when I hope to get That's Write 3,
>Papyrus or some other Speedo GDOS compatible WP as soon as (a) they arrive
>and (b) I have the money!

Calligrapher on the STR cover disk is not disabled in any way, it's a
fully working version. However, since the full Calligrapher package
consists of 4 disks, many of the extra modules had to go. This includes
the FlexText module Im afraid. We did leave the Import/Export one in so
you can use ASC, TXT, 1W+ DOC, RTF files. There's no way the dictionary or
thesaurus would fit on a single floppy.

Ofir ogal@cix.compulink.co.uk

2520. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-06 18:57:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKtGn8.69p@cix.compulink.co.uk>
Source record: 193412

In message <H.eg.XqI0QnNtK3g@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>Atari doesn't care about their computer users... they're concentrating
>100% on the Jaguar. Even before the Jag was released, they ignored
>their computer users.
>
>A modular design would sure be nice, but I really don't think Atari will
>ever release another computer. Their "state of the art" is a 16Mhz '030
>machine; the rest of the world has moved through '030s at real speeds
>(on a 32-bit bus; yes, I know about the TT... discontinued!), through
>the '040, and is starting to use RISC chips.

The TT is NOT discontinued, you can buy a new one anytime in the UK.

Ofir ogal@cix.compulink.co.uk

2521. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 03:12:34 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0rcq@outb.wimsey.bc.ca>
Source record: 193426

This post recently appearred on Genie:

(From Ron MacDonald on GEnie, about TT's being back in production)

Glad to see some TTs back into the marketplace. Many users have lamented the fact that without some kind of production from Atari, they felt the company was giving up on computers. The Falcon is fine but not necessarily for everyone. My editors swear by the use of their TTs to process work fast and efficiently. The 32 Mhz speed helps with redraws for DTP work, and all in all is a powerful, easy to use computer.

I just wish everyone would "Keep on Keepin' On". We don't do each other any good by contemplating the company position every other day. I figure they have run their business their way for their profits and the profits of shareholders for quite some time. I don't always like what they do, but then I am sure some folks don't always like what I do.

Our attitude is to just keep living the Atari atmosphere one-day at a time, with a positive attitude that everything will work out. If that is dreaming then so be it. Dreaming is good for everyone.

Rod MacDonald @ ST-INFORMER

2522. Re: **Atari ST Software for Sale-New List**

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 03:23:11 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2j4c6v$buh@samba.oit.unc.edu>
Source record: 193427

FOR SALE - computers are in very good condition, work like new, complete
c/ keyboards, mouse, cables, original boxes.

1. Atari ST Mega2,

2. Atari ST Mega4(16MHz ADSpeed)

3. PageStream 2.2, disks, manuals, 200 fonts (16 disks).

4. Calamus 1.09N, disks and Manual

5. Calamus Vector Font Editor from ISD Marketing (Ditek Int'l)

6. Atari Ultrascript Postscript interpreter for SLM 804 Laser printer.
program disk, font disk, manual,
and addn'l Font Type Collection PS 35 Pkgs 1 - 7.

7. Atari SLM804 Laser Printer, nearly new drum,

I'd like to get some reasonable offers. Other replys on what each of these
packages might be worth, even if you don't have any interest in purchase,
would be greatly appreciated. I haven't seen these things on the net
recently to know street prices.

Don Nelson
e-mail don.nelson@launchpad.unc.edu
phone 919-315-4331 (W) or 919-942-2764 (H)

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2523. Safe C. O. D.

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 04:24:01 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2j4fp1$dtp@samba.oit.unc.edu>
Source record: 193428
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.amiga.marketplace

Safe C. O. D. ???

** Selling and Buying on the Internet. **

A recent bad experience with selling on the Internet
prompted me to write this, so that others might learn
the pitfalls and to avoid my mistakes. Please add
to this thread. Other information is needed.
A FAQ on this is probably somewhere, but here goes.
For the record what follows is strictly my own
opinion and is not no way a legal opinion or legal advice.

Commercial use of the Internet is forbidden, as I understand it but
individuals may use the net to advertise and arrange to sell or swap
personal goods on the net.

How does one do a deal in a way that protects
both parties, assuring that each will get what
they want, the cash or the goods?

Successful dealing is not so easy.

Individuals cannot absorb the result of screwups of
non-performance of the agreement, like a company.

Clarity about the exact nature, even serial numbers, and condition of the
goods, must exist. Used stuff is nearly always lacking something, manuals,
power cords...

Agreement on the exact method of payment must be made, method of shipping,
even packing, who pays for the shipping, when will the package(s) be sent.

On items of high enough value, consider insurance, tracking, and C. O. D.
All arrangements should be specifically spelled out.

A record should be made of the all the important aspects of the deal.

Most of the time these deals are arrived at by email, or a phone call.

There is no paper - no hardcopy, record of what is
promised. Just bits in your electronic mailbox. If you
capture the transaction that way and you should, then you do have a
record, of sorts.

With a phone call, of course, there's nothing (record it? nah, its illegal
without the other parties knowledge) either.

Most of the time these deals work great.

So what goes wrong. Most have a story or two,
or have heard of one. Its the human condition
to get F____d sooner or later. It even happens to
saints which is why some of 'em are saints. (I digress).

Two main screwups happen,
either
you don't get the goods you thought you had been promised
or
you didn't get the cash agreed to.

To cover the first point - work out ahead of time
what to do about it if,
The goods never came.
The money never came.
The goods were damaged in shipment.
The goods were not what you expected,
broken, wrong model, etc.
The right goods came but now you don't want it.
It blew up a week later, etc., and so on.

Anything from take it AS IS for cash on the spot,
to a generous take back period, for full value, is possible,
as long as the terms are agreed to. Usually its
something in between and its negotiated verbally.
Usually the two parties are far away strangers,
living across state lines, and will never meet
face to face for the exchange.

Unfortunately, the distance, anonymity, lack of paper, faulty memory,
procrastination, and one of a kind nature of these deals can cause serious
changes in one or the others performance of the deal.

The sticky part is how do you document these terms
in case the other party does not perform as expected.
You will need this documentation to bring a credible
law suit to recover the goods or cash.
This is hardly ever done,
but get it in writing, with a date and signature,
legal like, with noterization if you are that worried.

If I had my deal to do over, I would insist on the buyer signing my
'invoice' of goods, noting all the particulars, terms and money to be
paid, time limits, etc. List out everything you think is important to you,
send him two copies. one you sign for him to keep and a second FOR HIM TO
SIGN - that HE'LL PAY, and return to you. Only when both parties have
signed agreements like this, in hand, is it reasonably safe to assume the
deal can be done smoothly. Its not a graranteed water tight thing. But, it
does document the agreement and set a basis for trust that the goods and
the money will be forthcoming.

Barring that, make some good notes to yourself on your
understanding of the deal, make a hardcopy (very important)

and sign and date it.
Send a copy to the other party - USmail that is, since
dating on electronic files or email files
can be easily altered and would not hold water
in a legal sense.
The reason to do this is to give you some powerful leverage
in dealing with the other party later, if there is a disagreement.
If need be, this hardcopy could be useful in court.

I thought I had a good deal going in December.
Sold a load of hardware worth around $2000, as a package deal, at deep
discount under the $$ value of individual pieces. On the phone we agreed
on items, condition, price, terms, shipping, payment by COD - cashiers
check only, etc., everything - I thought my risk was small.

NOTE here, C. O. D. in the laymans mind (i. e., mine, predeal) means Cash On
Delivery. Cash means US dollars or equivalent, right?

WRONG ERROR NOT

When you go to a shipper, I used UPS, COD means Collect On Delivery,
Collect is defined in the fine print nobody reads. And the default
definition of collect what, is anything that is paper and looks like money
at the destination shipping office or on the consignees door step.
You must ask
for 'special instructions' to be written into the paper work - and write
'CASH ONLY' on every tag. And get a tear off receipt stub, that also says
it. To make this already long story longer, I paid $4/box times six for
COD, and I got screwed with a worthless personal check at the other end.

After receiving the goods via UPS C. O. D., the other party thought I
misled him about one item, that was originally posted incorrectly
(wrong Mb of RAM),
but was correctly described in a phone negotiation and in my letter sent to
him before shipping.

To my dismay, UPS accepted his personal check to collect a "CASH ONLY" COD
shipment. I was getting one last box of things together to send, box #7,
representing about 5 % of the total value, when I heard he had not paid
the COD with cash. So I decided to wait until his checks cleared his bank
before sending the last box. He did not know I had not sent the last box.
He put a stop payment on the check, without any attempt to inform me. I
thought everything was OK until my bank sent his check back to me stamped
NO PAYMENT about one month after the delivery.
He then agreed to pay me the remaining $200 when I sent the last box. OK,
I sent the box. Now, this pirate has everything and refuses to pay
me the remaining $200 he owes me. On top of that he won't return the
items he says he's dissatisfied with for a refund as was his clear
option in the beginning.
Logic and fairness are not this guys strong suits.

I have no email from him - he reads it but doesn't write it - nothing in writing - I do have the UPS shipping records, numerous phone calls recorded on my bill, and lots of notes to myself and copies of several following letters to him, as I got more and more frustrated over the injustice of my predicament.

I have a mind to go after him in small claims court, and try to get a judgement for the cash he owes me, or better yet the goods itself back (worth about $2000 used) , plus legal costs plus damages to my business, since the stuff was assigned to my business.

I am in N. Carolina, he's in Calif., so this will be tough. But. I've got friends, frat buddies in Berkeley where he lives, and an electronic crowbar, email and the Internet, to work with. I'm feeling its a challenge I cannot resist.

Advise me! Cool it, go for it, what??

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internet: laUNChpad.unc.edu or 152.2.22.80

2524. Safe C. O. D.; not so saf

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 14:02:30 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2j5hlm$sit@samba.oit.unc.edu>
Source record: 193431
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,comp.sys.amiga.marketplace

Safe C. O. D. ???

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agreement, like a company.

Clarity about the exact nature, even serial numbers, and condition of the
goods, must exist. Used stuff is nearly always lacking something, manuals,
power cords... Be clear as you can about these details.

Agreement on the exact method of payment must be made, method of shipping,
even packing, who pays for the shipping, when will the package(s) be sent.
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There is no paper - no hardcopy, record of what is
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record, of sorts.

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To cover the first point - work out ahead of time what to do about it if,
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The goods were not what you expected,
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The right goods came but now you don't want it.
It blew up a week later, etc., and so on.

Anything from take it AS IS for cash on the spot, good luck,
to a generous take back period, for full value, is possible,
* as long as the terms are agreed to *. Usually its
something in between and its negotiated verbally.
Often the two parties are far away strangers,
living across state lines, and will never meet
face to face for the exchange.

Unfortunately, the distance, anonymity, lack of paper, faulty memory,
procrastination, and one of a kind nature of these deals can cause serious
changes in one or the others actual performance of the deal.

The sticky part is how do you document these terms
in case the other party does not perform as expected.
You may need this documentation to bring a credible
law suit, God help you, to recover the goods or cash.
This is hardly ever done, but get it in writing, with a date and
signature, legal like, with noterization if you are that worried.

If I had my deal to do over, I would insist on the buyer signing my
'invoice' of goods, noting all the particulars, terms and money to be
paid, time limits, etc, and returning it to me. List out everything you
think is important to you, send him two copies. one you sign for him to
keep and a second FOR HIM TO SIGN - that HE'LL PAY, and return to you.
Only when both parties have signed agreements like this, in hand, is it
reasonably safe to assume the deal can be done smoothly. At this point
send off the goods. Its not a guaranteed water tight thing. But, it does
document the agreement and set a basis for trust that the goods and the
money will be forthcoming.

Barring that, make some good notes to yourself on your
understanding of the deal, make a hardcopy (very important)
and sign and date it.
Send a copy to the other party - USmail that is, since

dating on electronic files or email files
can be easily altered and probably would not hold water
in a legal sense.
The reason to do this is to give you some powerful leverage
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I thought I had a good deal going in December.
Sold a load of hardware, individually worth about $2000, as a package
deal, at deep discount under the $$ value of individual pieces. On the
phone we agreed on items, condition, price, terms, shipping, COD payment
by registered check,
etc., everything - I thought was covered.

NOTE here, C. O. D. in the laymans mind (mine, predeal) means Cash On
Delivery. Cash means US dollars or equivalent, right?

WRONG ERROR NOT COD =/= CASH.

When you go to a shipper, I used UPS,
* COD means Collect On Delivery *, as defined in the fine print nobody
reads.
And the
* default definition of collect what *, is anything that is paper and
looks vaguely like money at the destination shipping office or on the
consignees door step. I didn't learn until much later that one must ask
for 'special instructions' to be written into the paper work - and write
'CASH ONLY' on every tag. And get a tear off receipt stub, that also says
'CASH ONLY'.

To make this already long story longer, I paid $4/box times six for COD on
each, and I got screwed with a worthless personal check for $200, at the
other end. I didn't know that I had been screwed by UPS and then by the
buyer, until about a month later when I tried to cash the checks.

After receiving the goods via UPS C. O. D., the other party claims I
misled him about one item, that was posted incorrectly (Mb of RAM), but
was subsequently correctly described in a phone negotiation and in my
letter sent to him before shipping. This was one computer out of 12 major
item I sent to him.

To my dismay, UPS accepted his personal checks (2) to collect a "CASH
ONLY" shipment on two separate days. I was getting one last box of things
together to send, box #7, representing about 5 % of the total value, when
he called, asking where the other boxes were (he picked up 4/6 the first
day). Also he said he had not paid the COD with cash. So I decided to wait
until his checks cleared his bank before sending the last box. He did not
know if I had sent that last box or not. He put a stop payment on the
check, without any attempt to inform me of his problem or his intended
action. I thought everything was OK until my bank sent his check back to
me stamped NO PAYMENT about one month after the delivery. This pirate
refuses to pay me the remaining $200 he owes me, AND he won't return the

item he's dissatisfied with for a refund as was his clear option in the beginning. Logic and fairness are not this guys strong suits.

I have no email from him - he reads it but doesn't write it - nothing in writing - I do have the UPS shipping records, numerous phone calls recorded on my bill, and lots of notes to myself and copies of several following letters to him, as I got more and more frustrated over the injustice o't come across in a month or so I will name names, so keep posted. I will post up the serial numbers on my stuff, in case he has the balls to try to sell it out from under me. He could do jail time if he tries a stunt like that. Can I go after UPS or use the FBI in a case like this?

Advise me! Cool it, go for it, what??

I hope the buyer sees this. I'll send him a copy to be sure.

****
Don Nelson email: don.nelson@launchpad.unc.edu
****

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internet: laUNChpad.unc.edu or 152.2.22.80

2525. Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 16:59:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d56736e@troed.ct.se>
Source record: 193432

In a message of 07 Feb 94 01:44:31, Dan Aylward wrote:

DA> If Atari came out with a PowerPC machine that also had the
DA> features of the Falcon/Jaguar and that could run any PowerPC
DA> OS (including, of course, TOS for PPC), it would be great, but
DA> it doesn't look like that'll happen in the near future...

Don't wanna spread rumors, and don't put your hopes up too high, but this is exactly what I've heard Atari will do ... (and I've heard it from usually very reliable sources .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2526. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 17:04:46 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0rge@outb.wimsey.bc.ca>
Source record: 193433

Ok, fine then-someone, anyone can release a power pc with Atari TT emulation-hell, I'm not proud! :-)
Doug Byfield

2527. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 18:38:12 UTC
From: ken@isgtec.com
Message-ID: <CKvAFo.Aro@isgtec.com>
Source record: 193434

In article <2j58dj$aqr@prakinf2.PrakInf.TU-Ilmenau.DE>,
Harre <ei40708@rz.tu-ilmenau.de> wrote:
...lots of lines with no carriage returns...
>Well, yes these Macs are a bit superior to the Falcon, but in Germany
>I`d have to pay 1800 marks for a Falcon, while those Macs cost just 8000
>to 11000 marks. As a student I could not afford a Quadra. Btw, there are
>those neat Silicon Graphics Workstations and they are really, really
>superiour to Quadras. Or think of Thinking Machines, Crays. They are
>superior to your Mac, aren`t they? Why don`t you just upgrade? No cash?
>That`s my problem, too.

Oh for crying out loud! Why are you comparing a Falcon to a Quadra?!?
A 16MHz 030 system to a 33MHz 040 (with much better video too)? Try
comparing machines with the same power. Like a Falcon and an LCII. I bet
they're similar in price even in Germany. Of course System 7 is slow, so
you'll probably need an LCIII which should still be around the Falcon's
price.

--
Technological progress has merely provided us with more efficient means
for going backwards. -- Aldous Huxley

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

--
Technological progress has merely provided us with more efficient means
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ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2528. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 19:58:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d569d50@troed.ct.se>
Source record: 193435

In a message of 06 Feb 94 23:04:20, Chris Herborth wrote:

CH> That's news to me. Care to tell us the name of the CD-ROM, or perhaps
CH> an FTP site, where we can find 'em? If they're PD, why don't you send a

I said a *USER* uploaded them, I don't know their personal life actually!

CH> few to atari.archive.umich.edu for the rest of us to check out?

Sure, as soon as my SysAdm can get FTP up and running!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2529. Re: Falcon JPEG Viewer Update

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 20:01:00 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2d569e56@p4.troed.ct.se>
Source record: 193436

In a message of <06 Feb 94 15:30:34>, Robert Krenn (2:200/427.3) writes:

>> And the DSP version is slower and more expensive than Brainstorms...
>>
>
> I havn't seen the brainstorms colour version, I've only seen one wich
> cenverts to grayscale! it was Fast!!!!

It does that in 16 colour mode, not in 256 or true colour mode! And it sure is
faast!

> But 5 pound isn't too much, is it??? How much is Brainstorms????

Oh no, 5 pounds isn't much at all, but Brainstorm's is for free...
Greetz, magnus_thylander@p4.troed.ct.se...

```
_______________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

2530. Re: Falcon JPEG Viewer Update

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 20:09:00 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2d56a05f@p4.troed.ct.se>
Source record: 193437

In a message of <07 Feb 94 03:51:50>, Kevin Fason (2:200/427.3) writes:

> Magnus Thylander (magnus.thylander@p4.troed.ct.se) wrote:
> : And the DSP version is slower and more expensive than
> Brainstorms... Works fine for me. If you find a viewer not Gembased
> that uses BrainSTorms I'll be interested. As far as I am conserned,
> I'll use D. Oldcorns viewer as its faster then a Gem Based viewer with
> BrainStorms.. Whole Reasom I registered for it...

Have you tried Brainstorms latest? v0.93b? I do think it's faster. Of course
the fact that Oldcorns version is TOS-based makes it completely useless for me
;-/

Greetz, magnus_thylander@p4.troed.ct.se...

```
_______________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

2531. Cleveland Free-Net Internet Access Increases Yet Again!

Newsgroup: comp.sys.atari.st
Date: 1994-02-07 21:14:51 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2j6b0b$ae@usenet.INS.CWRU.Edu>
Source record: 193531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

The Cleveland Free-Net has increased its Internet connections once again
in the past week:

<<< FROM THE ADMINISTRATOR >>>

INTERNET ACCESS UPDATE: freenet-in-a.cwru.edu and freenet-in-b.cwru.edu
are now nicknames for kanga.ins.cwru.edu (129.22.8.32). kanga is a
486/DX50 with 64 Mb of memory running BSD/386. It supports 80
simultaneous users, for the time being. freenet-in-c.cwru.edu still
points to nextsun, which has an increased user limit of 25. With these
changes, the capacity for users accessing the Cleveland Free-Net via the
Internet has increased over the past week from 15 to 105 simultaneous
users (a net increase of 90 users).
[chet/mak - Mon Feb 7 15:07:53 EST 1994]

Even though the new version of the Atari SIG will not be completed until
later this month, we still look forward to seeing you at the Atari SIG that
is presently online!

Thanks.

Len Stys, SIG Manager
Cleveland Free-Net Atari SIG

2532. Re: Old Atari games (Ballblazer et al) for MSDOS??

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 01:44:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1621@usdtsg.DaytonOH.NCR.COM>
Source record: 193438
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.misc

In article <2j5tep$qil@mailer.fsu.edu> boyd@math.fsu.edu writes:
>
>Finally, there is a software program called PC-Xformer that provides software
>emulation of Atari 8-bit machines on the PC...
>...His email address is:
>
>derekm@microsoft.com

Almost - "darekm@microsoft.com" might get more response (with the "a" :-)

>Man, I am psyched to get my 8-bit back and play some of those great old
>games on my big screen TV!!! Remember Cosmic Balance II? Rescue from
>Fraculus? Encounter (the all time college dorm favorite for the entire
>floor during my freshman year)?

There were some killer shareware/pd stuff as well, especially
"Firebug" from ANALOG magazine... (this should probably be at
comp.sys.atari.8bit, but similar thread)...

Rob

"I'm not a videotape, but I play one on TV..."

2533. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 03:05:30 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.GNAERVlqzs6@harvee.billerica.ma.us>
Source record: 193439

In <2ivgvo$blg@news.u.washington.edu>, Oscar Steele writes:
>esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>
>>hard disk wanabe. The major problem with flopticals is that they take 20
>>min to format and there is no backup utility support for them yet. I'm
>
>Diamond Back does have support for Flopticals I've used it extensively,
>and backing up is a breeze from HD to Flopticals - quick and effective.
>Also, it may take 20 minutes to format, but the disks come PREFORMATTED
>so you don't have to, it takes a few seconds to partition and away you go.

floptical format: maybe they come preformated now, but they didn't when I
got my floptical disks. when I look for media, I find unformatted disks
advertised (as usual, I'm probably looking in all the wrong places)

backup support: dbII supports flopticals only by pretending they are a HD.
there is *no* multi volume backup support. from what I hear, this will
be corrected in DBIII.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

2534. RE: 1040 + software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 05:22:40 UTC
From: truesdale@trues.wheaton.edu
Message-ID: <2j8i5t$m8a@wheaton.wheaton.edu>
Source record: 193440

In Article <CKvCuz.Dwv@srgenprp.sr.hp.com>
jeffs@sr.hp.com (Jeff Silva) writes:
>I have a 1040st for sale. Included is a ton of software, a color
>monitor, 1200 baud modem, panosonic printer, a few meeces, a couple
>of joysticks, and a ton of software. 300$ or best offer. If your
>interested, I can get more specific on the details.
>
Yes, please be more specific, especially if you're willing to sell software
separately.

Phil

2535. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 07:09:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKw97E.CI1@cix.compulink.co.uk>
Source record: 193441

In message <2j5bpt$k63@risc1.rz.fh-heilbronn.de>, michael@rz.fh-heilbronn.de said:
>With regard to the forth-coming ST Review with Calligrapher on the cover-disk.
>Could someone tell me when the publishing date is. I'm in Germany at the
>moment, but will be back in England at the beginning of March. Will I have to
>get someone to buy it for me or will it still be on the newstands when I return?

It should be out last week of Feb/first week of March. Your best bet is
WHSmith (a UK magazine shop) which have branches in most British Rail
stations and High Streets.

Ofir ogal@cix.compulink.co.uk

2536. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 07:09:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKw97H.CIM@cix.compulink.co.uk>
Source record: 193442

In message <H.eg.1042Eb_uKU6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>
>Does either one work with MiNT/MultiTOS?

Outside works with MiNT and MTOS but you have to switch memory protection
off.

Ofir ogal@cix.compulink.co.uk

2537. Re: Wordprocessors with scaleable fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 07:09:18 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKw97J.CJ7@cix.compulink.co.uk>
Source record: 193443

In message <4852@raven.ukc.ac.uk>, rab2@ukc.ac.uk said:
>
>What was the picture of it doing on the Next Month page then? I was looking
>forward to playing with that...

The screenshot was prepared before we knew how much of the package we
could fit on the cover disk.

>Is there any possibility of these extras, or some of them at least,
>appearing on future coverdisks? Or will there be an upgrade offer?
>(hopefully cheap!)

The modules and a library of about 80 fonts will be available as an
upgrade. I have no idea how much they will cost.

Ofir ogal@cix.compulink.co.uk

2538. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 07:09:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKw97K.CJs@cix.compulink.co.uk>
Source record: 193444

This article was probably generated by a buggy news reader.

2539. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 07:09:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKw97M.CKE@cix.compulink.co.uk>
Source record: 193445

In message <1994Feb7.185819.370@jet.uk>, djs@jet.uk said:
>Is this version 2 of Calligrapher, then? IIRC FlexText was built into
>the main executable for version 3 (or have they got the sources and
>done a recompile?).

No, this is the very latest version of Calligrapher. Flextext is not part
of the main program and never was to my knowledge. It is a separate 'pak'.

>I'm not sure that giving these things away is a Good Thing. Fair enough
>for Working Title, who get a few bob `for free', and Atari ST Review,
>who ship a few extra mags. But what does it do for other companies
>when competing products keep getting given away?

I have to agree with you, but this is out of my hands and also out of the
control of any ONE magazine. The competition is too fierce.

Ofir ogal@cix.compulink.co.uk

2540. Re: ST production to begin again!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 07:09:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKw97o.CKz@cix.compulink.co.uk>
Source record: 193446

In message <2j68sm$ibe@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>What a load Rot..
>
>UK, Mags are full of all type of Rubish, like the STE was a Amiga killer..
>
>
>There is No demand for Atari Computer products at all...

Atari specific retailers of hardware and software in the UK are doing very well these days, although they can't quite work out why they are...

Roger, I was hoping you'll be able to tell the difference between ST Review and ST Format. The news in ST Review are normally correct and are NEVER invented. I believe this item was actually supplied by Atari UK.

Ofir ogal@cix.compulink.co.uk

2541. Re: Looking for German software authors!

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 07:09:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKw97p.CLK@cix.compulink.co.uk>
Source record: 193447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys.atari.software

In message <2j6b64$mst@bigboote.WPI.EDU>, lancer@wpi.WPI.EDU said:
>
>I love the utilities I have downloaded from tu-berlin and paderborn
>and clausthal, but sadly, much of the docs (indeed the programs
>themselves) are in german!
>
>Well, having minored in German here at college I decided to translatet
>some of them...
>
>In particular:
>
>Disk CPX (change step rate, park hard drive)
>
>HD_Free CPX (cool HD/memory free grapher)
>
>HSMODA02 (serial fixer)

HSModa02 includes English docs.

Ofir ogal@cix.compulink.co.uk

2542. CD PLAY program?

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 07:11:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2j7du9$lld@uqcspe.cs.uq.oz.au>
Source record: 193448

I need a program that will play CD's. I tried cdplay.lzh, but although the busy light on my CD-ROM drive lights, no sound comes from the headphone (or RCA) connections.

I've got the CD-ROM drive connected to the TT SCSI port, if that makes any difference.

It's a very simple procedure, from what I've read. Guess I'll have to do it myself. Any clues?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2543. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 07:53:00 UTC
From: diehl@r-node.io.org
Message-ID: <2j7gcs$jug@r-node.io.org>
Source record: 193449

First of all, your specs are quite far off:

The Falcon runs on an MC68030-16, not a 25, and this is the low-end model.

The sound chip is an Atari proprietary having 8 16-bit channels. It also has a DSP (Motorola 56001) to assist in sound.

It also has dual Yamaha 2149s for ST/e compatibility.

It has 50khz sampling, not 80.

Its "polygon accellerator" is actually a BLiTTER, which is capable of far more than accellerating polygons.

Its ram is either 1, 4 or 14 megs (with 2 megs reserved for the OS regs)

VRAM (I assume you mean a processor cache) is 96k.

The internal hard drive is a 2.5" Segate 80 meg IDE.

Which brings us to the next point, that the Falcon has an internal IDE port in addition to its external SCSI-II port.

Future? Plenty. Multimedia to be sure, MIDI, as always, and plenty more. Not to mention that the Falcon is priced far lower than any Mac Quadra system.

CYOTFS!
...D.L.
...Underground
(diehl@io.org)

2544. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 08:34:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d574e7e@troed.ct.se>
Source record: 193450

In a message of 07 Feb 94 17:49:09, A.V. Groenink wrote:

AG> No. This is how things are: once you've written a serious application,
AG> you're part of the gang, and it is no more a crime to use illegal
AG> software.
AG> But regular users still owe the productive community financial support,
AG> if they aren't good enough to contribute in terms of software.
AG>
AG> My $0.02

...well here's my dollar then...

The above is probably the most stupid set of characters I've ever seen.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2545. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 08:36:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d574f16@troed.ct.se>
Source record: 193501

In a message of 07 Feb 94 19:39:47, Daron Brewood wrote:

DB> Yo Pat, AFAIK according to Atari the JoyPad takes up both analog ports,
DB> meaning no JoyPad or BlowUp together?! Sigh.

It doesn't on the Jag, why should it on the Falcon/STE???

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2546. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 09:21:11 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2j7li7$l6e@snlsu1.london.sinet.slb.com>
Source record: 193502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j6hag$8d4@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>In article <2itmft$85k@snlsu1.london.sinet.slb.com> lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
>>The fork() call duplicates the code and data space of the forking process
>>exactly (save for the return value of the fork() call itself -- this is zero
>>for the child and the child's PID for the parent). This new copy of code and
>>data becomes the child process. But this means that the child process must
>>run at the same address as the parent.
>
> i guess you could go through the code, analyze it, and add or subtract
>the correct offset to all the data addresses. time consuming? maybe, but
>not impossible... with small code, it shouldn't be such a problem.

As someone else pointed out, there are occasions when you don't know if you should relocate a particular location (relocation when the program is running is harder, because you have to relocate all the pointer values as well). The example used was

```
union u {
long value;
void (*func)(void);
}
```

If an object of type u is being used as a function pointer, it needs relocation. If it's being used as a long value, it doesn't. (Leaving aside the question of *why* you'd want to do this...)

>>MiNT does allow code sharing, for processes which are specially written to
>
> and how is that done?

The code is specifically written to avoid absolute address accesses. All accesses are done relative to a register (then, to relocate your program, all you have to do is change the value of the register).

>I guess it's back to the drawing board... i tried to implement my program
>with two actual execuatbles and interprocess communication (using mail boxes)
>but I didn't get it to work properly... (mainly because MiNT crashes and
>the debugging of it is pretty difficult)... so i thought fork()!?! but...
>
>does anyone have some source code for interprocess communication (pipes
>or mail boxes or whatever you hacked up)? i'd like to see it!

Why not use named pipes?

```
Mat
--
| Mathew Lodge | "There's nothing intellectual about wandering |
| lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
| Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
| ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |
```

2547. Re: Games on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 09:56:59 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2j7nlb$18in@info2.rus.uni-stuttgart.de>
Source record: 193503

STIRRE31@MAINE.MAINE.EDU wrote:
: Thanks to all the responses I've gotten regarding running Civ
: on a Falcon. Unfortunately, although I can get the program to
: run, the colors are screwed up. How can this be fixed? Also,

You have a older version of Civilization! Try to contact Microprose, they must have a newer, patched version (I know the guy which had send them the Patch!).

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

2548. Crazy Dots I->II ????

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 10:04:16 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Feb8.100416.9558@news.unige.ch>
Source record: 193504

Does anybody know how I can upgrade my Crazy Dots I to CD II? My
version does not work proerly with Calamus SL and Dynacadd, and my
(former) dealer cannot be bothered to give me any service.
Thanks in advance,
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2549. Re: Speccy Emulators...

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 10:05:16 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <1994Feb8.100516.16237@cee.hw.ac.uk>
Source record: 193505

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: Does anybody know where I can get an English ZX Spectrum Emulator from??

About the best Speccy emulator Ive seen is Artemis. I have it but I dont know where to get it on the net. (The chances of me remembering to bring it in to UNI are pretty slim)

Yours

Graeme Mathieson

PS. Anyone know how to convert z80 files from the pc to work on artemis?

2550. STTRANS via parallel Port (PC-ST)?

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 10:15:03 UTC
From: zxmae01@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmae01.760702503@studserv.zdv.uni-tuebingen.de>
Source record: 193506

Does anyone have any experiences using STTRANS (by Atari) to transfer Files from the ST to the PC (and vv) via the parallel Port? If not, does anyone know a similar program?

Not regular News reader, so if possible PM to

baer@studserv.zdv.uni-tuebingen.de

Thanks a lot

Arndt Baer

2551. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 10:29:22 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CKwIGz.G8r@hermes.hrz.uni-bielefeld.de>
Source record: 193507

In article <...>, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> > I know about VRAM 030 and Outside, where the latter is cheaper.
|> > Which is better?
|>
|> Does either one work with MiNT/MultiTOS?

Outside works with MiNT 1.0x, where x >= 4 I think, but not with
memory protection. You'll have to switch if off.

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

2552. COMA AUTHOR..

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 11:15:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2j7s8g$2bu@golem.wcc.govt.nz>
Source record: 193508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi I would like to get hold of the COMA Author..

E-Mail(Maus-Netz): Siegfried Hartmann @ B

Would some kind German provide me with his Internet E-Mail address,
or get him to E-Mail me..

I have found a small bug with COMA 170 and HSmodem 105 that I would
like to report to him....

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2553. Re: Blitter.

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 11:24:53 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2j7sq5$p9k@elna.ethz.ch>
Source record: 193509

In <KESSELER.94Feb7160407@arthur.crpht.lu> kesseler@arthur.crpht.lu writes:

> I remember that I asked you some time ago to compare a filled polygon routine
> using pure CPU with one using the blitter. Did you check it out? Especially
> in 256 colors.

I think it is faster with the blitter because we only have plane-modes when
using 256 colors (i.e 8 planes). Of course it'd be senseless to use 256 color-
mode, if you do not need exactly that many colors, or if you have planes
that all have the same color.
Otherwise I can recommend the True Color mode. It would be very fast, if you
want to use Gouraud-shading or anything that uses many colors.

cu
Spiff

bach@satan.vmsmail.ethz.ch

2554. MUSIC PROG NEEDED!

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 11:27:51 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb8.112751.23738@dmu.ac.uk>
Source record: 193510

Hello,

I am in need of MEGATIZER, a soundchip tracker for the ST/e, if anyone can tell me of an FTP site where it is available or even E-mail it to me I'd be very grateful. We need this coz we're working on an STE only game, and although it's got stereo sample FX we still want good soundchip music in game just in case people want it. Anyway it's a cute game and soundchip music doesn't sound that bad in these types of games does it?

Alan (se1ap@dmu.ac.uk)

p.s - I've looked on umich FTp site but I can't find it on there!

2555. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 11:39:07 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb8.113907.7258@bradford.ac.uk>
Source record: 193511

Waldi Ravens writes:

: rzsz 3.3.2 by Omen Technology Inc. has been posted to alt.sources just a
: few days ago (27/28 january). You can grab it from an ftp-site that
: archives alt.sources (see alt.sources.d for a list of those sites).

Right, so there's the sources... What I want is an executable. I have not
got a clue even on the ST how to compile C, and on our Unix system, I
wouldn't know where to start.

Anyone got the executable(s)?

Steve Taylor.

2556. Blitter in Falcon and STe.

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 11:41:22 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb8.114122.24201@dmu.ac.uk>
Source record: 193512

There's been a lot of discussion about the blitter recently in the Falcon. Well let's not beat around the bush, Atari's blitter is cr*p. I was hopeing that in the Falcon the Blitter had become a true co-processor and would run at 32 MHZ like the DSP. I'm working on an STe game at the moment and using the BLITTER for the sprites and scrolling(with hardscroll as well). Anyway the blitter is faster than the processor on an STe, but maybe not on a Falcon.

The question I really want to know is would it be feasible to use the DSP for sound and graphics processing in a game/demo. After all the DSP runs at 16MIPS, the 030 runs at 4MIPS so we've potentiantly got a 20MIPS machine, right?

Apperently Virtua Racing on the Megadrive uses a DSP chip, of what sort I don't know, but that game is very fast. Let's hope that the Falcon really can kick some ass when it comes to shifting loads of graphical data around the screen FAST!

One final point, the blitter on the STE takes over the whole bloody system and ruins timer B interupts. I don't suppose that anyone knows how to solve this problem (I still want to use the blitter in HOG mode) How about you Griff?

Alan (se1ap@dmu.ac.uk).

2557. Re: Blitter.

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 11:59:36 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2j7ur8$phf@elna.ethz.ch>
Source record: 193513

In <2j7sq5$p9k@elna.ethz.ch> BACH@SATAN.VMSMAIL.ETHZ.CH writes:

> Otherwise I can recommend the True Color mode. It would be very fast, if you
> want to use Gouraud-shading or anything that uses many colors.
>

What I forgot to say:
Of course True Color mode is faster using the CPU....

cu
Spiff

bach@satan.vmsmail.ethz.ch

2558. Re: Of Lasers and Men - v1.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 12:06:17 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb8.120617.10570@bradford.ac.uk>
Source record: 193514

Rickard Troedsson writes:

: It's illegal to send money in envelopes, but I'll try to get them through ..

In which country is this? I know its not advised, and it's your own
problem if anything goes wrong, but I don't know about illegal!

Steve Taylor.

2559. Re: Speccy Emulators...

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 12:11:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb8.121136.11041@bradford.ac.uk>
Source record: 193515

: N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: : Does anybody know where I can get an English ZX Spectrum Emulator from??

There are two spectrum emulators around, they are in either:

ftp.uni-kl.de:/pub3/atari/emulators
or
src.doc.ic.ac.uk:/0-Most-Packages/atari/umich/emulators
(this is an a.a.u.e. mirror site)

NB: for 'emulators' read 'Emulators', 'Emulation' or whatever. It is
obvious when you get there.

Steve Taylor.

2560. Re: Blitter in Falcon and STe.

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 12:59:17 UTC
From: mdg@ukc.ac.uk
Message-ID: <8147@gos.ukc.ac.uk>
Source record: 193516

In article <1994Feb8.114122.24201@dmu.ac.uk> se1ap@dmu.ac.uk (Alan Parker) writes:
>There's been a lot of discussion about the blitter recently in the Falcon. Well let's not beat around the bush, Atari's blitter is cr*p. I was hopeing that in the Falcon the Blitter had become a true co-processor and would run at 32 MHZ like the DSP. I'm working on an STe game at the moment and using the BLITTER for the sprites and scrolling(with hardscroll as well). Anyway the blitter is faster than the processor on an STe, but maybe not on a Falcon.

Don't be quite so harsh, the Blitter in the Ste/Falcon isn't that bad, in the Falcon the blitter is over twice as fast as the STE -> since all logic operation take the same time (which is a bit of a bonus).

>The question I really want to know is would it be feasible to use the DSP for sound and graphics processing in a game/demo. After all the DSP runs at 16MIPS, the 030 runs at 4MIPS so we've potentiantly got a 20MIPS machine, right?

Yes... I use the DSP for everything to do with graphics. You store your two double buffered screens in DSP memory and transfer one while drawing the other, in this way I can do 1,000,000 gouraud shaded pixels per second or about 350,000 phong shaded pixels / sec... but the possibilities are endless, I think you could even use the DSP as a sprite engine, in practice I would say that hand-written DSP code delivers more than 16mops, since the parallel nature of the chip can be expoited 90% of the time and you are nearly always doing two/three things at once.

>One final point, the blitter on the STE takes over the whole bloody system and ruins timer B interupts. I don't suppose that anyone knows how to solve this problem (I still want to use the blitter in HOG mode) How about you Griff?

This is the main reason why I don't use the blitter, *yes* the blitter is probably quite fast at doing what it does in HOG mode, however this mode is totally unusable since you cannot have keyboard/hbl interrupts etc. The 030 can do most things faster than the blitter running sharing the bus.
As for timer B interrupts while in HOG mode, this cannot be done on an STE since all memory access freezes while the blit is done, however it is barely possible on a Falcon by preloading the cache with the HBl routine.... but this is a very contrived way of doing it...

>Alan (se1ap@dmu.ac.uk).

Griff
--

2561. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 13:44:07 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2j84v7$anr@mailer.fsu.edu>
Source record: 193517

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
> Waldi Ravens writes:
>
> : rzsz 3.3.2 by Omen Technology Inc. has been posted to alt.sources just a
> : few days ago (27/28 january). You can grab it from an ftp-site that
> : archives alt.sources (see alt.sources.d for a list of those sites).
>
> Right, so there's the sources... What I want is an executable. I have not
> got a clue even on the ST how to compile C, and on our Unix system, I
> wouldn't know where to start.
>
> Anyone got the executable(s)?

Well, you could just forward this information to you sysadmin, with a
request to install this utility. If that is not an option, you need to
describe your UNIX system (vendor, OS version) if you want to hunt for
executables.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2562. Re: CVG (Calamus Vector Graphics) Format?

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 14:04:08 UTC
From: djs@jet.uk
Message-ID: <1994Feb8.140408.5600@jet.uk>
Source record: 193518

In <1994Feb7.230941.23799@t.hfb.se> d93rkr@t.hfb.se (Robert Krenn) writes:

>In article OQ7PqRYOIeE@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca
(Chris Herborth) writes:
>>In <CKC3Fw.xo@newcastle.ac.uk>, Craig Graham writes:
>>>
>>> PageStream has several bugs in it's vector grafic import modules GEM & CVG.
>>>
>>I have... Use only bitmapped graphics. :-(The TIFF import driver is

>Whats wrong with CVG's???? Get Calamus if you want full CVG compability....
Yes, Calamus supports CVGs. It does not, even for 500 quid or so, support
PostScript. (The DataFormer module, for PS output, costs a load more on
top). I started this thread, and wanted CVG import because Vektor has
CVG export. The EPS driver should arrive soon, so CVG becomes irrelevent
for me.

>Use Bitmap graphics for scaned pictures... And leave the vectors for illustrations...
Of course, but
a) The bitmaps were a workaround because the vector input in PageStream
is broken.
b) Vector graphics can't handle the bitmap fills that DA's Vektor can
generate.

> >excruciatingly slow, but it works well. It's even more painful to use
>>than PageStream normally is...

>One more reason to get Calamus...
A good reason to ditch PageStream, yes. But my replacement is unlikely
to be Calamus.
--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2563. Re: STE 1.62 Roms

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 14:15:06 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CKwsx7.FoF@lincoln.gpsemi.com>
Source record: 193519

In article <1994Feb7.161256.273@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

|> Someone is selling the chips for TOS 1.4 in this month's Micro Mart.
|> I don't think (please correct me folks) that there is much advantage
|> in 1.6 over 1.4 or vice versa.
^^^^^^^^^^^^
"A superlative suggestion sir, with just two minor flaws: one, TOS 1.4 doesn't work with the STe's hardware and two, TOS 1.4 doesn't work with the STe's hardware. I know that, technically, that's only one flaw, but it was such a big one I thought I'd mention it twice !"

(With apologies to Grant Naylor for the mis-quoting.)
--
==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2564. Re: Kermit Speeds

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 14:29:58 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb8.142958.28982@bradford.ac.uk>
Source record: 193520

Mickey Boyd writes:
: Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:

: > My problem is that I am getting an effective transfer rate of 0.4 Kb/Sec,
: > whereas the 486 PC owner next door to me is getting over 1 Kb/Sec.

: Do you have your baud rate set to 19200? Are you using no parity (this is
: good, given that your remote terminal server can handle it)? What kind of
: data compression protocol does your modem negotiate with the remote host?
: To find this out, there is usually an S-Register one can set with an AT
: command that will report more information when connecting to a remote modem.
: Also, you can usually dial up, connect, go to command mode (with ~~~), and
: type an ATIx command (where x is some magic small integer out of the normal
: Hayes range, check your modem manual for details as this is totally vendor
: dependent) to see what kind of connection was negociated. All of these
: things can significantly effect throughput.

Right, point 1, I do not use a modem. The rooms in the University's Halls
of Residence all have an Rs232 9600 baud connection to the Unix machine

: Finally, if you can get the sysadmin for the remote system to install a
: Zmodem implementation, get GSZRZ228.lzh and hack a quick macro in Uniterm
: to call it up. You will get much better performance than Kermit.

Does the sysadmin have to do this? Can't I just put an executable in my
homedir?

Steve Taylor.

2565. suche at-speed atonce oder adspeed

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 14:36:17 UTC
From: alth@stud.uni-sb.de
Message-ID: <2j8811$lrn@stud.uni-sb.de>
Source record: 193521

```
hallo
ich suche einen at-emulator fuer den atari MSTE
wer hat einen zuverkaufen?
bitte maild an alth@stud.uni-sb.de
oder ruft an 06502/1245 andreas verlangen
Preis VS
Suche auch noch ein paar PD'S:
Fraktals neuere version
High-end neuere version
und viele gute solitaire kartenspiel versionen (sammele ich)

vielen dank your's alex(alias andreas)
```

2566. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 14:56:43 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2j897bINNgi9@sat.ipp-garching.mpg.de>
Source record: 193522

[Netiquette: stick to max. 80 chars/line, please]

Harre (ei40708@rz.tu-ilmenau.de) wrote:
: Well, yes these Macs are a bit superior to the Falcon, but in Germany
: I`d have to pay 1800 marks for a Falcon, while those Macs cost just
: 8000 to 11000 marks.

A Mac with comparable CPU power, basically the color classic, is available
for about the same price as the Falcon. Ok, no DSP (but I still have to
await sensible applications for it), but a better OS, lots of documentation
and support etc.

: Btw, there are those neat Silicon Graphics Workstations and they are
: really, really superiour to Quadras.

And the Indy is competitively priced to Quadras as well.

--Cornelius (still owner of a MegaSTE).

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2567. Re: Falcon JPEG Viewer Update

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 15:13:13 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Feb8.151313.11732@unix.brighton.ac.uk>
Source record: 193523

sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
> >Since you haven't even seen the DSP version - unless you have an illegal copy? -
> >don't attempt to make comparisons.
>
> Dave, where your program could really come into its own is as a slideshow
> viewer - the last version I saw (2.14?) didn't have the facility to
> automatically go on to the next picture after a specified time interval.
> Would you consider including this feature? I'd register immediately.
>

The latest version (2.18?) has the feature (shift tab), so go get it!!!

Tom.

2568. Need information about DSP Harddiscrecording

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 15:30:11 UTC
From: petep@info.isbiel.ch
Message-ID: <2j8b63$f5@vega.info.isbiel.ch>
Source record: 193524

for my studies in digital signal processing i would like to write a
mutlichannel-harddiscrecording-tool.

that means:
in a 1st step i'm recording a guitarplayer in realtime on the harddisk.
then on a next step i'm recording the voice of the song. but while the singer
is singing he can hear the guitar recorded before in the headphones. we have
therefore to read from one file on the harddisc and to write to another file
on the disk simultaneous. can the falcon030 handle this (in cd-quality or lower)?

please e-mail me (petep@info.isbiel.ch)

2569. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 15:48:14 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2j8c7uINN2eb6@rs1.rrz.Uni-Koeln.DE>
Source record: 193525

In <2j4631$9nn@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>And what if the time critical parts are within the VDI?
>(eg. what if some basic operation is PutPixelHere(x,y)?)

I doubt that the VDI would be an appropriate basis for porting X
anyway. There are several problems, including the saved mouse
cursor background not being updated by the VDI during graphics
ourput, the VDI line drawing algorithms not matching the X
specifications and so on.
I've never done such a project so far, but I would guess that for
porting X the most sensible strategy would be to do a VDI based
port first, and then rewrite certain graphics output routines,
whether in C or in assembler.
As X uses offscreen pixmaps a lot, it would hardly be possible to
get away without having to write the primitives to manipulate
them anyway, and if you can draw on an offscreen pixmap, you can
as well apply that to the screen.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2570. Re: Blitter in Falcon and STe.

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 16:18:50 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb8.161850.7448@dmu.ac.uk>
Source record: 193526

Glad to hear that the DSP is as flexible as I hoped it would, I'm getting more and more tempted to buy a falcon.

>This is the main reason why I don't use the blitter, *yes* the blitter is
>probably quite fast at doing what it does in HOG mode, however this mode is
>totally unusable since you cannot have keyboard/hbl interrupts etc. The
>030 can do most things faster than the blitter running sharing the bus.
>As for timer B interrupts while in HOG mode, this cannot be done on an STE
>since all memory access freezes while the blit is done, however it is barely
>possible on a Falcon by preloading the cache with the HBl routine.... but this
>is a very contrived way of doing it...

The blitter is quite fast for real-time shifted sprites in HOG mode, I am getting around the interupts problem by :

1) not drawing sprites bigger than about 32x32 in one blitter op. Plus to use the shifter I have to do the bitplanes separatly.
The result of this is that the blitter never hogs the bus for too long.

2) using well blending ste colours for the rasters and having them 8 pixels wide.

3) I'm using a non standard joystick read where I force it to read the joystick once a frame, I never have joystick reading problems (yet!)

4) The most important HBl is where I swap from the control panel to the scrolling area. About 8 lines before this hbl I kill the blitter, therefore guaranteeing that the HBl is accurates, this only gets used if I can't process everything in a frame.

Thanx for the ongoing Falcon info....

Alan (se1ap@dmu.ac.uk)

2571. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 16:39:02 UTC
From: erlingh@idt.unit.no
Message-ID: <2j8f76$r43@ugle.unit.no>
Source record: 193527

In article <2io12n$bq0@sus.edu.eur.nl>, cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
|> alberto@terapin.com (Alberto Fonseca) writes:
|>
|> >the "old" ST series computers. Who cares if Pac Man works on the Falcon030?
|> >:)
|>
|> Great, so pacman works on a Falcon! thanks for that info. :)
|>
|> M.A.O.
|>

Not really a game, but in the category of "old problematic programs":
PC-Ditto 2.something did seem to work on the Falcon with backwards2.41.
I used the "Best compatibility" setting, then changed CPU to 16 MHz and
enabled both caches - it worked.
However, it didn't see the Hard-disk. Maybe newer versions of PC-Ditto will.

For those that don't know, PC-Ditto is a software PC emulator.
I tested it with a Norwegian version of MS-DOS 3.3 which seemed
to work fine.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2572. Re: 1040 + software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 16:46:44 UTC
From: dud@u.washington.edu
Message-ID: <2j8flk$5gq@news.u.washington.edu>
Source record: 193528

jeffs@sr.hp.com (Jeff Silva) writes:

>I have a 1040st for sale. Included is a ton of software, a color
>monitor, 1200 baud modem, panosonic printer, a few meeces, a couple
>of joysticks, and a ton of software. 300$ or best offer. If your
>interested, I can get more specific on the details.

So we get two tons of software? :)

Dan Aylward
dud@u.wasington.edu

2573. Re: FALCON GAMES LIST (Second...)

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 16:58:01 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2j8gap$fmo@crocus.csv.warwick.ac.uk>
Source record: 193529

Does anyone know whether The Chaos Engine runs on the Falcon? -it is not on the latest list.

Paul
csulw@csv.warwick.ac.uk

2574. Vends Falcon 030 immediatement

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 17:11:55 UTC
From: cccf@altern.com
Message-ID: <1994Feb8.171155.12494@altern.com>
Source record: 193530

Bonjor,

Je suis pret a me separer de mon Falcon 030 neuf.

Jean-bernard Condat
Phone: +33 1 47874083, fax: +33 1 47874919, e-mail: cccf@altern.com

2575. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 18:21:49 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2j8l7t$4vg@charm.magnus.acs.ohio-state.edu>
Source record: 193532

I don't understand what you are all talking about. I run Elite II of my Falcons Hard Drive and launch it under MultiTOS. Without any problems.

I even boot under OverScan. And I have Speedo Loaded.

Could it be that some of you are having memory problems. I have a 14 meg machine.

Dan Ackerman

ackerman.29@osu.edu

2576. Atari 1040ST system for sale, cheap.

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 18:47:28 UTC
From: ckb@world.std.com
Message-ID: <CKx5J6.Hqt@world.std.com>
Source record: 193533
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st

It must go.. no room left in my new place. :-(

1040ST, 1MB RAM, TOS in ROM, Internal Power Supply, Internal DS Drive.
External Atari DS disk drive
SC1224 Color Monitor
Mouse Master - Allows easy switching between mouse and joystick.
Wico Trackmouse - Trackball-type mouse workaround. Mouse port in
back so you can use mouse, too.
Wico Bathandle Joysticks (2)
Supra 2400bps modem, Hayes Compat (no compression)
Synchro Express Hardware/Software copier with software. Copies most
things.

Bought Software, with original boxes and manuals (usually)
Summer Challenge
Populous
Klax
Dragons of Flame
PowerMonger
PowerDrome
DeathBringer
Indiana Jones and the Last Crusade

20-30 disks of graphics, Spectrum pics, etc.
More than 150 disks total, with all kinds of software, plus a couple
of disk holders for them.

$400 or best offer. Send me offers or questions. Computer is
located in Central Coastal New Jersey.

2577. Re: Atari in InfoWorld

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 18:57:00 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2j8n9s$55b@charm.magnus.acs.ohio-state.edu>
Source record: 193534

So was this commentator the same person that was talking about the CD32?

I am constantly laughing at all the spin doctors out there now. One person will say the 3DO is the best and nothing can touch it. The next one will point out it's less than glamorous sales and it's (supposedly(?)I personally don't know so will use supposedly) high return rate.

All I can say is that my wife is a registered Atari Dealer and she has a hard time getting them as Atari has been selling them faster than they can get IBM to push them out the door.

Dan Ackerman

ackerman.29@osu.edu

2578. Re: Civ on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 19:16:59 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKx6wB.K2C@cix.compulink.co.uk>
Source record: 193535

>RTFM. Hint: Use Control Panel -> General -> Speaker OFF

Bit difficult for auto-booting floppy disk based games though - that, I
guess, is why people have taken to Falcon mutilation.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2579. Re: Blitter in Falcon and STe.

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 19:17:01 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKx6wE.K38@cix.compulink.co.uk>
Source record: 193536

>The question I really want to know is would it be feasible to use the DSP
>for sound and graphics processing in a game/d>emo. After all the DSP runs
>at 16MIPS, the 030 runs at 4MIPS so we've potentiantly got a 20MIPS
>machine, right?

I have a couple of demos (Eko springs to mind) which use the DSP for
graphics effects - I can't see why you can't use it for any purpose you
need. The Eko demo seems to use it for placing points in a 3D universe
type thing.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2580. Re: Falcon JPEG Viewer Update

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 19:17:03 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKx6wG.K41@cix.compulink.co.uk>
Source record: 193537

>The latest version (2.18?) has the feature (shift tab), so go get it!!!

Sitting on my HD (unzipped) right now... I'll go have a look when I switch
over the monitor leads [g].

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2581. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 19:26:49 UTC
From: dimasi@ssd.comm.mot.com
Message-ID: <1994Feb8.192649.18711@lmpsbbs.comm.mot.com>
Source record: 193538
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its February meeting on Tues. Feb. 15 at 7:30 PM (7PM setup), at the College of DuPage, Room SRC1046 (at the North end of the SRC cafeteria; the SRC building is located on the SE corner of Lambert Rd. and 22nd St., in Glen Ellyn). Both ST/TT and 8-bit software will be demonstrated. Everyone is welcome to attend.

[If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work.]

Nick DiMasi, SCAT President

2582. Re: Of Lasers and Men - v1.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 19:35:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d57e97c@troed.ct.se>
Source record: 193539

In a message of 08 Feb 94 13:06:17, Steve Taylor wrote:

ST> : It's illegal to send money in envelopes, but I'll try to get them
ST> through ..
ST>
ST> In which country is this? I know its not advised, and it's your own
ST> problem if anything goes wrong, but I don't know about illegal!

USA and Norway I *KNOW* ... :-) .... (Users on SECOM wanted to become paying users and sent money in envelopes ... they got a VERY angry feedback from the postoffice ...)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2583. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 19:41:22 UTC
From: erlingh@idt.unit.no
Message-ID: <2j8pt2$358@ugle.unit.no>
Source record: 193540

In article <dbyfield.0quc@outb.wimsey.bc.ca>, dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
|> So are you saying that the TT now accepts Simms direct from the
|> factory(hope,hope.) ?

Some do, some don't. There are different versions of the atari TT-ram card. My card had ordinary simms, so all I had to do in order to upgrade my TT to 20 Mb RAM, was to remove the 1 Mb simms, install my new 4Mb simms, change 2 straps and POWER ON. I had 20 Mb.

As far as I remember the TT RAM cards with soldered sipp ram cannot be upgraded.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2584. Re: Top 10 of 1993

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 19:47:03 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2j8q7n$5du@charm.magnus.acs.ohio-state.edu>
Source record: 193541

DA's Vektor had a number of votes. But I was in a quandry of how to split
of the files. I could have included many files that only got a few votes but
this would have made the list large and not exactly representative. I decided
in the end to go with truley popular files. So if I had had enough submissions
for graphics applications (by people other than reps of owner ;)) it would
have easily found itself on the list. But I didn't have those votes, so
instead of making numerous commercial lists with 3-4 titles, I opted for one
large list. Hope this answers your question.

Dan Ackerman

ackerman.29@osu.edu

2585. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 20:09:07 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Feb8.200907.5455@news.csuohio.edu>
Source record: 193542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j6hag$8d4@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>In article <2itmft$85k@snlsu1.london.sinet.slb.com> lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
>>In article <2is0um$q0f@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>>>In article <1994Feb3.163541.1803@zaphod.ox.ac.uk> steve@earth.ox.ac.uk (Stephen Usher) writes:
>>>>In article <2iprer$nse@usenet.ins.cwru.edu>,
>>>>jaszcz <jaszcz@donald.EEAP.CWRU.Edu> wrote:
>>>>>
>>>>> i need to use fork() system call under mint, but reading over the manual
>>>>>pages i found out that "it works like vfork()" which means the parent process
>>>>>is suspended while the child is running... this is bad. i need it to run
>>>>>concurrently... i'm using v.93 of MiNT... but this seems to be the same under
>>>>>v.95... do the newer versions of MiNT fix this "problem"? or is there a way
>>>>>of making the parent process run from the child process? (unsuspend it)?

There is a function in mintlibs called tfork. It takes a
pointer to a function and a long as arguments. It will start another
process using the same code and data. The child will start at the
function you provide and be given the long argument you provide.
There are just two problems. Files opened by the parent won't be
opened for the child. And, the mintlib readme file says that some
library calls such as malloc need to be wrapped in semaphores.
I wonder if simply wrapping malloc in a semaphore is enough.
You have several threads calling malloc in a nice orderly way. malloc
calls the library func sbrk, and eventually sbrk gets another chunk of
memory from the system using Malloc. Now there is a chunk of memory
in general use which is only owned by one of your threads. What
happens when this thread terminates?

Jason

2586. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 20:25:09 UTC
From: erlingh@idt.unit.no
Message-ID: <2j8sf5$358@ugle.unit.no>
Source record: 193543

In article <CKv3z0.BKs@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
[some stuff deleted]

|> I totally agree. I would propose to open a group
|>
|> comp.sys.atari.games
|>
|> so that all those Jaguar posts will be done there as well.

Just to make a point here.
I seldom have agreed more !
Let's get a vote on this one !!!

|> --
|> Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
|> CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
|> 1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
|> Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2587. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 20:42:19 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <2j8tfb$99v@galaxy.ucr.edu>
Source record: 193544

A.V. Groenink (avg@cwi.nl) wrote:
: ei40708@rz.tu-ilmenau.de (Harre) writes:

: >Well, yes these Macs are a bit superior to the Falcon, but in Germany I`d have to pay 1800 marks for a Falcon, while those Macs cost just 8000 to 11000 marks. As a student I could not afford a Quadra. Btw, there are those neat Silicon Graphics Workstations and they are really, really superiour to Quadras. Or think of Thinking Machines, Crays. They are superior to your Mac, aren`t they? Why don`t you just upgrade? No cash? That`s my problem, too.

: I think the original poster wasn't talking about high-performance systems
: at all. For most people, Atari is still synonymous to 'ST'. Most people
: don't even know there is a TT.

Most people don't even know there is an ST. When you say Atari Computer they
think the Atari 800 or even worst - the Atari 2600! It's sad.

2588. Notator Logic Audio

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 21:25:40 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <760748706.AA04537@byte.bbs.no>
Source record: 193365

Does anybody know what plans Emagic has about porting Notator Logic Audio to the Falcon, and if so, what limitations will be imposed on the Atari version, if any?

2589. Re: COMA AUTHOR..

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 22:29:12 UTC
From: ue@icmp.ping.de
Message-ID: <H.ekU.OeNDmYMNOgc@icmp.ping.de>
Source record: 193545
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2j7s8g$2bu@golem.wcc.govt.nz>, Roger Sheppard writes:
>Hi I would like to get hold of the COMA Author..
>
> E-Mail(Maus-Netz): Siegfried Hartmann @ B
>
>Would some kind German provide me with his Internet E-Mail address,
>or get him to E-Mail me..
There are several gateways between the InterNet and the MausNet, simply mail
to Siegfried_Hartmann@b.maus.de and tell him your problems.

I'm only wondering why you are still using the old HSModem 1.05. Harun has
written a new serial driver (the archive is called HSMODA02.*) and developped
a card adding two 115KBaud FIFOed(!) serials to a standard ST.

/s/Udo
--
Udo Erdelhoff ue@icmp.ping.de udo@iml.fhg.de

2590. People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 22:29:14 UTC
From: jweis@MCS.COM
Message-ID: <2j93nq$4ks@Mercury.mcs.com>
Source record: 193546

Please include the TOS version in your ad. I'm looking at your ads but there is no way I am writing each of you to find out what version of TOS you are running. I'm also not going to buy a machine running 1.0, I already have that problem and am to lazy to just buy new chips.

2591. Cubase Audio/HDD

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 22:55:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <2d586ded@midinet.ct.se>
Source record: 193547

Can anybody recommend a Fast SCSI2 HD to get full power out of Steinberg's Cubase Audio? Rumour's saying that it's allmost impossible to get all 8 audio tracks to work. I heard that somebody managed to get 5 audio tracks. Any suggestions?

>Lars

MidiNet - the one and only MIDI BBS!!

2592. Cleveland Free-Net looking for Programming SIGOp

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 22:58:49 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2j95f9$451@usenet.INS.CWRU.Edu>
Source record: 193548

The Cleveland Free-Net Atari SIG is looking for a Programming SIGOp
to maintain the Programming/Developing Forum.

A minimum of 5 hours per week is required for the position.

This is a non-paying position.

Since there are now over 100 Internet connections to Free-Net, it should
be relatively easy to maintain even if you are from an other area than
Cleveland, Ohio.

All SIGOps have unlimited time access.

The individual we are looking to maintain the 16/32-bit Programming/Developing
Forum must have a strong programming background and enjoy answering
questions. The individual should also be willing to help build a programming
library of helpful text-files. And perhaps start programming projects
where members of the forum can work on projects together.

One of the reasons we are interested in having a strong Programming/Developing
Forum here on Free-Net is because we feel that a computer starts to die
only when no new programs start being created for it.

This is everyone's chance to help each other to create software for the ST,
TT, and Falcon030 computers.

If you know programming and are interested, please contact the Atari SIG
at: xx004@cleveland.freenet.edu

THANKS.

Len Stys, SIG Manager
Cleveland Free-Net Atari SIG

2593. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 23:28:53 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb8.232853.27327@mnemosyne.cs.du.edu>
Source record: 193549

In article <CKvAIC.507@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>> > And most if not all of them need one of the new joypads to play them.
>> > A real pain in the backside if you have BlowUp Hard II installed.
>>
>>Why? There are two enhanced gameports on the Falcon. You only need one for
>>BlowUp, right?
>
>Yo Pat, AFAIK according to Atari the JoyPad takes up both analog ports,
>meaning no JoyPad or BlowUp together?! Sigh.

I thought the JoyPads were the same ones used on the Jaguar... there
are two joypad ports, and you can only plug one joypad into one
port...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

2594. Re: Notator

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 23:38:09 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CKxIzM.3ro@mach1.wlu.ca>
Source record: 193550

While we are talking about Notator, Does anyone know if it is possible to use the software Overscan program with it? I just got Notator and have been unable to make it work (so far,) I have seen pictures of Notator on a 19" monitor and think that ST + software overscan should be easy.

KEITH
(ps. mail replies would be a ppreciated.)

--
Mahler/Floyd/Jaguar/Hoff/Trudel/SCV/Molson/Yamaha/Lindberg/CSO/Wagner/Jazz/WLU
Solti/NYP/Mc Ewans/Unix/Dutch Boy/NBA Jam/Rush/Bernstein/Trombone/Shostakovich
California/OSM/Atari/Tolkien/Ozzy/Rickarts Red/Sibelius/Laruier/Internet/Bach
_/_/_/_/_/_/_/_/_/_/_/_/_/ Keith Bilinsky _______________

2595. Hard disk crash

Newsgroup: comp.sys.atari.st
Date: 1994-02-08 23:40:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKxJ3M.An8@cix.compulink.co.uk>
Source record: 193351

I've just had a major hard disk crash and (for the moment) irretrievably lost a 100 or so messages.

So - in the very unlikely event of any of them being addressed to me, if I haven't commented, I've probably lost it!

:-(

Roland.

@CiX

2596. Reading cyberpaint *.SEQ in GFA.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 00:40:44 UTC
From: Danny_Terweij
Message-ID: <2d5831bd@f152.n2801.z2.fidonet>
Source record: 193352

Hi,

Is there someone who knows to handle the *.SEQ from CyberPaint in GFA
Basic?

Greetings Danny.

2:2801/152.0 | 2:280/706.9 | 90:500/214.0 | danny@textlitho.nl

--- ScanMail 0.70
* Origin: Area Sort V0.23 by Danny Terweij and Rob Wondergem (2:2801/152)

2597. ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 00:48:04 UTC
From: 129mroczkows@gw.wmich.edu
Message-ID: <1994Feb8.194804.14678@gw.wmich.edu>
Source record: 193353

If anyone wants to make an offer, I have a 1040ST with color monitor
for sale. Comes with all original manuals and some software(games):
Starglider, Dungeon Master, Empire, and a few others. I'd have to
check first to see if I still have them around with documentation.

If you're interested please email me back.

Mike

2598. Re: CD PLAY program?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 01:17:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKxnKy.E9y@cix.compulink.co.uk>
Source record: 193354

>I need a program that will play CD's. I tried cdplay.lzh, but although
>the busy light on my CD-ROM drive lights, no sound comes from the headphone
>(or RCA) connections.

I've got a NEC CDR-37 drive playing from my MSTE even as I type :-)

I'm using the unregistered version of AUD_CD20.ACC. Despite the CDR-37
being one of the 2 supported drives I still had to write my own config
file:

cd37.dat
---------------cut----------------------
p
10 216 1 1 0 0 0 0 0 0 128
s
6 1 0 0 0 0 0
a
10 218 0 0 0 0 0 0 0 0 0
e
10 217 3 0 0 0 0 0 0 0 128
q

---------------cut----------------------

The only point to note is that the play (p) command always starts from
track one, so I've put the resume after pause command on the eject (e)
button as my CD-ROM doesn't auto eject.

>It's a very simple procedure, from what I've read. Guess I'll have to
>do it myself. Any clues?

Get hold of a copy of ICD SCSI.PRG. This is commercial, and the latest
version is on the ICD Pro driver disk. Apparently a rather old version is
available for ICD's BBS.

This program allows you to send raw SCSI commands to *any* connected drive.
Its a bit risky as you can accidently format your hard disk instead of
playing a CD ;-). It also doesn't allow you to do anything else at the same
time. Its great for figuring out exactly what SCSI commands your drive
responds to though.

Also get hold of a SCSI spec for your drive. NEC (UK) very kindly sent me
a photocopy of a 70 page SCSI 1 (CD-ROM) spec, just by asking for it. Whats
more I bought the drive remaindered off, and they knew that!

:-)

Roland.

@CiX

2599. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 01:17:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKxnL0.EAJ@cix.compulink.co.uk>
Source record: 193355

> I don't understand what you are all talking about. I run Elite II of my
>
>Falcons Hard Drive and launch it under MultiTOS. Without any problems.

What HD drivers are you using? On my 4MB MSTE I can't run Elite II from
the hard disk even with just the driver in memory. It appears to work fine, but
just bombs all over the place when you actually try to play it.

:-(

Roland.

@CiX

2600. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 02:01:59 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2j9g6n$7mj@golem.wcc.govt.nz>
Source record: 193356

] Laser's use fuel (in accelerated time a 1 second blast is the equivalent
] of firing them for hour's !)

Well, usually, 1 shot from my Large Plasma Accelerator on my Panther Clipper
will drain the fuel completely! Sometimes it drains nothing, sometimes
the lot disappears! The Small Plasma Accelerator I had on my Puma Clipper
also would do this, but it wouldn't drain it as often!

2601. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 02:03:38 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2j9g9q$69n@elroy.jpl.nasa.gov>
Source record: 193357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j7li7$l6e@snlsu1.london.sinet.slb.com>,
Mathew Lodge <lodge@ukfca1.sinet.slb.com> wrote:
>As someone else pointed out, there are occasions when you don't know if you
>should relocate a particular location (relocation when the program is
>running is harder, because you have to relocate all the pointer values as
>well). The example used was

>union u {
>long value;
>void (*func)(void);
>}

>If an object of type u is being used as a function pointer, it needs
>relocation. If it's being used as a long value, it doesn't. (Leaving aside
>the question of *why* you'd want to do this...)

Although in the MiNT way of doing things, code is never relocated after the
initial load, so this is a bad example. Better would be one using a regular
data pointer in the union. Even so, this problem can be attacked by comparing
the value of the field to all the existing data regions. If its value resides
in a data region, it should be relocated. Yes, in the truest sense, the problem
is too ambiguous to be perfectly solved, but pragmatically speaking, when will
these situations occur?

>>>MiNT does allow code sharing, for processes which are specially written to

>> and how is that done?

>The code is specifically written to avoid absolute address accesses. All
>accesses are done relative to a register (then, to relocate your program,
>all you have to do is change the value of the register).

All data accesses are relative to register a4. Text (code) references are still
allowed to be absolute. The program must not use self-modifying code, either
(but that's a good rule of thumb for just about anything anyway).

To avoid running out of the 64K of addressable space, store all arrays,
structures, and other aggregate data types in a "blockdata" or "blockbss"
segment, and store their addresses in the regular data segment. The process
memory map then looks like:

...
blockbss
bss
a4--> data
blockdata

```
...
text

Then e.g. the assembly language declaration of "char buf[1024];" becomes:
.bbss
buf: ds.b 1024
.data
buf.ptr: dc.l buf

and references to the array buf which used to use (e.g.):
lea buf,a0
become
movea.l buf.ptr(a4),a0

etc...

(The above is a slight simplification; it's best to set a4 to 32K above the
start of the data segment, and subtract 32k from each symbol reference, to
allow getting the full 64K of address space in a linear fashion.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.
```

2602. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 02:09:30 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2j9gkqINN1t02@rs1.rrz.Uni-Koeln.DE>
Source record: 193358

In <2j897bINNgi9@sat.ipp-garching.mpg.de> krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:

>A Mac with comparable CPU power, basically the color classic, is available
>for about the same price as the Falcon. Ok, no DSP (but I still have to
>await sensible applications for it), but a better OS, lots of documentation
^^^^^^^^^^^^^^^
>and support etc.

Hmm... of course, such stuff is always in the eye of the
beholder, but personally I find it hard to see why an OS that

* does cooperative multitasking only
* has no sensible concept of a console (stdin and -out)
* uses silly file "type" and "creator" info to mask off files
from the fileselect box, so innocent users are shocked to death
because they can't see their file anymore on a regular basis
* refuses to do anything sensible with a disk after screwing it
up (I recently had to take care of a user who wanted to recover a
file from a corrupted disk. After endless messing around with all
kinds of odd tools we had a huge collection of recovered files,
but none cold be loaded by a Mac program, so we finally moved
them to an Atari, where the ASCII text was easily restored by
replacing a couple of control characters with nothing)

should be called "better" than TOS or even MultiTOS.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2603. Early MegaSTE questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 02:10:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2j9glq$ab5@mailer.fsu.edu>
Source record: 193359

Are there any known hardware problems with early MegaSTE computers? The one
I am looking at has TOS 2.06 and a DSDD floppy. The newer TOS was added
later. My understanding is that the AJAX floppy chip coincided with the
1.44mb floppy introduction (roughly), and offers no advantage for DSDD drives.
I have also heard that the 1.44mb floppies have problems with some
self-booting game disks.

Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2604. Re: Need information about DSP Harddiscrecording

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 02:44:47 UTC
From: steve-j@teleport.com
Message-ID: <2j9imv$nup@elaine.teleport.com>
Source record: 193360

In article <2j8b63$f5@vega.info.isbiel.ch>,
Patrick Peter <petep@info.isbiel.ch> wrote:
>
>for my studies in digital signal processing i would like to write a
>mutlichannel-harddiscrecording-tool.
>
>that means:
>in a 1st step i'm recording a guitarplayer in realtime on the harddisk.
>then on a next step i'm recording the voice of the song. but while the singer
>is singing he can hear the guitar recorded before in the headphones. we have
>therefore to read from one file on the harddisc and to write to another file
>on the disk simultaneous. can the falcon030 handle this (in cd-quality or lower)?
>
>please e-mail me (petep@info.isbiel.ch)

Yes, the Falcon030 can do that (provided the hard drive is fast enough!). In
fact, the Falcon030 comes with a program called Falcon-D2D which will record
one stereo track at a time and allow you to overdub (though only at sample
rates up to 32kHz -- but 32kHz w/ 16-bit audio is quite decent!). However,
the overdubbing WRITES OVER the previously recorded file, so you should make
a backup of the original file in case you make a mistake while overdubbing.
That's only with Falcon-D2D, though. There are other direct-to-disk programs
that will do bigger, better things.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2605. AEO 3_02 now availible.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 03:01:51 UTC
From: wilsont@rahul.net
Message-ID: <CKxsF4.64F@rahul.net>
Source record: 193361

The latest issue of AEO is now at my FTP site, rahul.net
in the directory /pub/wilsont.

I'll get it to a.a. as soon as I can.

Enjoy.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~TOS, Unix and MS-DOS.

2606. Re: apple suits (was Problem with AES)

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 03:06:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.uTSYiGNzErc@semprini.waterloo-rdp.on.ca>
Source record: 193362

In <2ip4mv$d4@news.delphi.com>, LORDTHANATOS@DELPHI.COM writes:
> The PowerPCs are *much&* more than just "fast Macs". They, along with the
> PC clones which will be based off the same CPU, represent the next
> generation of computing. Atari (or Commodore) will have nothing to
> compare; they will be wandering around with the then-anemic 68000 series
> until Apple, IBM and Motorola decide to sell other manufacturers the chip
> (which won't come for a long while, I'm certain).

Sheesh, Delphoids...

The _first_ PowerPC-based Macs (which is what I was talking about; I'm
pretty sure I even said it) are just fast Macs. They even run System-7.
And all your Mac applications. Faster.

The _first_ PowerPC-based workstations are just fast RS/6000 boxes. The
run AIX and all your AIX applications. Faster.

PowerPC is a _very_ important first step towards chipping away at that
huge monolith named "Intel" and injecting some fresh (and FAST!) blood
into the cheap "PC" CPU market.

The PPC-601 chips are available _now_ to manufacturers. IBM, Motorola,
and Apple are being _very_ open about this (another Good Thing, though
it's still doubtful whether Apple's machines will ever be able to run
anyone else's operating system directly... ie, boot UNIX on it instead
of Mac System).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2607. Re: JAGUAR got one, WHY not TT ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 03:16:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8PYuA5FV0FI@semprini.waterloo-rdp.on.ca>
Source record: 193363

In <H.ea.F9mjrzK8Ia2@sanity.tdkcs.waterloo.on.ca>, George Kirkaldie writes:
> so, am I correct in assuming you don't want ANY new Atari groupsmade up
> then, not even a .games one?

No; I think a comp.sys.atari.st.games group would be quite sensible.
I'm certainly not going to volunteer to perform the required duties
though...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2608. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 03:35:10 UTC
From: walra@moacs11
Message-ID: <x6jfiyrfwum@moacs11>
Source record: 193364

In <1994Feb8.113907.7258@bradford.ac.uk>, Steve Taylor wrote:

> : rzsz 3.3.2 by Omen Technology Inc. has been posted to alt.sources just a
> : few days ago (27/28 january). You can grab it from an ftp-site that
> : archives alt.sources (see alt.sources.d for a list of those sites).
>
> Right, so there's the sources... What I want is an executable. I have not
> got a clue even on the ST how to compile C, and on our Unix system, I
> wouldn't know where to start.

You have to start reading the Makefile, the next steps depend very much on
the flavour of your unix system. Typing 'make sysvr4' or 'make bsd' is
pretty much all you have to do for those two unixes. If you're on some
kind of exotic system, you better ask a local guru or the sysadmin.

> Anyone got the executable(s)?

This would be a lot easier to answer if you had supplied some information
about the machine and the os you're running :). Also I don't think that
comp.sys.atari.* is the best place to ask, you have better chances of
finding the executables in the comp.sys.<your_machine> hierarchy.

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

2609. Cases

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 05:57:16 UTC
From: stchip@delphi.com
Message-ID: <Bs6K9XE.stchip@delphi.com>
Source record: 193366

Can anyone give me the name and phone # of the manufactuer of Impulse Plus cases. The place I got mine from thoughtfully removed the sticker from the inside of the case. Making spare parts shopping pure #@@#! And no the person I got it from doesn't have any spare parts I need.

Jon O:}

2610. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 05:59:43 UTC
From: hallvart@ifi.uio.no
Message-ID: <2j9u4f$jkj@holmenkollen.ifi.uio.no>
Source record: 193367

In article <CKs017.3Mo@cix.compulink.co.uk>, gdrayson@cix.compulink.co.uk ("Gordon Drayson") writes:
> I am new to internet, and am finding understanding FTP-ing very hard.
> Could someone explain how I go about it, without being software
> specifict...
>
>

I have made a list over Atari ST FTP sites, and also some instructions of how to use it.
Hope this helps:

(log in with "anonymous" as name, and full name/e-mail address as password)

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
f.ms.uky.edu.............(128.163.128.6)...../pub/atari/
archive.wustl.edu.........(128.252.135.4)...../systems/atari/comp.binaries.atari.st/
cs.bu.edu................(128.197.2.1)...../PC/ATARI-ST/
world.std.com............(192.74.137.5)...../src/atarist/

CANADA:
---
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

NETHERLANDS:
---
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
FINLAND:
---
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

GERMANY:
---
ftp.uni-kl.de............(131.246.9.95)...../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)...../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)...../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)...../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)...../pub/atari/

ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)......../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before
dawn")
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) ..... /micros/atari/

FTP "mirror"-sites:
----
mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
...(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

DOWNLOADING FILES, Instructions:
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address,
NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each
file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the
programs
were intended, or in UNIX ....

- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

2611. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 06:10:21 UTC
From: hallvart@ifi.uio.no
Message-ID: <2j9uod$jlq@holmenkollen.ifi.uio.no>
Source record: 193368

```
- well, why NOT Atari?
```

2612. Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 07:24:36 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CKy4L1.LoB@cix.compulink.co.uk>
Source record: 193369

Just a short query or two. When my Falcon had 4 megs of memory (onboard standard) I had 4 megs of memory free, now I've upgraded to 16 megs I have only 14 free.

From this am I correct in saying that the original memory was actually 6 megs, with 4 mb accessable, or is the missing 2 megs of memory used to keep track of the rest of the new memory?

As everyone can tell I do not know a lot about the Falcon's hardware, and this one has kept me wondering for a while.

On the same track what should the memory of the Falcon now be referred to, 16mb or 14mb? As I tend to refer to it as 16/14mb which confuses everyone I talk to.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

2613. ATARI ST FTP-LIST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 07:42:23 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ja44v$mag@holmenkollen.ifi.uio.no>
Source record: 193370

```
(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
f.ms.uky.edu..............(128.163.128.6)...../pub/atari/
archive.wustl.edu.........(128.252.135.4)...../systems/atari/comp.binaries.atari.st/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

NETHERLANDS:
------------
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

GERMANY:
--------
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)........./pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before
dawn")
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)........./pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
```

reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) ..... /micros/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/

FTP "mirror"-sites:
----
mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
...(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)...../mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

DOWNLOADING FILES, Instructions:
----
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NOT both!
4) "Name": anonymous [CR].
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6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
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10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each
file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.....
14 bye [CR] to end and go back to UNIX

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the
programs
were intended, or in UNIX .....
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- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or
.uu.
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i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
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i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
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- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".
- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

2614. Re: MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 08:24:43 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2ja6kb$rfd@elroy.jpl.nasa.gov>
Source record: 193371

In article <1994Feb6.070955.26995@esca.com>,
Steven Woodford <woodford@esca.com> wrote:
>Hi all,
>
>I've just read a message in comp.unix.misc from someone who is,
>apparently, using Mint on an Apple Mac! If this is so, it's news
>to me! Any comments? Copy of post below.

Apparently the ST is not the only machine with a large hobbyist programmer following. And, apparently, Apple is even worse than Atari re: revealing info about system internals. I guess Unix-ish support is so tough to get otherwise that it was easier to port an Atari OS and run GCC than any other route...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

2615. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 09:14:46 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1635.2D58A986@dhhalden.no>
Source record: 193372

In article <2j9gkqINN1t02@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
[claim that the Mac has a better OS than the TOS based computers]

>Hmm... of course, such stuff is always in the eye of the
>beholder, but personally I find it hard to see why an OS that

[list deleted]

>should be called "better" than TOS or even MultiTOS.

What makes people think that is because Apple has a better interface to the user. It looks better, offers more as-is and it works. Sure, we can have long filenames, links etc. but only if we give it some serious work. Atari's Desktop shell got considerably better with the NewDesk, but it still is lacking. This is strictly not OS stuff, but that's the part the user sees and uses.

Jon

2616. Re: FALCON GAMES LIST (Second...)

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 09:37:13 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKyAq1.4H6@newcastle.ac.uk>
Source record: 193373

In article <2j8gap$fmo@crocus.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk (Paul Donovan) writes:
>Does anyone know whether The Chaos Engine runs on the Falcon? -it is not
>on the latest list.

Unlike other Bitmap Brothers games (Speedball2, Xenon2, Cadaver) Their most recent release Chaos Engine does NOT work, no matter what you do. The best i've done is to get it to go through the intro sequence - it then hangs up :(

I have seen reports that a Falcon version will be available at some point though....

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2617. Xwindows WAS: Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 09:47:47 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKyB7n.4w7@newcastle.ac.uk>
Source record: 193374

In article <2j8c7uINN2eb6@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>In <2j4631$9nn@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>>And what if the time critical parts are within the VDI?
>>(eg. what if some basic operation is PutPixelHere(x,y)?)
>
>I doubt that the VDI would be an appropriate basis for porting X
>anyway. There are several problems, including the saved mouse

I'm not so sure - the most recent port of MGR by Bammi uses the VDI quite nicely (works on my f030 just fine at 800*600*16).

>cursor background not being updated by the VDI during graphics
>ourput, the VDI line drawing algorithms not matching the X
>specifications and so on.

Mouse cursor support is a minimal problem to say the least - implementing a custom cursor would be easy (look at the game Captain Blood for an example).

>I've never done such a project so far, but I would guess that for
>porting X the most sensible strategy would be to do a VDI based
>port first, and then rewrite certain graphics output routines,
>whether in C or in assembler.

There is a lot to be said for that, although I do think that rewrite's of 'certain output routines' are unnecesary, as NVDI provides a nice turn of speed.......

>As X uses offscreen pixmaps a lot, it would hardly be possible to
>get away without having to write the primitives to manipulate
>them anyway, and if you can draw on an offscreen pixmap, you can
>as well apply that to the screen.

NVDI, SpeedoGDOS & FontGDOS all provide support for off-screen bitmaps. There is also a PD program called ENHANCER which provides the same OBM support as NVDI (check for the EdDI cookie to see if this is available). I haven't used then GDOS ones, but the NVDI OBM's are a dream to use (watch for them in the next release of CLA).

If you are going for it on a native (MiNT based) X-windows port, then it's reasonable to specify that users HAVE to have one of the above.

> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.d400.de |
> | |
> *-----=< hierarchical systems are for files, not for humans >=-----*

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2618. Re: ST production to begin again!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 09:59:50 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CKyBso.CIx@midge.bath.ac.uk>
Source record: 193375

```
>
>Atari specific retailers of hardware and software in the UK are doing very
>well these days, although they can't quite work out why they are...
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Probably because a) 200 ukp doesnt exactly buy you much of a PC , the
only PCs you can by in the high street seem to be
the very high spec ones from 1000 ukps upwards.For
people buying their first computer the ST still looks
very good value.
b) The A600 which is in the same price range is perceived
as nothing more than a toy.

Just my 2 pence worth.,
Les
```

2619. Mega 2 ST power supply

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 10:04:20 UTC
From: apapouts@realm.tdkcs.waterloo.on.ca
Message-ID: <apapouts.3hra@realm.tdkcs.waterloo.on.ca>
Source record: 193376

Has anyone had any problems with the Mega power supplies. It all started when the fan wouldn't turn and i had to flick it to get it going, and then the computer would go on. Well it took longer and longer to get going until it would take about 30-40 minutes to 'boot up' I believe my power supply is shot. I tested the fan and it works and i can't seem to find where on the power supply the problem is. I'm reluctant to send my computer to atari in canada, or the states, because i've heard horror stories about not getting them back!
If anyone has any suggestions, retailors, places that deal with atari's still, please let me know.
Thank you.

2620. Re: STE 1.62 Roms

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 10:34:26 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CKyDDF.B7L@festival.ed.ac.uk>
Source record: 193377

In article <1994Feb7.161256.273@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
|> 'Alan Swanson' writes:
|> : [Stuff deleted about me wanting tos 1.62 roms]
|>
|> Someone is selling the chips for TOS 1.4 in this month's Micro Mart.
|> I don't think (please correct me folks) that there is much advantage
|> in 1.6 over 1.4 or vice versa. The chips are 15 UKP so Email me if
|> you want the telephone number.
|>
|> However, I assume you know the 'cure's for this fault, if it is your
|> only problem with your TOS version. There is an AUTO folder patch
|> called 'STEFIX.PRG' which cures it transparently, and also, if you
|> change a single character in the 'DESKTOP.INF' file from a 2 to a 3
|> (last character on about the 6th line) then the fault disappears.
|> You could perhaps compile your own program which did this on bootup,
|> but I suspect this is what STEFIX does anyway.
|>
|> Steve Taylor.

I do know about the disk fixes and how to change the DESKTOP.INF file.
It's the hassle of having to change it (DESKTOP.INF that is) or
forgetting to use the STEFIX.PRG. It's really just general laziness.
I received some mail from Rodger Sheppard saying that I could patch my
own roms with Eproms, ie copy the the tos 1.62 to a new set of roms.
Thanks Roger.

Alan.

"Instant fish Alan Swanson Email : emdu02@castle.ed.ac.uk
By Phideas, Snail : Brewster House
Add water Pollock Halls Of Residence
And they swim." 18 Holyrood Park
Edinburgh
EH16 5AP

2621. Re: Need information about DSP Harddiscrecording

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 10:35:13 UTC
From: djs@jet.uk
Message-ID: <1994Feb9.103513.11365@jet.uk>
Source record: 193378

In <2j9imv$nup@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>In article <2j8b63$f5@vega.info.isbiel.ch>,
>Patrick Peter <petep@info.isbiel.ch> wrote:
>>
>>for my studies in digital signal processing i would like to write a
>>mutlichannel-harddiscrecording-tool.
>>
>>that means:
>>in a 1st step i'm recording a guitarplayer in realtime on the harddisk.
>>then on a next step i'm recording the voice of the song. but while the singer
>>is singing he can hear the guitar recorded before in the headphones. we have
>>therefore to read from one file on the harddisc and to write to another file
>>on the disk simultaneous. can the falcon030 handle this (in cd-quality or lower)?
>>
>>please e-mail me (petep@info.isbiel.ch)
Being able to monitor what you've recorded while recording something else
is such a basic requirement that the Falcon would seriously naff if it
couldn't do it. Cubase Audio can play back eight tracks at once. As no-one
mentioned otherwise when reviewing it, it must be able to playback a mix
of the other seven (say), while recording the eighth. In fact, if dropping
in on the eighth, it should play all eight until the drop-in point. It
should be remembered, though, that Cubase apparently relies on heavy RAM
caching of the data (14MB is recommended), so you may need to do something
similar if using more than a couple of tracks.
--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2622. Re: Top 10 of 1993

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 10:38:21 UTC
From: djs@jet.uk
Message-ID: <1994Feb9.103821.11463@jet.uk>
Source record: 193379

In <2j8q7n$5du@charm.magnus.acs.ohio-state.edu> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:

> DA's Vektor had a number of votes.
>...I could have included many files that only got a few votes but
>this would have made the list large and not exactly representative...

I was expressing surprise that Vektor didn't "walk it" on votes, not that you didn't make your charts long enough to include it!

--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2623. Re: WordProcessor with Scalable Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 10:49:06 UTC
From: djs@jet.uk
Message-ID: <1994Feb9.104906.11637@jet.uk>
Source record: 193380

In <CKw97E.CI1@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <2j5bpt$k63@risc1.rz.fh-heilbronn.de>, michael@rz.fh-heilbronn.de said:
>>With regard to the forth-coming ST Review with Calligrapher on the cover-disk.
>>Could someone tell me when the publishing date is. I'm in Germany at the
>>moment, but will be back in England at the beginning of March. Will I have to
>>get someone to buy it for me or will it still be on the newstands when I return?

>It should be out last week of Feb/first week of March. Your best bet is
>WHSmith (a UK magazine shop) which have branches in most British Rail
>stations and High Streets.
ST Review confused the hell out of my local newsagents (who stopped stocking
it when it was no longer SoR). They get it in specifically on my request,
but when an issue arrived on 3rd February, and had February on the cover, they
thought is was an old issue. Quote: "No magazines ever come out in the
month of the cover date!". I think things got confusing for them when they
started doing thirteen issues per year, and had a Christmas issue between
December and January.

The issue with Calligrapher should be out on 3rd March.

--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2624. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 10:57:20 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb9115720@issan.informatik.uni-dortmund.de>
Source record: 193381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j9g9q$69n@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

|> Although in the MiNT way of doing things, code is never relocated after the
|> initial load, so this is a bad example. Better would be one using a regular
|> data pointer in the union. Even so, this problem can be attacked by comparing
|> the value of the field to all the existing data regions. If its value resides
|> in a data region, it should be relocated. Yes, in the truest sense, the problem
|> is too ambiguous to be perfectly solved, but pragmatically speaking, when will
|> these situations occur?

Approximately always :-)

But there is another problem: tagged pointers. That's why dumping
emacs is such a pain on the atari (on the TT with memory protection it
is a bit better, since all memory blocks are aligned to 8k
boundaries).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2625. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 11:04:58 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb9120458@issan.informatik.uni-dortmund.de>
Source record: 193382
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j9g9q$69n@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

|> Although in the MiNT way of doing things, code is never relocated after the
|> initial load, so this is a bad example. Better would be one using a regular
|> data pointer in the union. Even so, this problem can be attacked by comparing
|> the value of the field to all the existing data regions. If its value resides
|> in a data region, it should be relocated. Yes, in the truest sense, the problem
|> is too ambiguous to be perfectly solved, but pragmatically speaking, when will
|> these situations occur?

Approximately always :-)

But there is another problem: tagged pointers. That's why dumping
emacs is such a pain on the atari (on the TT with memory protection it
is a bit better, since all memory blocks are aligned to 8k
boundaries).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2626. Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 11:17:33 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb9.111733.11892@dmu.ac.uk>
Source record: 193383

>I have a couple of demos (Eko springs to mind) which use the DSP for
>graphics effects - I can't see why you can't use it for any purpose you
>need. The Eko demo seems to use it for placing points in a 3D universe
>type thing.

The Falcon sounds more and more promising... How much RAM does the DSP have exactly? Anyone know? Also how practical is it to use Normal RAM with the DSP? Do you have to copy it from DSP RAM to Normal RAM?

Any info would be gratefully received....

Alan. (se1ap@dmu.ac.uk)

2627. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 11:41:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2jai5a$je2@darkstar.UCSC.EDU>
Source record: 193384

In <2j897bINNgi9@sat.ipp-garching.mpg.de> krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:

>A Mac with comparable CPU power, basically the color classic, is available
>for about the same price as the Falcon. Ok, no DSP (but I still have to
>await sensible applications for it), but a better OS, lots of documentation
^^^^^^^^^

You're kidding, right???

~Chris

>--Cornelius (still owner of a MegaSTE).

>--
>/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
>/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
>/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2628. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 11:46:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2jaiem$ji4@darkstar.UCSC.EDU>
Source record: 193385

In <jonal.1635.2D58A986@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>What makes people think that is because Apple has a better interface to the
>user. It looks better, offers more as-is and it works. Sure, we can have
^^^^^^^^^^^^ ^^^^^^^^^^ ^^^^^^^^

1) You're kidding, right?
2) Hunh? What do you mean?
3) You're kidding, right?

>Jon

2629. Re: FALCON GAMES LIST (Second...)

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 11:52:37 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKyGzp.81B@cen.ex.ac.uk>
Source record: 193386

In article <2j8gap$fmo@crocus.csv.warwick.ac.uk> csulw@csv.warwick.ac.uk (Paul Donovan) writes:

> Does anyone know whether The Chaos Engine runs on the Falcon? -it is not
> on the latest list.

No, it does not. Thanks to the excellent copy protection method, you get a
lot of disk grinding noises and then the desktop.
Even Backwards on best compatibility does not help.
--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

2630. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 11:55:39 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1994Feb9.115539.6763@Informatik.TU-Muenchen.DE>
Source record: 193387

In article <2d54562c@p2.stacken.ct.se>, patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

|> Why? There are two enhanced gameports on the Falcon. You only need one for
|> BlowUp, right?
RIGHT
and you need none if you have a good monitor. I always use Hard I on my
AOC 17"
--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

2631. ICD BBS Number

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 12:10:21 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <2jajrd$3co@olivea.ATC.Olivetti.Com>
Source record: 193388

Hi there,

Could anyone please forward me the BBS number of ICD ?

Thanx in advance.

Savino

Savino Grillo CAE/CAD Manager Olivetti Italy - grillo@iconet.ico.olvetti.com -

2632. Re: ST production to begin again!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 12:16:54 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CKyI4M.3H9@midge.bath.ac.uk>
Source record: 193389

In the referenced article, sheppard_r@ix.wcc.govt.nz writes:
>UK, Mags are full of all type of Rubish, like the STE was a Amiga killer..
>
>
>There is No demand for Atari Computer products at all...
>
The STE would have been an Amiga Killer, because at the time of release, the STE cost 299 pounds and the Amiga 500 cost 399 pounds, and there were more ST owners. Unfortunately Atari didn't tell people about the STE, there were vast compatiblity problems. Lack of STE enhanced programs at the time didn't help the situation. Basically It's Atari's (lack of) Marketing Skills which has buggered things up.
Shame really.

2633. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 12:40:14 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Feb9.124014.10804@dct.ac.uk>
Source record: 193390

In article <2j8tfb$99v@galaxy.ucr.edu>, phruby@ucrengr.ucr.edu (paul hruby) writes:
> A.V. Groenink (avg@cwi.nl) wrote:
> : ei40708@rz.tu-ilmenau.de (Harre) writes:
>
> : >Well, yes these Macs are a bit superior to the Falcon, but in Germany I`d have to pay 1800 marks for a Falcon, while those Macs cost just 8000 to 11000 marks. As a student I could not afford a Quadra. Btw, there are those neat Silicon Graphics Workstations and they are really, really superiour to Quadras. Or think of Thinking Machines, Crays. They are superior to your Mac, aren`t they? Why don`t you just upgrade? No cash? That`s my problem, too.
>
> : I think the original poster wasn't talking about high-performance systems
> : at all. For most people, Atari is still synonymous to 'ST'. Most people
> : don't even know there is a TT.
>
> Most people don't even know there is an ST. When you say Atari Computer they
> think the Atari 800 or even worst - the Atari 2600! It's sad.
>
Most people don't even know what day of the week it is!
Couldn't resist it. :-)

2634. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 12:45:21 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jalt1$rgb@percy.cs.bham.ac.uk>
Source record: 193391

erlingh@idt.unit.no writes:
>In article <CKv3z0.BKs@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
>[some stuff deleted]
>
>|> I totally agree. I would propose to open a group
>|>
>|> comp.sys.atari.games
>|>
>|> so that all those Jaguar posts will be done there as well.
>
>Just to make a point here.
>I seldom have agreed more !
>Let's get a vote on this one !!!
>

Any volunteers for organi[sz]ing a Call For Votes?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2635. Re: Xwindows WAS: Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 12:49:32 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jam4s$rja@percy.cs.bham.ac.uk>
Source record: 193392

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>NVDI, SpeedoGDOS & FontGDOS all provide support for off-screen bitmaps.
>There is also a PD program called ENHANCER which provides the same OBM
>support as NVDI (check for the EdDI cookie to see if this is available).
>I haven't used then GDOS ones, but the NVDI OBM's are a dream to use
>(watch for them in the next release of CLA).

The GDOS ones are purely monochrome.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2636. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 13:05:59 UTC
From: v902123@si.hhs.nl
Message-ID: <CKyKDz.L3M@si.hhs.nl>
Source record: 193393

>And most if not all of them need one of the new joypads to play them. A
>real pain in the backside if you have BlowUp Hard II installed.
>

Realy, I use the Screenblaster and have only one of the two port used. In the other one I can put the joystick. (However, two player games will have the problem of the second port being used)

CU
Ronald

2637. pd chess program for atari ste on internet?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 13:25:02 UTC
From: sizex@bnr.co.uk
Message-ID: <2jao7eINNmun@bhars12c.bnr.co.uk>
Source record: 193394

is there such a thing? thanks, Eric
--
_ "just a Texan a long way from home"
_| ~-. Eric Barber, BNR Europe Limited, London Road, Harlow, England CM17 9NA
\, *_} AT&T/BT/etc. +44 279 403527/429531 x 3527, ESN (NT/BNR) 6 742 3527
\(DISCLAIMER: Working at, not speaking for, BNR | Eric.Barber@bnr.co.uk

2638. Re: MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 13:28:04 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKyLEs.HnB@newcastle.ac.uk>
Source record: 193395

In article <2ja6kb$rfd@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1994Feb6.070955.26995@esca.com>,
>Steven Woodford <woodford@esca.com> wrote:
>>Hi all,
>>
>>I've just read a message in comp.unix.misc from someone who is,
>>apparently, using Mint on an Apple Mac! If this is so, it's news
>>to me! Any comments? Copy of post below.
>
>Apparently the ST is not the only machine with a large hobbyist programmer
>following. And, apparently, Apple is even worse than Atari re: revealing info
>about system internals. I guess Unix-ish support is so tough to get otherwise
>that it was easier to port an Atari OS and run GCC than any other route...

I was under the impression that netBSD had been ported to the mac at the same
time as the amiga port was done?

If thats true, I'm not sure why they wanted MiNT.....

guess some people do it for the hell of it :)

Craig.

2639. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 13:35:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKyLrH.BG5@cix.compulink.co.uk>
Source record: 193396

In message <2j897bINNgi9@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de said:
>
>A Mac with comparable CPU power, basically the color classic, is available
>for about the same price as the Falcon. Ok, no DSP (but I still have to
>await sensible applications for it), but a better OS, lots of documentation
>and support etc.

Come on! A Mac with a comparable CPU power is effectively running at half
the speed of a Falcon thanks to the slow system 7. Also, there's no NVDI,
software is more expensive and you need more RAM. So a comparable Mac,
even with no DSP is still twice as expensive at the end of the day! Of
course the Mac is a very nice system to have.

Ofir ogal@cix.compulink.co.uk

2640. FAQ: GDOS drivers 1.8 part 2

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 13:36:15 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2jaosf$4t3@info2.rus.uni-stuttgart.de>
Source record: 193397

5 VDI drivers

In this table I have listed distributor, errors and useable fonts.

5.1 Ink Jet Printers

Name	Date	Length	Distributor	Errors	Others	Fonts
				1	2	
BJ10E	20.11.90	45917	WT			NC
BJ10	20.11.85	45919	CL			NC
BJ10	28.08.91	45660	BELA			NC
BJ10	27.01.92	59715	FontGDOS,I		n	NC, OTL
BJ10	28.01.93	61428	Speedo		n	NC, SPD
HP_LJET	22.02.89	45512	BELA			p.g. LS
HP_LASER	25.09.89	36928	Atari,I			LS
LASERJET	06.03.91	54517	Atari			LS
LASERJET	27.01.92	60194	FontGDOS,I		n	LS, OTL
LASERJET	28.01.93	61907	Speedo		n	LS, SPD
HPL150	12.04.86	51541	wt			150dpi LL
HPL300	24.04.86	51541	CL,wt			LS
DESKJET	13.05.92	45637	BELA			p. LS?
DESKJET	14.05.91	46040	CL,WT			p. 300x600
DESKJET	06.03.91	54285	Atari,I			LS?
DESKJET5	14.05.91	46040	CL,WT			delta LS
DJ5	27.01.92	60600	FontGDOS,I		n	OTL
DJ5	28.01.93	62251	Speedo		n	SPD
MT90	21.12.90	44881	BELA			180dpi SP
PAINTJET	27.01.92	60005	FontGDOS		n	SP, OTL
PAINTJET	28.01.93	61648	Speedo		n	SP, SPD
PAINTJET	14.08.92	60173	I			SP, OTL
PAINTJET	13.10.91	45934	WT			SP

Note: The drivers named HP_LJET and DESKJET can be used for (HP-compatible)
Ink Jet and Laser Printers. The difference is in the transfer to the printer:
Packed (p.) or not packed (n.p.). 'Delta' means that the data is delta-
packed.

PAINTJET is a color driver with 8 colors.

MT90 is made by Patrick Dubbrow.

5.2 9pin drivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
				1	2	

FX240DPI	22.12.89	45396	BELA	y			SR
FX80	22.12.89	45396	BELA,wt	n			EP
FX80_2	12.06.91	45396	I				EP
FX80	24.09.91	45525	CL				EP
FX80	16.12.87	45396	Atari	n			EP
FX80	27.01.92	59236	FontGDOS,I	n	n		EP, OTL
FX80	28.01.93	61111	Speedo		n		EP, SPD
FX80HIGH	22.01.89	44730	Atari,I	n			SR
FX80_QD	24.09.91	45525	WT				EP
NX1000	27.01.92	58719	FontGDOS	n	n		EP, OTL
NX1000	28.01.93	60723	Speedo		n		EP, SPD
NX1000	14.08.92	58887	I				EP, OTL
OKI20	27.01.92	58491	FontGDOS	n	n		EP, OTL
OKI20	28.01.93	60495	Speedo		n		EP, SPD
OKI20	14.08.92	58659	I				EP, OTL
SMM804	16.12.87	44801	Atari				LB
SMM804_2	16.06.91	44801	I				LB
SMM804	27.01.92	59201	FontGDOS,I		n		LB, OTL
_SMM804____	28.01.93_	_61076_	_Speedo_____	___	_n_	________	LB,_SPD___

Note: FX80HIGH prints normal text twice, FX240DPI once, FX80_QD printer in quad-density.

NX1000 and OKI20 are color drivers with 8 colors

5.3 24pin drivers

_____
Name	Date	Lenght	Distributor	Errors	Others	Fonts
__________	________	_______	___________	_1_	_2_	_______	__________
EPSON360	04.04.90	45619	BELA	y			NC
EPSON360	16.09.92	45547	WT			180x360	
EPSLQPAR |14.02.91	44939	I				
LQ570	28.01.93	62051	Speedo		n		SPD
NB15	22.12.89	44881	BELA,wt	n			SP
NB15	16.12.87	44881	Atari,CL	n			SP
NB15_2	12.06.91	44881	I				SP
NB15	27.01.92	59121	FontGDOS,I	n	n		SP, OTL
NB15	28.01.93	60989	Speedo	n	n		SP, SPD
NECP6	12.04.80	45199	wt				NC
NECP6	10.04.91	45619	BELA	y			NC
NECP6	06.02.86	44906	Atari,I	y			NC
NECP6_2	28.06.91	46557	I				NC
NECP	27.01.92	59516	FontGDOS	y	n		NC, OTL
NECP	28.01.93	61229	Speedo		n		NC, SPD
NEC_P	14.08.92	59516	I				NC, OTL
P24M |08.04.89	47104	I				
P24ML |08.04.89	47104	I				
P24MWID |08.04.89	47104	I				
_P24MWIDL__	08.04.89_	_47104_	_I__________	___	___	________	__________

5.4 Laser drivers

Name	Date	Lenght	Distributor	Errors	Others		Fonts
				1	2		
RICOH12	23.06.92	45438	WT			400dpi	
HP_LJET	22.02.89	45512	BELA			n.p.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL
LASERJET	28.01.93	61907	Speedo		n		LS, SPD
HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
DESKJET	13.05.92	45637	BELA			p.	LS
DESKJET	14.05.91	46040	CL				LS
DESKJET	06.03.91	54285	Atari,I				LS
CANONLBP	26.09.89	36980	Atari,I				LS
LBP	13.01.92	45453	WT				LS
SLM804	12.04.91	47496	BELA		n		LS
SLM804	16.12.87	45788	Atari,I,CL,wt		y		LS
SLM	12.12.90	48399	Language				LS
SLM	27.01.92	60036	FontGDOS,I		n		LS, OTL
SLM	28.01.93	61911	Speedo		n		LS, SPD

5.5 Screen drivers

The screen is (if VDI-functions are used) seen as an output device just like printer, plotter etc. That's why fonts for the screen can be installed in ASSIGN.SYS just like for printers.

Normally you won't notice this because the drivers are in ROM. But they can be used like printer drivers.

Note: For Systemfonts only (like the original ones) non-proportional fonts with a 8*8 or 8*16 matrix can be used. That's limited by the AES not VDI.

With newer AES (from 4.0?) it's no problem to use fonts of free choice (Variable AE_FONTID and AE_FONTSIZE in GEM.CNF, see [15]). Coders should make sure their programs can take that. (even like scrollbars of free width)

5.5.1 LineA

The so-called LineA-routines are subprograms of the screen drivers from the ST-series, to be treated as undocumented. This is the hardware-depending part of the drivers.

The attentive readers discovers it: Exchanging the drivers removes the LinaA-routines too. As happened with the TT for example.

So never use them!

Reading access can be taken to the LinaA-variables. But Why?

5.5.2 Setscreen & Getscreen

These XBIOS-Functions (mostly Setscreen) shouldn't be used.

But what am I talking. For those using them or those being tortured
because someone else did:

The Videohardware of 1040STE and Mega STE has a hardware bug. When defining
a new physbase with Setscreen (and if it's the same gotten with Getscreen),
it may happen that the screen is 'folded'. This happens due to the movement
of a register at a special moment, which is only allowed to be moved at
special phases of the screenoutput.

What has to be done?

Users: The programs NVDI and FALT_OFF stop this error. Or give this FAQ to
coder.

Coders: Either even don't use Setscreen.
If You use it though: If physbase isn't changed, the value taken
with Getscreen may not be used. Use the
value -1 than physbase!

5.5.3 NVDI and WARP 9

There are two often used programs to replace the ROM drivers: NVDI and WARP
9 (earlier QuickST). TurboST was distributed by BELA but isn't updated no
more.

If these are used once, one will never want to miss them: the Desktop seems
to be terribly slow. I will never want to work without NVDI on my Atari.
Others say the same about WARP 9.

A quick note by Mickey Boyd: Warp9 is inferior to NVDI in every way I can test.
NVDI has GEM graphics 3 times faster than Warp9! NVDI and Before Dawn are
better than Warp9 (Warp9 has a screensaver built in).

NVDI uses strongly optimised drivers for the ST- and TT-resolutions. Sadly I
don't know which drivers are used by WARP 9.

NVDI is available from Behne & Behne and contains not only the drivers but a
GDOS and a manual describing exactly all VDI-calls.

WARP 9 is available from CodeHead.

Due to this NVDI is spread in Germany and WARP 9 in the US

5.6 Other drivers

Name	Date	Length	Distributor	Errors		Others	Fonts
				1	2		
META	11.04.89	5644	I			MF	
META	08.10.88	9325	BELA			MF	
META	16.12.87	9325	Atari			MF	
META_2	14.06.91	9325	I			MF	
META	27.01.92	9718	FontGDOS		n	MF, OTL	
META	28.01.93	9733	Speedo		n	MF, SPD	
MEMORY	27.01.92	58397	FontGDOS		n	LS, OTL	
MEMORY	28.01.93	60265	Speedo		n	LS, SPD	

PSCRIPT	14.10.92	33016	WT				
HPGL	08.07.91	48885	ST458				
ZEBRA	07.12.91	45746	WT				
T_OFFICE			wt			98/196dpi	
T_OFFICE			wt			98/196dpi	SPD
_IMG-0300__	_________	_______	_Reschke,wt_	_n_	___	________	LS________

ING-0300 can be copied (non commercial). The other IMG-0??? drivers are by SciLab. ZEBRA is for the Zebra Labelprinter.

5.6.1 Memory drivers

A memory driver doesn't do anything else than a screen driver (see [14] and [12]). The output simply goes to another area of memory.

The normal v_openwk binding doesn't have all parameters needed to open this driver. If not included to the language this binding must be made by yourself. A listing is found at [14].

The memory driver listed above can produce b/w output only and has a logical resolution of 300dpi. The (Matrix-)drivers tested by me have no problems with fonts installed that are for other other drivers. The memory driver should take screen-fonts - due to the 300dpi.

Problem could appear because of the aspect-ratio (relation of pixelwidth to height) - normally not similar to the screen resolution.
Due to this circles can be displayed as ellipses.

With NVDI version 2.5 the output can be redirected to offscreen bitmaps. You can make any GDOS outputs to this bitmaps and copy the result in windows on the screen.

5.6.2 Plotter drivers

A HPGL driver seems to be distributed with the program DATA. On PD-Disk ST 458 (German PD-series) is one too. If I get more about it I'll include this info here.

5.7 What's missing

I don't know drivers using the abilities of the following printers:

o Epson 360dpi Needleprinters
o DeskJet 500C
o DeskJet 550C
o LaserJet IV

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2641. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 14:19:13 UTC
From: mdg@ukc.ac.uk
Message-ID: <8175@gos.ukc.ac.uk>
Source record: 193398

In article <1994Feb9.111733.11892@dmu.ac.uk> se1ap@dmu.ac.uk (Alan Parker) writes:
>The Falcon sounds more and more promising... How much RAM does the DSP have exactly?
Anyone know? Also how practical is it to use Normal RAM with the DSP? Do you have to copy
it from DSP RAM to Normal RAM?

From my experience the Falcon DSP has:

32Kwords of X memory (96kbytes)
32Kwords of Y memory (96kbytes)
32Kwords of P memory (96kbytes) - although I'm not 100% certain of this one.

The RAM is VERY fast with no wait states (well done Atari for once).
For most things this is enough, but a little more would have helped.

There are two methods of transfer, one is by using the Sound DMA which gives
about 20K/VBL transfer and the other using the Host Port which gives about
50-60 K/VBL ...(50hz). You can use both at once, but be warned transfer by
DMA is quite difficult - I still don't have a satisfactory method , Can anyone
help me?

>Alan. (se1ap@dmu.ac.uk)

Griff
--

2642. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 14:48:35 UTC
From: v892127@schierbeek.si.hhs.nl
Message-ID: <CKyp4z.MpM@si.hhs.nl>
Source record: 193399

In article <CKuwsI.Gqz@si.hhs.nl>, v892307@vleugel.si.hhs.nl (Baljeu) writes:
|>
|> In article <2j0bnm$ifm@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice)
writes:
|> |> Does anybody know...
|> |>
|> |> (This, either)...how I might get a math co-processor for my Mega
|> |> 4 STE and install the sucker? Where, how, how much? This isn't
|> |> the first time I've asked this question, although it may be the
|> |> first time I get an answer!
|> |>
|> |> Thanks, again,
|> |>
|> |> Rob S. Rice
|> |> rrice@mail.sas.upenn.edu
|> |>
|>
|> From what I've heard, there's supposed to be a socket in the Mega STE
|> for a 68881 coprocessor.

That's right ! The socket is just near the 68000.

|> I've got a similar question:
|> Unfortunately I've got a 1040STf *without* a socket for a coprocessor. I'd like
|> to know whether it's possible to wire one in my ST (without buying an additional
|> accelerator board for it). I also wonder what's the difference between
|> a 68881 and a 68882. Can the 68882 be installed in an ST? I noticed
|> you can get one for around $60 (I think). I don't know the price of a 68881.
|> If it's cheaper than the 68882, you can skip the last question ;-)

Of course a 68881 is cheaper than 68882, because the 68881 is an older version.

|> Best regards,
|> Ronald.

C.W. Lai,
proud Atari ST owner,
student Computer Science,
distributor of Atari PD Reaction magazine.

Internet: v892127@si.hhs.nl
Fidonet : 2:280/706.12, 2:282/301.27, 2:283/705.20
NeST : 90:500/104.12
S-Mail : P.O. Box 13672, NL-2501 ER 's-Gravenhage, The Netherlands

2643. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 15:16:00 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2d58fed5@p4.troed.ct.se>
Source record: 193400

In a message of <07 Feb 94 17:08:59>, Phillip Davey (2:200/427.3) writes:

>> There are two enhanced gameports on the Falcon. You only need one
>> for BlowUp, right?
>
> What has blowup got to do with joystick ports?
> I thought it was something you put _inside_ the case...
> If not, could someone who has blowup please tell me exactly what you
> get and where it goes.
>
> BTW I have also been told that screenblaster plugs into the monitor
> port on the falcon and the monitor cable goes in the screenblaster.
> Would it be possible to have both blowup and screenblaster and the same
> time? (probably not but it's worth asking!)

BlowUp030 works in the same way... There is a small adapter which plugs into the monitor port of your Falcon and from it a small cable goes into one of the paddle-ports... No need to open your Falcon at all...very neat and very tidy!

Why would you want both SB and BlowUp?

Greetz, magnus_thylander@p4.troed.ct.se...

____
/ ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/____/

2644. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 15:18:42 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2jausilNNo15@sat.ipp-garching.mpg.de>
Source record: 193301

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
: In <2j897bINNgi9@sat.ipp-garching.mpg.de> krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:

: >A Mac with comparable CPU power, basically the color classic, is available
: >for about the same price as the Falcon. Ok, no DSP (but I still have to
: >await sensible applications for it), but a better OS, lots of documentation
: ^^^^^^^^^^^^^^^
: >and support etc.

: Hmm... of course, such stuff is always in the eye of the
: beholder, but personally I find it hard to see why an OS that

[shortened for the sake of brevity]

: * does cooperative multitasking only
: * has no sensible concept of a console
: * uses file "type" and "creator"

I hate it to play devil's advocate but the Mac is still the more
user-friendly, more bug-free OS. Personally I don't like it either,
but it's better... I think you have to live with it.

BTW, there are ASCII editors on the Mac as well :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2645. Re: MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 15:34:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2javr2$i44@mailer.fsu.edu>
Source record: 193302

Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:
>
> I was under the impression that netBSD had been ported to the mac at the same
> time as the amiga port was done?
>
> If thats true, I'm not sure why they wanted MiNT.....
>
> guess some people do it for the hell of it :)

I've seen NetBSD for the Mac, and I understand perfectly why someone wanted
MiNT. NetBSD is quite primative at this point, and requires continuous
tweeking. It is a Unix hacker's diversion, currently (abet a fun one).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2646. Re: Old Atari games (Ballblazer et al) for MSDOS??

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 15:47:53 UTC
From: iam@slammer.atl.ga.us
Message-ID: <CKyrvt.74t@slammer.atl.ga.us>
Source record: 193303
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.misc

In article <2j5tep$qil@mailer.fsu.edu> boyd@math.fsu.edu writes:
>
>As for Wizard of Wor, I have not seen a decent new clone of that for anything.
>However, there is now an Archon for the PC (Archon Ultra, I think is the
>name). It was just released recently, and is supposed to be good.
>

I've still got my Wizard of Wor cartridge for my Atari 400. I always thought
it was pretty fun. There is a Wizard of Wor program for OS/2, also, but
it leaves a little to be desired.

>Man, I am psyched to get my 8-bit back and play some of those great old
>games on my big screen TV!!! Remember Cosmic Balance II? Rescue from
>Fraculus? Encounter (the all time college dorm favorite for the entire
>floor during my freshman year)?
>

What was that game by LucasFilm where you had to wander through a maze
collecting powerups and fighting dragons at the end of each maze. I always
thought that game was a lot of fun, but its name keeps escaping me. Wait...
The Eidelon?

Help! :-)

Ian
--
Ian Mercado
iam@slammer.atl.ga.us
mathcs.emory.edu!slammer!iam

2647. Re: MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 15:49:10 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2jb0lm$hha@terminator.rs.itd.umich.edu>
Source record: 193304

In article <CKyLEs.HnB@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>
>I was under the impression that netBSD had been ported to the mac at the same
>time as the amiga port was done?
>
>If thats true, I'm not sure why they wanted MiNT.....
>
>guess some people do it for the hell of it :)

Well, I think Brad ported it because netBSD only runs on a select handful
of macs. For instance, it won't run on my mac II. MacMiNT, while
not completely stable, is pretty usable on it.

--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

2648. Re: pd chess program for atari ste on internet?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 15:50:34 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jb0oa$i44@mailer.fsu.edu>
Source record: 193305

Eric Barber (sizex@bnr.co.uk) wrote:
> is there such a thing? thanks, Eric

There is an old port of GNUchess. Also, there is a free/shareware graphical chess game for the ST that achieved some fame when it was first released (this was some time ago). My memory blurs, but I seem to remember that this game used some original algorithms that were found to be better than a professional proprietary chess computer (that cost many times as much as an ST at the time, and could only play chess). I _think_ it was called Krabat Chess.

Of course, there could be other PD chess players that I don't know about. I have seen Chessmaster 2000 (or was it 3000?!?) for the ST, and it seemed to be a good one (neat voice synthesis, good graphics/user interface). It is commercial, but could probably be found quite cheap used or in a bargin bin.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2649. Re: newsgroup

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 16:17:54 UTC
From: monen@fysbb.fys.ruu.nl
Message-ID: <1994Feb9.161754.29372@cc.ruu.nl>
Source record: 193306

In article <9402022203.AA06642@infocom>
Joseph_Hogan@UQAC.UQuebec.CA (Joseph Hogan) writes:

> it's still alive
it is....

2650. Re: Civ on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 17:02:20 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Feb9.170220.9908@cen.ex.ac.uk>
Source record: 193307

In article <A1585@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:

> >headphone socket. Open the Falcon, unplug the internal speaker. Ta da!
> RTFM. Hint: Use Control Panel -> General -> Speaker OFF

Question: How do I have xcontrol installed when playing games which
auto-boot from the floppy bootsector?
--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

--

Dave Cannon University of Exeter, Computer Unit
Laver Building, North Park Road
Exeter, EX4 4QE, Devon, UK

2651. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 17:05:55 UTC
From: woodford@esca.com
Message-ID: <1994Feb9.170555.20534@esca.com>
Source record: 193308

dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

>Just a short query or two. When my Falcon had 4 megs of memory (onboard
>standard) I had 4 megs of memory free, now I've upgraded to 16 megs I have
>only 14 free.

>From this am I correct in saying that the original memory was actually 6
>megs, with 4 mb accessable, or is the missing 2 megs of memory used to keep
>track of the rest of the new memory?

This kind of question keeps coming up! I can't find it in the FAQ,
soooooo, perhaps a FAQ update?

Anyway, the top 2Mb in the Falcon's normal RAM address space is 'hidden'
beneath the TOS ROMS. This is to maintain compatability with the ST
since the ROMS appear at the same place. There is no (known <grin!>)
way to get that lost 2Mb back so your Falcon with 16Mb of RAM is,
effectively, a 14Mb machine. Crazy? Yes. Typical of Atari? Yes again...

Cheers, Steve

2652. Re: MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 17:10:22 UTC
From: woodford@esca.com
Message-ID: <1994Feb9.171022.20676@esca.com>
Source record: 193309

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <1994Feb6.070955.26995@esca.com>,
>Steven Woodford <woodford@esca.com> wrote:
>>Hi all,
>>
>>I've just read a message in comp.unix.misc from someone who is,
>>apparently, using Mint on an Apple Mac! If this is so, it's news
>>to me! Any comments? Copy of post below.

>Apparently the ST is not the only machine with a large hobbyist programmer
>following. And, apparently, Apple is even worse than Atari re: revealing info
>about system internals. I guess Unix-ish support is so tough to get otherwise
>that it was easier to port an Atari OS and run GCC than any other route...

Must have kept someone awake for hours porting Mint; there's a
helluva lot of machine dependent hacks in there......

Cheers, Steve

2653. WTB: TT

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 17:32:10 UTC
From: dwm003@acad.drake.edu
Message-ID: <1994Feb9.113210.1@acad.drake.edu>
Source record: 193310

Anybody selling a TT??
I am looking to buy one....
Send e-mail to:
DWM003@acad.drake.edu

2654. Re: ATARI ST FTP-LIST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 17:53:10 UTC
From: Lexicor@world.std.com
Message-ID: <CKyxon.D42@world.std.com>
Source record: 193311

The public ftp site on world.std.com is /pub/atari not /src/atarist

Yat

2655. CD PLAY program?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 18:02:38 UTC
From: jorn.moe@byte.bbs.no
Message-ID: <760834965.AA04568@byte.bbs.no>
Source record: 193345

warwick@cs.uq.oz.au (Warwick Allison) writes:

>I need a program that will play CD's. I tried cdplay.lzh, but althoug
>the busy light on my CD-ROM drive lights, no sound comes from the head
>(or RCA) connections.

>I've got the CD-ROM drive connected to the TT SCSI port, if that makes
>any difference.

>It's a very simple procedure, from what I've read. Guess I'll have to
>do it myself. Any clues?

A friend of mine has writen a CD-player program for TT and Falcon. It
supports SCSI II players and a few others...

I'm not sure if he has finished it for release yet, but the version i
got was beta 0.91 so it's definitivly close to a V1.0 release:-)

Oh, yes, You should be able to reach him (Erling Henanger) at
erlingh@idt.unit.no

Jorn Moe, Oslo, Email: jorn.moe@byte.bbs.no | Fax: (+47) 64866917
Norway: The home of Santa and whale killers.| ABK-BBS: (+47) 67132659

-- ReadMail ST

2656. Re: Disc partition commpression

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 18:06:42 UTC
From: da-cun_e@freon.epita.fr
Message-ID: <2jb8ni$8j3@boson.epita.fr>
Source record: 193312

In article <A15149@K.maus.de>, Robert_Federle@k.maus.de (Robert Federle) writes:
|> EDC>I'd be interessed in contacting DataLite user to compare the two
|> EDC>products compress ratio and time (by example AEO_0220.txt is packed
|> EDC>to 100324 bytes in about 15s).
|>
|> 15 seconds??? On which system, ST, Mega STE, Falcon or TT? This is
|> *extremly* slow, even for a 8 MHz ST.
|>

By the way my posting was much more imprecise:
-AEO_0220.txt is about 220 Ko of text-file.
-The 15s has been achieved on a Falcon030 but that's not the point.

In fact it can compress within 1s even on a ST but the resulting size wont't
be the same. I must add that both compression rate & time required are exponential.
Id est you can either pack very quickly (rate 95% or 90%) or achieve better
rate (max 20% of original size) with much time. I think that the product I'm testing
isn't bad at all, it is always at least faster than Ice Packer 2.4 and the resulting
size is comparable to Atomik packed file... And it is real-time packing !!!!

To use such tool, for normal day use you choose a low offset while
you can optimize your hard-disk with a very high-one (decompression time is always <1s).
Its release date is nearing so you'll be judge ..

I call again, is there anyone on the net who owns DATALITE (by Hisoft)
and could evaluate time and size results for sample files ?

2657. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 18:43:30 UTC
From: nj1@ukc.ac.uk
Message-ID: <6818@merlin.ukc.ac.uk>
Source record: 193313

In article <CKy4L1.LoB@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>Just a short query or two. When my Falcon had 4 megs of memory (onboard
>standard) I had 4 megs of memory free, now I've upgraded to 16 megs I have
>only 14 free.
>
>From this am I correct in saying that the original memory was actually 6
>megs, with 4 mb accessable, or is the missing 2 megs of memory used to keep
>track of the rest of the new memory?

Weird one this.... Apparently the two Megs missing are where the ROM is (this was done to maintain compatibility with the ST).... So effectively it is 'lost'. The 4 Meg board DID have 4 Meg (not 6), as this problem only becomes apparent if you have 14 Meg.....

Don't know if there is anything you can do about it.... I'm not technically minded..... Maybe it's possible to reconfigure it as TT RAM, I don't know.... somebody who has a Falcon may be able to help you more.....

Bye for now...

Rodders.

--
Neil Jones-Rodway
Computer Science Student, University of Kent at Canterbury

-----== All the views expressed are my own - I enjoy having an opinion ==-----

2658. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 18:54:50 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2jbbhq$416@percy.cs.bham.ac.uk>
Source record: 193314

In article <1994Feb9.111733.11892@dmu.ac.uk>, se1ap@dmu.ac.uk (Alan Parker) writes:
> >I have a couple of demos (Eko springs to mind) which use the DSP for
> >graphics effects - I can't see why you can't use it for any purpose you
> >need. The Eko demo seems to use it for placing points in a 3D universe
> >type thing.
>
> The Falcon sounds more and more promising... How much RAM does the DSP have
> exactly? Anyone know? Also how practical is it to use Normal RAM with the
> DSP? Do you have to copy it from DSP RAM to Normal RAM?
>
> Any info would be gratefully received....
>
> Alan. (se1ap@dmu.ac.uk)
>

The DSP in the Falcon has 32K _words_ of 32MHz zero wait-state (ie damn quick)
SRAM. Since a DSP word is 24bit this equals 96Kb of RAM.

The DSP can only access it's own internal memory and this 32K words of memory, it
is not possible for it to directly access any other memory in the Falcon. The
same is of course true for the 68030 not being able to access DSP RAM.

However this ain't so bad since the DSP has some very nice configurable serial
ports that are connected up to the 68030. Using routines built into the OS and
some very simple programming at the DSP end you can transmit 1 - 1.5 Mb/sec from
68030<->DSP (There was a post earlier about exact tested amounts I think).

Anyway the whole DSP thing is very sexy indeed...

Bye...

Ian Rae | Falcon030 4/120Mb
Software Engineering | Current project DSP sound effects and a
University of Birmingham, UK | spectrum analyser... get in touch!

2659. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 18:58:20 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2jbboc$416@percy.cs.bham.ac.uk>
Source record: 193315

In article <2d574f16@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
> In a message of 07 Feb 94 19:39:47, Daron Brewood wrote:
>
> DB> Yo Pat, AFAIK according to Atari the JoyPad takes up both analog ports,
> DB> meaning no JoyPad or BlowUp together?! Sigh.
>
> It doesn't on the Jag, why should it on the Falcon/STE???
>

I think the confusion here comes from the fact that each enhanced joystick port can accept _TWO_ joysticks. The joypad however needs the lines that would normally let you use two joysticks to work. So although the joypad takes up two joystick _places_ it is only one joystick port... I think...

Hey I reckon it makes sense :)

Ian

2660. Problem with ICD Link

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 18:58:34 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CKz0pn.6B5@watserv2.uwaterloo.ca>
Source record: 193316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am having a problem with a new ICD link, I'll try to detail it:
(First not that I am upgrading from an Advantage+ and using UCD util 6.2.0)
The Link was working for two weeks fine and dandy. I still do not have a
manual for the Link since the store hasn't gotten a new one yet)

1. I bought the Link to replace my Advantage+ so I could sell the + to my
friend along with my Seagate 296N hard drive. I also have a Quantum LPS105.
I just bought a Maxtor 213SY to replace the 85. I first hooked up the Link
with the 85 and 105 before I bought the 213. It worked fine (85 was ID 1,
105 was ID 0, 105 at end of cable with terminating resistors in.

When I hooked up the 213 as well, ID 2, resistors removed, it all worked fine.
I then copied my important stuff of the 105 and 85, repartitioned, etc and
set up the 85 for my friend. I then took out the 85 and left the 105 (ID 0)
and 213 (ID 2) with 105 on end of cable and terminated. The computer no
longer recognizes the fact that there is a host adapter. I put the
advatage+ back in and it works fine!. I changed the ID of the 213 to 1
and it works fine with the Advantage+ but the link does not seem to be
there.

I took it to the dealer, they tested it and it works fine. I took it to
my firends house with the 85 (terminated and alone on the cable) and
it worked fine there too. Is it possible my Mega STe is not supplying
the proper power. To hook up the link to my existing cable, I crimped
a 50 pin female centronics directly to the cable, does the link require
terminators at that end too? The advatage doesn't need termiators there.
I think this might me my problem but I'm not sure. Anyone else with a
similar experience have anything to tell me? Or anyone with a link
manual?

Thanks for any help,
Sam

+---+
| Samy Mesbah "Mmmmmmmmm, Floor Pie!" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+---+
| And the Pope rolled up in his armoured van, fell to his knees and kissed |
| the land. He said something I did not understand (it was in Polish) so out |
| came an aide and he said "I will translate, here's what his holiness said, |
| 'I am the chief Jesuit, this land is Jesus' land and that is all that |
| there is to it'" |
| - Roger Waters, _Towers of Faith_ |
+---+

2661. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:16:42 UTC
From: dimasi@ssd.comm.mot.com
Message-ID: <1994Feb9.191642.23048@lmpsbbs.comm.mot.com>
Source record: 193317

The Suburban Chicago ATarians (SCAT) user group will hold its February meeting on Tues. Feb. 15 at 7:30 PM (7PM setup), at the College of DuPage, Room SRC1046 (at the North end of the SRC cafeteria; the SRC building is located on the SE corner of Lambert Rd. and 22nd St., in Glen Ellyn). Both ST/TT and 8-bit software will be demonstrated. Everyone is welcome to attend.

[If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work.]

Nick DiMasi, SCAT President

2662. MegaSTE's booting woes...

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:32:30 UTC
From: lancer@jaguar.WPI.EDU
Message-ID: <LANCER.94Feb9143231@jaguar.WPI.EDU>
Source record: 193318

Can anyone clarify the booting proceedure on a MegaSTE?

Shift = boot from floppy without checking HD
ctrl = boot and ignore auto folder

Is this right?

thanks,
.s.
--
- lancer@wpi.wpi.edu - - Redundant in Nu-Wave Black -
- Cockroaches determined to survive -
- Microwave me - watch me come alive -

2663. MegaSTE dip switches?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:33:43 UTC
From: lancer@jaguar.WPI.EDU
Message-ID: <LANCER.94Feb9143343@jaguar.WPI.EDU>
Source record: 193319
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone enlighten me as to the meanings of the different dip switch settings in a Mega STE?

There are 8 switches... I know one is DMA sound...

That's all...

thanks,
.s.
--
- lancer@wpi.wpi.edu - - Redundant in Nu-Wave Black -
- Cockroaches determined to survive -
- Microwave me - watch me come alive -

2664. Re: Blitter in Falcon and STe.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:40:36 UTC
From: wilsont@rahul.net
Message-ID: <CKz2no.Lu5@rahul.net>
Source record: 193320

In <8147@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

>Yes... I use the DSP for everything to do with graphics. You store your two
>double buffered screens in DSP memory and transfer one while drawing the other,
>in this way I can do 1,000,000 gouraud shaded pixels per second or about
>350,000 phong shaded pixels / sec... but the possibilities are endless, I
>think you could even use the DSP as a sprite engine, in practice I would say
>that hand-written DSP code delivers more than 16mops, since the parallel nature
>of the chip can be expoited 90% of the time and you are nearly always doing
>two/three things at once.

it must be a pretty small window your are dealing with, 320x200 TC takes
128k, quite a bit more memory than the DSP has. Certainly not enough
to double buffer. I could see the DSP drawing scanlines that get sent
to Host Ram (offscreen). I've seen your demo's, and that is gouraud
shading, but it looks nowhere near 1M pixels. (unless theres something
cool that you haven't shown us yet :)

Also, the DSP<->Host interface is only around 1 meg/sec isn't it?

that gives around 8-10 fps fullscreen 320x200 TC..eh not bad I guess.

Hmmm, if you can crank out that much, maybe DSP texture mapping isn't
as far fetched as i thought.

Hmmmm, time to get out the draing board.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~TOS, Unix and MS-DOS.

2665. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A2006@M4.maus.de>
Source record: 193321

>By the way... sorry if I mislead anyone.... the Medusa is, of course, a
>clone made by GESoft. When I mention "Atari computer", I don't
>necessarily mean it was made by Atari Corp. I just hate the term "TOS
>computer", as that implies something with no hardware compatibility and
>on which nothing fun can run. (A Gem/VDI/AES emulator.)

Sorry, but this is wrong either. The Medusa T40 is swiss made, the GE-Soft
Eagle being a different (and yet unreleased) machine.

2666. GCC2.5.8 Problems w/ MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:46:06 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2jbehu$ku1@cismsun.univ-lyon1.fr>
Source record: 193322

Did you ever note that the GCC 2.5.8 compiler released recently in the binary form at a.a.u.e does NOT correctly cope with MinixFS long filenames ? (Older versions may not too, but I didn't notice it, as I just installed my Minix partition yesterday)...

What's wrong ?

It works correctly with long filenames, or with case-sensitive filenames, but as soon as there are more than one '.' (point) in a filename, gcc-cc1 does NOT find the file any more (it just says 'xxxx' not found).
You rename it, removing the '.', or replacing them by ',' and it works very well.

I hear you from here: "Why the hell does he want to use filenames with more than one point in ?"

Answer: tools like YACC build those types of filename (xxxx.tab.c).
It's eazy to fix by including a 'mv xxxx.tab.c xxxx,tab.c' in the makefile, but I switched to MinixFS just to avoid having to do such things...
And it is still annoying...

Just to be curious, I tried Pure C (pcc.ttp) with such a filename. It just hangs ! It works very well on Minix FS, as soon as you don't give him "strange" filenames...

By the way, what are the 'good' tools to have when you use MinixFS ? (I mean useful little tools / tricks). Can a used-to-it answer ?

Thanks for any help...

Bye
Patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

2667. Re: MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:48:28 UTC
From: pagan@meiko.co.uk
Message-ID: <2jbemc$6me@bart.meiko.com>
Source record: 193323

In article HnB@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
-=>
-=>In article <2ja6kb$rfd@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
-=>>In article <1994Feb6.070955.26995@esca.com>,
-=>>Steven Woodford <woodford@esca.com> wrote:
-=>>>Hi all,
-=>>>
-=>>>I've just read a message in comp.unix.misc from someone who is,
-=>>>apparently, using Mint on an Apple Mac! If this is so, it's news
-=>>>to me! Any comments? Copy of post below.
-=>>
-=>>Apparently the ST is not the only machine with a large hobbyist programmer
-=>>following. And, apparently, Apple is even worse than Atari re: revealing info
-=>>about system internals. I guess Unix-ish support is so tough to get otherwise
-=>>that it was easier to port an Atari OS and run GCC than any other route...
-=>
-=>I was under the impression that netBSD had been ported to the mac at the same
-=>time as the amiga port was done?
-=>
-=>If thats true, I'm not sure why they wanted MiNT.....
-=>
-=>guess some people do it for the hell of it :)
-=>
-=>Craig.

It does exist. I have pulled it from an ftp site and will one of these days take it home and have a look at it. Only problem is that it needs quite a bit of memory and disk space...according to the shpeel at least.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

2668. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:51:12 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKz35D.3MH@cix.compulink.co.uk>
Source record: 193324

```
>AG> No. This is how things are: once you've written a serious application,
>AG> you're part of the gang, and it is no more a crime to use illegal
>AG> software.
>AG> But regular users still owe the productive community financial support,
>AG> if they aren't good enough to contribute in terms of software.
>AG>
>AG> My $0.02
>
>...well here's my dollar then...
>
>The above is probably the most stupid set of characters I've ever seen.

I'm glad someone said that, although I did hope that the original posting
was written with a slight sarcastic twist to it.

I wrote some graphics routines for a commercial adventure game in '87 -
does this mean that I can happily pirate software to my hearts content for
the rest of my life? [g]

--------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
--------------------------------------------------------
```

2669. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:51:15 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKz35F.3nB@cix.compulink.co.uk>
Source record: 193325

>The Falcon sounds more and more promising... How much RAM does the DSP
>have exactly? Anyone know? Also how practical is> it to use Normal RAM
>with the DSP? Do you have to copy it from DSP RAM to Normal RAM?

According to Hisoft's 'Modern Systems Programming' book...

"The Falcon DSP is provided with 96 kbytes of RAM on board, organised as
24 bit words. All this can be used to store programs and sub-routines in
the P memory area"

And yes, you copy from DSP Ram to Falcon RAM and back again... there are
several XBIOS calls which allow you to do this in a number of formats. The
same book mentions a speed of 1Mbytes a second (in theory), although I'm
unclear as to wether this means from Falcon Memory to DSP memory as well
as transfer between devices (CODEC->DSP->DMA, for example).

As you can see, I'm hardly au fait with the DSP but I hope this will
promote others more knowledgeable than me to step in with some comments,
as it's a topic I'm very interested in.

On a tangent... from even a brief reading of either the book mentioned
above or The Atari Compendium it becomes increasingly clear that the
question being asked (in here, as well as other places) should not be 'can
the Falcon do such and such?' it should be 'when will the programmers
start providing such and such?'.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2670. Re: MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:51:18 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKz35I.3o6@cix.compulink.co.uk>
Source record: 193326

>Well, I think Brad ported it because netBSD only runs on a select handful
>of macs. For instance, it won't run on my mac II. MacMiNT, while
>not completely stable, is pretty usable on it.

Do they have a working acronym for it yet - this is very important for the creation of this type of software. What about 'Mac is Now Tos' [g] - not recursive, I know, but you have to start somewhere. Is there a member of the acronym design team in the house?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2671. Re: Old Atari games (Ballblazer et al) for MSDOS??

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 19:51:21 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKz35M.3pM@cix.compulink.co.uk>
Source record: 193327
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.misc

>What was that game by LucasFilm where you had to wander through a maze
>collecting powerups and fighting dragons at the end of each maze. I always
>thought that game was a lot of fun, but its name keeps escaping me. Wait...
>The Eidelon?

The three singing flowers are the best part of any game I've ever seen -
apart from possibly the big scary alien smashing your screen in Behind
Jaggi Lines/Escape from Fractulus.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2672. Re: Blitter in Falcon and STe.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 20:07:34 UTC
From: mdg@ukc.ac.uk
Message-ID: <8192@gos.ukc.ac.uk>
Source record: 193328

In article <CKz2no.Lu5@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>I've seen your demo's, and that is gouraud
>shading, but it looks nowhere near 1M pixels. (unless theres something
>cool that you haven't shown us yet :)

Well I wrote that particular demo when I didn't even have a Falcon (I did
it on a friend's machine in one weekend...)

As for the 1million pixels per second, this is 16 WHOLE DSP instructions per
point (and remember that is 48 operations if the parallel nature is exploited
fully).

Perhaps there is something cool that I haven't shown yet!
I'm working with several other 'famous' ST(E) demo writers on a Falcon demo,
lets just say that it will be quite special.

Griff
--

2673. Re: MegaSTE's booting woes...

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 20:28:15 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CKz4v6.F24@cs.vu.nl>
Source record: 193329

lancer@jaguar.WPI.EDU (Stephe Lewis Foskett) writes:

>Can anyone clarify the booting proceedure on a MegaSTE?

>Shift = boot from floppy without checking HD
>ctrl = boot and ignore auto folder

>Is this right?

>thanks,
>.s.
>--
>- lancer@wpi.wpi.edu - - Redundant in Nu-Wave Black -
>- Cockroaches determined to survive -
>- Microwave me - watch me come alive -

I thought it was Alt to bypass the HD check.
I type this from memory at a late hour, so I'm not sure....

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

2674. 1040,Spectre,SuperCharger Sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 21:26:26 UTC
From: cleaves@ctron.com
Message-ID: <2jbke2INNckl@dur-news.ctron.com>
Source record: 193330

Hello folks,

All the following for sale, Best Offer takes the pieces, you pay UPS
ground shipping (or faster if you want :-))

Atari 1040STf - Addon 4 megs and Real Time Clock(internal Dallas Semi)
Chic high res mouse (must be with CPU, atari mouse bit
the dust.)
Atari MegaFile 30 - Loaded with Mint right now, do what you want with it
no bad sectors on last format about 3 weeks ago.
Atari SM124 Monochrome monitor
Atari SC1224 Color monitor
Spectre GCR + 6.0.8
SuperCharger IBM card + MS-DOS 4.0.1

Software, both commercial and PD will be bundled with orders on a buy
most get most basis just so I can get rid of it.

Please respond via email or call, I don't read this group anymore. Any offer
that is reasonable will be taken I want to get the stuff outta my way.

/\/\/\

2675. installing apps in NewDesk?

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 21:35:39 UTC
From: lancer@jaguar.WPI.EDU
Message-ID: <LANCER.94Feb9163540@jaguar.WPI.EDU>
Source record: 193331

How do I install an application in newdesk?

Specifically, I want to install file uncompressors to run when I click on a compressed file... ie: lharc.ttp runs with the argument -x on file foo.lzh when I click on foo.lzh...

I've tried the install application, but it doesn't seem to accept arguments correctly/at all... It runs lharc.ttp without the filename!

Is there a way to do this?

Perhaps it's like teradesk where you use %f as the filename in the argument list...

Thanks for any help!

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Everything is Equal": -
- We're singing out with the broken word, in with spoken truth -
- We're coming out of the doubting house, into the voting booth -
- Eye for eye, tooth for tooth, lie for lie, truth for truth -

2676. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 21:59:45 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CKz93L.AzB@cix.compulink.co.uk>
Source record: 193332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <CKz0pn.6B5@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.ca
> said:
>==========
>
>From: sasmesba@kingcong.uwaterloo.ca (Samy Mesbah)
>Subject: Problem with ICD Link
>Message-ID: <CKz0pn.6B5@watserv2.uwaterloo.ca>
>Keywords: Help
>Sender: news@watserv2.uwaterloo.ca
>Organization: University of Waterloo
>Date: Wed, 9 Feb 1994 18:58:34 GMT
>Lines: 45
>
>I am having a problem with a new ICD link, I'll try to detail it:
>(First not that I am upgrading from an Advantage+ and using UCD util 6.2.0)
>The Link was working for two weeks fine and dandy. I still do not have a
>manual for the Link since the store hasn't gotten a new one yet)
>
>1. I bought the Link to replace my Advantage+ so I could sell the + to my
>friend along with my Seagate 296N hard drive. I also have a Quantum LPS105.
>I just bought a Maxtor 213SY to replace the 85. I first hooked up the Link
>with the 85 and 105 before I bought the 213. It worked fine (85 was ID 1,
>105 was ID 0, 105 at end of cable with terminating resistors in.
>
>When I hooked up the 213 as well, ID 2, resistors removed, it all worked fine
>.
>I then copied my important stuff of the 105 and 85, repartitioned, etc and
>set up the 85 for my friend. I then took out the 85 and left the 105 (ID 0)
>and 213 (ID 2) with 105 on end of cable and terminated. The computer no
>longer recognizes the fact that there is a host adapter. I put the
>advatage+ back in and it works fine!. I changed the ID of the 213 to 1
>and it works fine with the Advantage+ but the link does not seem to be
>there.
>
>I took it to the dealer, they tested it and it works fine. I took it to
>my firends house with the 85 (terminated and alone on the cable) and
>it worked fine there too. Is it possible my Mega STe is not supplying
>the proper power. To hook up the link to my existing cable, I crimped
>a 50 pin female centronics directly to the cable, does the link require
>terminators at that end too? The advatage doesn't need termiators there.
>I think this might me my problem but I'm not sure. Anyone else with a
>similar experience have anything to tell me? Or anyone with a link
>manual?

Looks IMHO like the LINK is not being recognised unless the '85' (ST296N?)
is connected, perhaps this drive was supplying the +5V required by the
LINK, which gets its power from pin 26 ('TERM POWER') on the SCSI bus,
generated on one of the disk drives and often supplied via. a fuse,
whereas as far as I believe the 'Advantage +' does not require to be
powered in this way.
It may be that the LPS105, although terminated, does not supply the
'TERM POWER' required by the LINK, and that this was being supplied
by the '85' before it was removed. Perhaps if you were to try reversing
the order of the drives, making the last drive the 213SY and terminating
that one instead of the LPS105, 'TERM POWER' may be available from there.
I had a similar experience with an HP 7959S drive, which I recall did
not supply 'TERM POWER' when terminated.
Another main point to note IMHO is that the LINK does not support
parity and requires that parity is disabled on any drives connected to
it, whereas I understand that the Advantage+ supports parity.

Hope this is of some interest,

Best Regards,
Brian

brobson@cix.compulink.co.uk

2677. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 22:02:27 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CKz983.B5w@cix.compulink.co.uk>
Source record: 193333

```
>DB> Yo Pat, AFAIK according to Atari the JoyPad takes up both analog ports,
>DB> meaning no JoyPad or BlowUp together?! Sigh.
>
>It doesn't on the Jag, why should it on the Falcon/STE???

Looks like my information source was wrong then, and that was an official
at Atari UK!

= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
```

2678. Re: Cubase Audio/HDD

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 22:06:21 UTC
From: steve-j@teleport.com
Message-ID: <2jbmot$mr6@kelly.teleport.com>
Source record: 193334

In article <2d586ded@midinet.ct.se>,
Lars Reynold <lars.reynold@midinet.ct.se> wrote:
>Can anybody recommend a Fast SCSI2 HD to get full power out of Steinberg's
>Cubase Audio? Rumour's saying that it's allmost impossible to get all 8 audio
>tracks to work. I heard that somebody managed to get 5 audio tracks. Any
>suggestions?

You don't really need a SCSI-2 drive -- there are plenty of regular
SCSI drives that will transfer data fast enough. To get 8 tracks to
work, you'll need a pretty fast one, though -- I'd recommend getting
one that'll do close to 1MB/sec. or faster (plus a very quick seek
rate of 15ms or lower). There are some people who've even found 2.5"
IDE drives that'll do that, though 2.5" IDE drives only go up to about
250-300MB. Unfortunately, you can't really know EXACTLY what data
transfer rate you'll get until you hook it up to your system. I'll
ask some of the people who HAVE gotten fast drives, though.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2679. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 22:11:20 UTC
From: steve-j@teleport.com
Message-ID: <2jbn28$n42@kelly.teleport.com>
Source record: 193335

In article <1994Feb9.111733.11892@dmu.ac.uk>,
Alan Parker <se1ap@dmu.ac.uk> wrote:
>>I have a couple of demos (Eko springs to mind) which use the DSP for
>>graphics effects - I can't see why you can't use it for any purpose you
>>need. The Eko demo seems to use it for placing points in a 3D universe
>>type thing.
>
>The Falcon sounds more and more promising... How much RAM does the DSP have exactly?
Anyone know? Also how practical is it to use Normal RAM with the DSP? Do you have to copy
it from DSP RAM to Normal RAM?

The DSP has 96k of RAM, but has access to system RAM via DMA.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2680. Re: ICD BBS Number

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 22:13:14 UTC
From: steve-j@teleport.com
Message-ID: <2jbn5q$n7s@kelly.teleport.com>
Source record: 193336

In article <2jajrd$3co@olivea.ATC.Olivetti.Com>,
Savino Grillo AB <grillo@olivea.ATC.Olivetti.Com> wrote:
>
> Could anyone please forward me the BBS number of ICD ?

ICD's BBS # is (815)968-2229.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2681. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 22:17:05 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2jbnd1$3qa@agate.berkeley.edu>
Source record: 193337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CKz0pn.6B5@watserv2.uwaterloo.ca>,
Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> wrote:
>
>I am having a problem with a new ICD link, I'll try to detail it:
>
> [...]
> I then took out the 85 and left the 105 (ID 0)
>and 213 (ID 2) with 105 on end of cable and terminated. The computer no
>longer recognizes the fact that there is a host adapter. [...]
>
>I took it to the dealer, they tested it and it works fine. I took it to
>my firends house with the 85 (terminated and alone on the cable) and
>it worked fine there too.

The Link gets its power not from the ST but from the ``termination power''
supplied by one (or more) of the hard disks. Most hard disks have a jumper
by which you can enable/disable the termination power line from the drive.
I would guess that among your hard disks, only the ``85'' is supplying
termination power. Solution: Enable this jumper for _all_ of your drives.
(Multiple power suppliers is O.K.)

Defend American interests abroad! Support genocide in East Timor!
John Hauser---jhauser@cs.berkeley.edu

2682. RE: Cubase Audio/HDD

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 22:34:37 UTC
From: foster@rufus.nsc.com
Message-ID: <1994Feb9.223437.20704@berlioz.nsc.com>
Source record: 193338

When you buy the program they give a list of hard drives that get
all 8 tracks.

Otherwise I would suggest calling them although I think the L.A.
quake has affected them.

I am pretty sure the mentioned a maxtor 1.0GB disk that did all 8.

Off the top of my head you need faster than 12ms access and greater
than 1200Kb/s transfer rate.

8 tracks @ 16 bit (2bytes) @ 50khz (atari's sampling rate) = 800Kbytes/second
sustained so you need a bursty speed about 1.5 as fast.

Paul

2683. Re: Kermit Speeds

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 23:01:24 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <760853702.0@mettav.royle>
Source record: 193339

While waiting for a No.19 bus, on 3 Feb 94, Steve Taylor
said...

ST> As far as I can tell, we have Kermit set up exactly the same
way
ST> (e.g. packet size 1000), and I imagine that the speed of
the
ST> processor has little to do with the overall transfer speed, so,
does
ST> anyone have any ideas why I am operating so much more slowly?

Hmmm.... Which version of Kermit are you using... I know the old
one
has a max packet size of 96 bytes, so maybe you mainframe
version
is set to 1000, but you ST will only be getting 96 bytes at a
time,
if your using an old version for the ST...

Maybe worth checking the ST Kermit block size, which I think
is
SHOW PACKET ???

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org
<----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10
|
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10
|
+----> If we can't fix it, it ain't broke.
<----+

* Origin: STeve's Cyber-Island (100:1011/0.10)

2684. Re: Early MegaSTE questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 23:57:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKzEJK.HKL@cix.compulink.co.uk>
Source record: 193340

>Are there any known hardware problems with early MegaSTE computers? The one

1) Interference on the audio out during some shifter operations.

2) Picture jumping across the CRT during some shifter operations

3) Various High Density disk problems.

According to my dealer 1 and 2 shouldn't happen on the same machine as one
is due to one type of shifter chip and the other due to another. BTW I had
the second problem which was apparently fixed by fitting the *other* sort
of shifter chip. Well it certainly went away.

Anyway in reality both of these are fairly minor problems and rarely affect
use. The first one doesn't affect me even though I apparently have that
type of chip. The second shows up under MINIX and DevPakST, especially
under MONST when using the 'V' option to view the screen output of the
program being debuuged.

>I am looking at has TOS 2.06 and a DSDD floppy. The newer TOS was added
>later. My understanding is that the AJAX floppy chip coincided with the
>1.44mb floppy introduction (roughly), and offers no advantage for DSDD drives

I think that is the case.

>I have also heard that the 1.44mb floppies have problems with some
>self-booting game disks.

I've come across one or too, but very very few (although I'm not much of
a games player - and when I am, I have an STM for them ;-)

:-)

Roland.

@CiX

2685. Re: ICD BBS Number

Newsgroup: comp.sys.atari.st
Date: 1994-02-09 23:57:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CKzEJr.HLA@cix.compulink.co.uk>
Source record: 193341

> Could anyone please forward me the BBS number of ICD ?

Apparently its:

815-968-2229

Although I've never tried it myself.

:-)

Roland.

2686. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 00:55:59 UTC
From: woodford@esca.com
Message-ID: <1994Feb10.005559.26713@esca.com>
Source record: 193342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:

>When I hooked up the 213 as well, ID 2, resistors removed, it all worked fine.
>I then copied my important stuff of the 105 and 85, repartitioned, etc and
>set up the 85 for my friend. I then took out the 85 and left the 105 (ID 0)
>and 213 (ID 2) with 105 on end of cable and terminated. The computer no
>longer recognizes the fact that there is a host adapter. I put the
>advatage+ back in and it works fine!. I changed the ID of the 213 to 1
>and it works fine with the Advantage+ but the link does not seem to be
>there.

Sounds like you need to make the 213 bootable. Use 'ICDUTIL.PRG' (?)
to write the bootstrap loader into partition C: of the 213. It worked
Ok before because the 85 already has a boot loader. (You only need
one drive with a loader, more than one is quite safe, though).

>I took it to the dealer, they tested it and it works fine.

Your dealer should have spotted this problem. Did they boot it with
only your drive/link on their hardware? I'll bet they didn't!

>I took it to
>my firends house with the 85 (terminated and alone on the cable) and
>it worked fine there too. Is it possible my Mega STe is not supplying
>the proper power. To hook up the link to my existing cable, I crimped
>a 50 pin female centronics directly to the cable, does the link require
>terminators at that end too? The advatage doesn't need termiators there.

ICD's DMA->SCSI hardware is remarkably tolerant to incorrectly
terminated connections, so I wouldn't worry on that count.

So, basically, just run that hdutil.prg to make your 213 bootable...

Cheers, Steve.

2687. Re: Cubase Audio/HDD

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 01:08:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKzHup.KDF@cix.compulink.co.uk>
Source record: 193343

In message <2d586ded@midinet.ct.se>, lars.reynold@midinet.ct.se said:
>Can anybody recommend a Fast SCSI2 HD to get full power out of Steinberg's
>Cubase Audio? Rumour's saying that it's allmost impossible to get all 8 audio
>tracks to work. I heard that somebody managed to get 5 audio tracks. Any
>suggestions?

Yes - Micropolis AV and Quantum Empire. Expensive but superb.

Ofir ogal@cix.compulink.co.uk

2688. WANTED: Autoduel, Phantasie II for ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 01:12:51 UTC
From: IO20066@MAINE.MAINE.EDU
Message-ID: <94040.201251IO20066@MAINE.MAINE.EDU>
Source record: 193344

I am looking for originals or working copies of these older ST
games, as my computer destroyed my copies when it was having
problems, and I would very much like to replace these favorites.
Just mail me with a price in mind. Thanks.
-Mike Woodsum
Orono, ME

2689. Re: STE 1.62 Roms

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 02:41:09 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2jc6s5$2ok@golem.wcc.govt.nz>
Source record: 193346

] I've got one of the first Ste's available November 89'
] with TOS 1.6. I know the ROM's are plug in so what I am
] wondering does anyone have the UK version of TOS 1.62 that
] they do not need, ie their machines been wrecked or such like.
] The med res bug is getting to me and I want to fix it without
] buying TOS 2.06.

Preferably if you have a hard-drive but not necessarily, just get the files 'STE_FIX.*' and 'POOLFIX3.*'. These 2 files are the .02 in the version number! And, if you don't have a hard-drive (although _everyone_ does), TOS 2.06 is a bit of a waste really, as without a Hard-Drive a great deal of the new features are lost or severely limited! (Or, made unusably (!?) slow!)

2690. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 02:46:38 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2jc76e$2ok@golem.wcc.govt.nz>
Source record: 193347

```
] >What makes people think that is because Apple has a better interface to th
] >user. It looks better, offers more as-is and it works. Sure, we can have
] ^^^^^^^^^^^^ ^^^^^^^^^^ ^^^^^^^^
]
] 1) You're kidding, right?
] 2) Hunh? What do you mean?
] 3) You're kidding, right?

1. Questionable, TOS 4.xx in 640*480*256 mode in overscan, with a nice
256-color deskpic sure looks a lot nicer than any Mac-System I've seen.

2. TOS 2.xx and upwards offer about the same.

3. Big deal, so does everything else. Except ST TOS is a lot more
efficient than the mac System as far as space consumption is concerned,
faster too!

Comparing with TOS 1.xx Mac OS v6.xx.xx would beat it. Anyone using
System 7 on a machine under 40Mhz must be mad. Stick with 6.0.8 and
Multi-Finder!
```

2691. Re: pd chess program for atari ste on internet?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 03:16:52 UTC
From: dkoster@rainbow.sosi.com
Message-ID: <2jc8v4$bun@rainbow.sosi.com>
Source record: 193348

```
Eric Barber (sizex@bnr.co.uk) wrote:
: is there such a thing? thanks, Eric
: --
: _ "just a Texan a long way from home"
: _| ~-. Eric Barber, BNR Europe Limited, London Road, Harlow, England CM17 9NA
: \, *_} AT&T/BT/etc. +44 279 403527/429531 x 3527, ESN (NT/BNR) 6 742 3527
: \( DISCLAIMER: Working at, not speaking for, BNR | Eric.Barber@bnr.co.uk
```

2692. Re: I Love OXYD.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 03:40:22 UTC
From: renfro@bnr.ca
Message-ID: <2jcab6$eil@crchh610.bnr.ca>
Source record: 193349

In article <2isdjc$50j@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>My OXYD Book arrived yesterday, and I've played for about 4 hours now.
>
>This form of shareware distribution is really neat.
>
>Everyone: Get a copy of OXYD from your favourite site and buy The OXYD Book.
>
>
>I play in TT-medium - it's BEAUTIFUL. Would be lovely on a Falcon too
>(same rez).
>
>
>You can link 2 machines and play two players at once - one black ball, one
>white ball: team work! Can link TT and ST for example (that's what I do).
>MIDI or Modem.
>
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
> / * <- Computer Science Department, |||||| GEM++ is Free Software
> _.-._/ University of Queensland, _// || _ C++ is the FUTURE
> v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

What version(s) of OXYD are you running. I tried it out with a MIDI
link between a Falcon (v3.2) and a MegaST (v3) and it said link game
not possible. My wife really liked it and if I could get a link game
going then I would order the book.

RandyH

2693. UnZip/UnArc???????????????

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 04:01:05 UTC
From: raver909@telerama.lm.com
Message-ID: <2jcbi1$57n@telerama.lm.com>
Source record: 193350

Ok here is another clueless newbie question. How does one unzip or unarc
the programs on the atari.archive? I downloaded ARC.TTP but have no idea
how it is to be used. Please send email to set me straight.
Joe

--

|--------------------------1-8-7_____________Wicked_Rides_to_the_Darkside____
| Jungle/Darkness/Hard Acid *live* PAs (performances)_
|___________________email raver909@telerama.pgh.pa.us for bookings&demo_____

2694. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 04:15:40 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <p63otvM.lmcclure@delphi.com>
Source record: 193201

Chris Herborth said:

"...and as far as I know, IDE disks don't even know how
big they are!"

Apparently they do, but PC's rarely take advantage of this function.
On my Amiga, I have a hard drive subsystem that allows the use of an
IDE or SCSI drive. I chose IDE because it was less expensive (especially
at the time of purchase...over a year ago). I never had to tell
the software anything about the drive, other than that it was IDE.
(The drive is a Maxtor 7213A, BTW).

2695. Re: pinouts for commodore 1084

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 04:17:29 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <p6-LNFJ.lmcclure@delphi.com>
Source record: 193202

George Frajkor said:

"(b) tell us if the monitor can be used either as color
or monochrome without rebooting or complications?"

The Commodore 1084 supports only a 15.75Khz horizontal scan rate and CANNOT support ST hi-res (mono) output, which requires a H-scan of more than twice that (35.5Khz, as I recall).

Do not be fooled by any references to the 1084 supporting "640x400 resolution", as this refers to the interlaced modes available on the Amiga.

The 1084 can, however, be used as a substitute for an SC1224 or SC1435 in low and medium resolution on an ST.

The original 1084 used a DIN-type input for RGB. If that is the model you have, I do not have the pinout info.

2696. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 04:18:46 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pY3JdpG.lmcclure@delphi.com>
Source record: 193203

Stephe Lewis Foskett said:

"The MegaSTE uses a PLCC version of the 68881 or 68882 by
Motorola."

I would advise against using a 68882 in a MSTe. According to a post
on GEnie by the owner of Computer Studio, the 68882 will not function
properly in the MSTe. In addition, a 68881 should be less expensive,
although possibly harder to find.

2697. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 04:34:40 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <H9kiHc1w165w@sys6626.bison.mb.ca>
Source record: 193204

dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

> Just a short query or two. When my Falcon had 4 megs of memory (onboard
> standard) I had 4 megs of memory free, now I've upgraded to 16 megs I have
> only 14 free.
>
> From this am I correct in saying that the original memory was actually 6
> megs, with 4 mb accessable, or is the missing 2 megs of memory used to keep
>

The Falcon's hardware Operating system reserves the memory for maximum ST
compatibility. It is a shame that we cannot upgrade to only 8 megs as the
hardware does not allow for it. We recently aquired Wizztronics upgrade
board which allows for use of 4x32 simm 72 pin modules. Which board do
you have?
save

2698. Re: Cubase Audio/HDD

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 04:42:54 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <8LLiHc2w165w@sys6626.bison.mb.ca>
Source record: 193205

lars.reynold@midinet.ct.se (Lars Reynold) writes:

> Can anybody recommend a Fast SCSI2 HD to get full power out of Steinberg's
> Cubase Audio? Rumour's saying that it's allmost impossible to get all 8 audio
> tracks to work. I heard that somebody managed to get 5 audio tracks. Any
> suggestions?
>
> >Lars
>
> MidiNet - the one and only MIDI BBS!!
>
>

Any Hard rive with specs of 11 milliseconds should do the trick.
We are awaiting for our store demo copy of Cubase Audio for our Falcon.
Unfortunately the quake in California has delayed our shipment.

2699. Re: ICD BBS Number

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 04:48:48 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <2VLiHc3w165w@sys6626.bison.mb.ca>
Source record: 193206

grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

>
> Hi there,
>
>
> Could anyone please forward me the BBS number of ICD ?
>
> Thanx in advance.
>
>
> Savino
>
> Savino Grillo CAE/CAD Manager Olivetti Italy - grillo@iconet.ico.olvetti.com

you may reach them by voice at 815-968-2228. Ask for their BBS telephone
number

2700. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 04:51:03 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <sZLiHc4w165w@sys6626.bison.mb.ca>
Source record: 193207

se1ap@dmu.ac.uk (Alan Parker) writes:

> >I have a couple of demos (Eko springs to mind) which use the DSP for
> >graphics effects - I can't see why you can't use it for any purpose you
> >need. The Eko demo seems to use it for placing points in a 3D universe
> >type thing.
>
> The Falcon sounds more and more promising... How much RAM does the DSP have e
>
> Any info would be gratefully received....
>
> Alan. (se1ap@dmu.ac.uk)
>

Dsp uses 32k. We do not know of a way to copy normal RAm to the DSP.
There are several programs now that access the DSP and the speed is
significant. Try and obtain a demo called FRAC_DSP and you will notice
the difference!

2701. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 05:00:39 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <sFmiHc5w165w@sys6626.bison.mb.ca>
Source record: 193208

> |> In article <2j0bnm$ifm@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S.
> |> |> Does anybody know...
> |> |>
> |> |> (This, either)...how I might get a math co-processor for my Mega
> |> |> 4 STE and install the sucker? Where, how, how much? This isn't
the cost is roughly $110.00 Canadian dollars. A PAL chip from Atari is
also required on the Mega STE.

2702. Re: Old Atari games (Ballblazer et al) for MSDOS??

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 05:50:32 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <103349@cup.portal.com>
Source record: 193209
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.misc

> What was that game by LucasFilm where you had to wander
> through a maze collecting powerups and fighting dragons at the
> end of each maze. I always thought that game was a lot of
> fun, but its name keeps escaping me. Wait... The Eidelon?

The Eidolon. Lucasfilm made the fractal graphics system for
"Rescue on Fractalus" and used it in two games in different
ways. Fractalus had you flying over the surface, Eidolon turned
it upside down, and Koronis Rift put you on the surface.

Redoing these would be great; fun, uncomplicated games.

Jeff_M_Lodoen@cup.portal.com

2703. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 07:08:47 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0ryn@outb.wimsey.bc.ca>
Source record: 193210

Interesting-I had thought that the TT came from the factory with surface mounted ram(in typical Atari fashion!) and that the only Simm boards were 3rd party ones.
Doug Byfield

2704. Ram Needed. (Badly!)

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 07:11:54 UTC
From: lfoul@terapin.com
Message-ID: <lfoul.2p3w@terapin.com>
Source record: 193211

Wanted: 1 meg SIMMS of the proper type (What IS the proper type) for my STE.

I've been choking on 1 meg for FAR too long, and not having an HD makes it all that much worse. If *anyone* has got some lying around (uh huh, sure) or has access to some (cheap, mind you), PLEASE let me know. :) Oh, and remember, I'm a poor student. <sigh> Buying RAM around here is so damn expensive... Thanks..

Jake

```
+-------------------------------------------------------------+
| "That is not dead which can eternal lie, yet with strange |
| aeons, even death may die." -H.P. Lovecraft (NIN forever!) |
+-------------------------------------------------------------+
```

2705. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 07:16:09 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0ryt@outb.wimsey.bc.ca>
Source record: 193212

Offir:I lost your message regarding that file you were talking about-can you please repost your last email? Sorry about that.
Doug Byfield

2706. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 07:34:10 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CKzzoy.5Jp@cix.compulink.co.uk>
Source record: 193213

>Anyway, the top 2Mb in the Falcon's normal RAM address space is 'hidden'
>beneath the TOS ROMS. This is to maintain compatability with the ST
>since the ROMS appear at the same place. There is no (known <grin!>)
>way to get that lost 2Mb back so your Falcon with 16Mb of RAM is,
>effectively, a 14Mb machine. Crazy? Yes. Typical of Atari? Yes again...

Cheers for the information Steve, much appreciated. Seems daft to me, but
as I say I'm not into the hardware side of things at all. I've only managed
to run out of memory once so far, so no immediate worries.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

2707. Re: Blitter in Falcon and STe.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 07:34:12 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CKzzp0.5KA@cix.compulink.co.uk>
Source record: 193214

>I'm working with several other 'famous' ST(E) demo writers on a Falcon demo,
>lets just say that it will be quite special.

And hopefully it will work both in RGB and VGA modes in extended
resolutions (BlowUp)?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

2708. Re: CD-Roms

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 08:05:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A13193@MS.maus.de>
Source record: 193215

In article <CKs015.3M3@cix.compulink.co.uk>, Gordon Drayson
(gdrayson@cix.compulink.co.uk) wrote:
>Anyone managed to get a Toshiba CD-Rom running on an ST??? If so how..

Problem #1: most ACSI host adapters I tried do not work with the Toshiba
drives (currently I'm using GE-Soft's 'Link' which works just fine).
Problem #2: Atari's cdargen.bos doesn't support drives connected to the
ACSI port (except the CDAR504).

2709. Gemview & associated programs

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 09:13:50 UTC
From: qu94003@black.ox.ac.uk
Message-ID: <1994Feb10.091350.4326@black.ox.ac.uk>
Source record: 193216

Hi

i just downloaded the latest version of Gemview (3.01) from the atari archive
and i seem to have some Brucey Bonus programs with it. As i don't speak the
lingo, I don't know what they do. They do not, however, seem to be esential
for running the main program.

VDI_FIX.PRG presumably fixes my VDI, but what's wrong with it?
WINX.PRG something to do with having lots of GEM windows
WINNI.PRG ?
GEM_VIEW.ACC ?
GEM_XACC.ACC ?
GEMSHOW.PRG ?

Can I delete these and still get along OK?

Cam
--
==
| Cameron Marshall, The Queen's College, Oxford, OX1 4AW, England |
| E-mail : Cameron.Marshall@queens.oxford.ac.uk |
==

2710. Hi guys

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 09:41:53 UTC
From: chris@iconz.co.nz
Message-ID: <2jcvh1$pj5@iconz.co.nz>
Source record: 193217

Hey there all of you out there!

Just thought I'd pop in here and say hello.

Up until last week I ran a BBS in Wellington NZ on an Atari Mega STE called
Z*Net South Pacific. We brought Atarinet into NZ and Australia with the help
of Bob Brodie and Bill Scull.
The board has now closed but Atarinet lives on via Christchurch.
I'm now looking after ICONZ.CO.NZ and living on a daily diet of Internet.

So if there are any of you that know me from the Atarinet area say hello!

2711. The STE that never was (was Re: ST production to begin again!!!!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 10:25:31 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <760875930.8495@minster.york.ac.uk>
Source record: 193218

In article <CKyI4M.3H9@midge.bath.ac.uk>,
J S W Chan <ma2jswc@midge.bath.ac.uk> wrote:
>In the referenced article, sheppard_r@ix.wcc.govt.nz writes:
>>UK, Mags are full of all type of Rubish, like the STE was a Amiga killer..
>>
>>
>>There is No demand for Atari Computer products at all...
>>
>The STE would have been an Amiga Killer, because at the time of release, the
>STE cost 299 pounds and the Amiga 500 cost 399 pounds, and there were more
>ST owners. Unfortunately Atari didn't tell people about the STE, there were
>vast compatiblity problems. Lack of STE enhanced programs at the time didn't
>help the situation. Basically It's Atari's (lack of) Marketing Skills which
>has buggered things up.
>Shame really.
>
Before the Atari STE was released, there were plans for an EST. This was
apparently better than the STE, but the designer left Atari at the last
moment. I have heard from an ST magazine recently that in 1988, a prototype
STE was built which had a 68020 processor, and lots of other goodies the
STE doesn't have. This was never released because it seemed to be too
expensive.
I personally think that the STE's main problem was being overhyped by
the magazines. Atari never invented the term 'Amiga killer'.
When the STE eventually came out, there were several games that were
incompatable. Most of these games would actually work on an STE, but
Atari had installed a diskdrive that could only read 82 tracks, and
some games used tracks on their disks higher than 81.
Quite a lot of the software that wouldn't work on the STEs was
re-written to work.
I personally think that the STE would have done better if it had not
been for ST Format and New Computer Express.

There still isn't much software that takes advantage of the extra
hardware, but I have written some games that take advantage of the
extra ports on the side to add four extra joysticks to my games
for STEs.

PS. When they said that ST production would start again, was that
STFM production or STE production.

AE.

2712. Re: Need information about DSP Harddiscrec

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 10:30:23 UTC
From: petep@info.isbiel.ch
Message-ID: <2jd2bv$o6s@vega.info.isbiel.ch>
Source record: 193219

In article <2j8b63$f> Patrick Peter <petep@info.isbiel.ch> wrote:

>for my studies in digital signal processing i would like to write a
>mutlichannel-harddiscrecording-tool.
>
>that means:
>in a 1st step i'm recording a guitarplayer in realtime on the harddisk.
>then on a next step i'm recording the voice of the song. but while the singer
>is singing he can hear the guitar recorded before in the headphones. we have
>therefore to read from one file on the harddisc and to write to another file
>on the disk simultaneous. can the falcon030 handle this (in cd-quality or lower)?

In <2j9imv$nup@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

> Being able to monitor what you've recorded while recording something else
> is such a basic requirement that the Falcon would seriously naff if it
> couldn't do it. Cubase Audio can play back eight tracks at once. As no-one
> mentioned otherwise when reviewing it, it must be able to playback a mix
> of the other seven (say), while recording the eighth. In fact, if dropping
> in on the eighth, it should play all eight until the drop-in point. It
> should be remembered, though, that Cubase apparently relies on heavy RAM
> caching of the data (14MB is recommended), so you may need to do something
> similar if using more than a couple of tracks.

Yes, i think that it would be possible. but could someone give me more detailed
facts. i will use a standart 4mb falcon030 with one external scsi-harddisc, but no
accelerator.

- what is the highest possible sampling freq.
- what is the highest possible data transfer rate (with/without MULTITOS)
- is it possible to use simultaneosly the dsp for effects
- ....

on what else should i think specially?
do you know some good literature about that kind of problem?

2713. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 10:34:54 UTC
From: ue@icmp.ping.de
Message-ID: <H.ekU.aCyKFgrw8vU@icmp.ping.de>
Source record: 193220

In <CKxnL0.EAJ@cix.compulink.co.uk>, "Roland Givan" writes:

>What HD drivers are you using? On my 4MB MSTE I can't run Elite II from
>the hard disk even with just the driver in memory. It appears to work fine, but
>just bombs all over the place when you actually try to play it.
Hmm, try to a blank formatted disk into drive a: when starting Elite II.
The game searches drive A for a commander file and bombs out if there
is no disk present...
/s/Udo
--
Udo Erdelhoff ue@icmp.ping.de udo@iml.fhg.de

2714. Re: STE 1.62 Roms

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 11:19:12 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CL0A42.DrK@cs.vu.nl>
Source record: 193221

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>] I've got one of the first Ste's available November 89'
>] with TOS 1.6. I know the ROM's are plug in so what I am
>] wondering does anyone have the UK version of TOS 1.62 that
>] they do not need, ie their machines been wrecked or such like.
>] The med res bug is getting to me and I want to fix it without
>] buying TOS 2.06.

>Preferably if you have a hard-drive but not necessarily, just get the
>files 'STE_FIX.*' and 'POOLFIX3.*'. These 2 files are the .02 in the
>version number! And, if you don't have a hard-drive (although _everyone_

Eh what? Did I miss something? As far as I know, only the STEFIX, which
patched the medium resolution bug, came with my atari STe. What is the
use of POOLFIX3?

>does), TOS 2.06 is a bit of a waste really, as without a Hard-Drive
>a great deal of the new features are lost or severely limited! (Or, made
>unusably (!?) slow!)

IvO+> van Poorten

2715. Overscan on STe

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 11:31:05 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb10.113105.19697@dmu.ac.uk>
Source record: 193222

I've recently got a copy of Octalyser STe and was quite amazed to see it was using a new technique that gave an extra 16 pixels in the left border in low rez on an STe. This routine is interupt driven, and I'm thinking of hacking it out, the authors of Octalyser got this technique from some other guy. I can't remember his name but he deserves a pat on the back.

Anyway, I had been thinking about doing interupt overscan for years, but I never bothered trying. Now I don't see why it shouldn't be possible to do a fully overscanned screen running on interupts. This would be STE only (or a separte version for the FM) so that you only need to worry about the MMU and shifter that is in the machine. Obviously you woudn't be able to use very processor intensive commands such as MOVEM etc. when running the overscan or it would ruin the timing(unless we did a huge wait).

I reckon a routine like this could be done using 1/4 to 1/3 of the processor time, does anyone have any thoughts or ideas? I'm going to have a bash at it in the near future anyway to see what I can come up with....

Alan (se1ap@dmu.ac.uk)

2716. Re: COMA AUTHOR..

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 12:11:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2jd8a6$5g5@golem.wcc.govt.nz>
Source record: 193223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ekU.OeNDmYMNOgc@icmp.ping.de>, ue@icmp.ping.de (Udo Erdelhoff) writes:
>I'm only wondering why you are still using the old HSModem 1.05. Harun has
>written a new serial driver (the archive is called HSMODA02.*) and developped
>a card adding two 115KBaud FIFOed(!) serials to a standard ST.
>
>/s/Udo
>--
>Udo Erdelhoff ue@icmp.ping.de udo@iml.fhg.de

Well he does states that HSmodem 1.05 is faster than HSMODA02, also if you are
running a normal ST/STE there is no need for HSMODA02....

and from what I can read in the Doc's there is no need fpr HSMODA02..??

Please correct me if I am wrong....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2717. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 12:38:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._SlgJYdFtJM@semprini.waterloo-rdp.on.ca>
Source record: 193224

In <2iv8mv$kps@golem.wcc.govt.nz>, Steve Wells writes:
> A Falcon could *easily* handle doom, especially in something like the
> 640*200*256 mode in overscan, if a "standard" (I use the term loosely)
> 386-SX 32 can handle it, the Falcon can quite simply, especially with
> the DSP handling the texture-mapping which is pretty intensive on
> the poor Intel combined with everything else that is going on!

Don't get your hopes up... The Doom developers are working on a Jaguar
version, and that's it as far as Atari goes. They've ever said they
hate the Falcon they were given to develop it on... not surprising given
that Doom was originally developed on NeXTstep for Intel.

I would imagine that the Jaguar version would have all those cool
networking features (pending a jaguar phone/network extension).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2718. MegaSTE's booting woes...

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 12:56:18 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <760921363.AA04600@byte.bbs.no>
Source record: 193259

```
>Can anyone clarify the booting proceedure on a MegaSTE?
>Shift = boot from floppy without checking HD

Alternate = Boot from floppy without loading harddisk driver
(but this works only after a cold-boot, so press
Ctrl-Alt-Shift-Del first or turn on/off once)

>ctrl = boot and ignore auto folder

...and Desk-Acc's and Desktop.Inf

Actually you can ignore some of them....
Pressing Ctrl AFTER the AUTO-folder has started to be executed will
no stop loading AUTO-programs, but will skip ACC's and desktop.inf.

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

2719. MegaSTE dip switches?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 12:56:20 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <760921363.AA04601@byte.bbs.no>
Source record: 193260

>There are 8 switches... I know one is DMA sound...

Strange, what sould it do ?
On of them is 1.44MB format option on (in the desktop Format Dialog)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

2720. Early MegaSTE questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 12:56:24 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <760921363.AA04602@byte.bbs.no>
Source record: 193261

>1) Interference on the audio out during some shifter operations.

The noise on the DMA digital sound (sparcling) and the "flipping" of
the screen around the left border is due to a "not so good" GST-Shifter
chip. Can be fixed by installing a chip from a STE or some patching.

>2) Picture jumping across the CRT during some shifter operations

This is really the same problem - see above....
I had both problems on both my MEGA STE's - and changed the chip

>3) Various High Density disk problems.

Some older machines can't use 1.44 MB disk drives.
Some newer can, but has no 1.44 as standard (and no AJAX too)
Some newer has 1.44 drive too, but still lacks AJAX

I myself has one of each (had to buy a new one to get 1.44 support)
(but the old one without 1.44 is perfect for running my BBS :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

2721. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 13:04:38 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2jdbd6$4g@reseau.cict.fr>
Source record: 193225

>CD> Well, I personnaly have an illegal copy of Spectre 3.0 (shame on me).
>CD>
>CD> Cyrille Dupuydauby, Backward's author.

>I guess this means I don't have to feel sorry if I don't register Backward.

I would like to precise that my only intent is to have Spectre 3.0 running on
a Falcon (unless V 3.1 exists and runs). I do not intend to spread it in anyway,
(by the way it is me who hacked it); by the way, I do not need it and I will
probably destroy my copy once the patch work will be done.
I am doing what D.Small should have done; I do not blame him, but I guess
many people would be very happy if they can keep their Spectre !

Feel free to not register Backward (by the way, who does it nowadays, except
a few I thank here), but please do not blame my decision.

Anyway, if the money earned is great enougth, I will certainly buy a SPECTRE copy.

I think such remarks are only poor excuses, I have actually spend hundreds of hours
on Backward, and with the money I have received, I am paid about 10cents an hour.

And finally, it is easy to say: 'hey, this guy seems a bit nasty, why could'nt I ?',
isn't it ?

Cyrille Dupuydauby, Backward's author.

Send any flames, they will be answered back.

2722. Re: MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 13:16:32 UTC
From: hoshi@ext221.sra.co.jp
Message-ID: <HOSHI.94Feb10131632@ext221.sra.co.jp>
Source record: 193105

In article <CKyLEs.HnB@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

> If thats true, I'm not sure why they wanted MiNT.....

The biggest reason why I like MacMiNT is that it can run on MacOS with other Mac applications. On the other hand, NetBSD/Mac runs on its own environment. No Mac applications on NetBSD/Mac.

hoshi

2723. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 13:18:08 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2jdc6g$4h@reseau.cict.fr>
Source record: 193226

>>In a message of 05 Feb 94 17:38:23, Cyrille Dupuydauby wrote:

>>CD> Well, I personnaly have an illegal copy of Spectre 3.0 (shame on me).
>>CD>
>>CD> Cyrille Dupuydauby, Backward's author.

>>I guess this means I don't have to feel sorry if I don't register Backward ...

>No. This is how things are: once you've written a serious application,
>you're part of the gang, and it is no more a crime to use illegal software.
>But regular users still owe the productive community financial support,
>if they aren't good enough to contribute in terms of software.

>My $0.02
Ok, this time I am off. I publically give up patching
Spectre (sorry for all guys who mailed me). I do not appreciate to
be the bad boy steeling money and publically showing it.

My Spectre copy has been destroyed. Too bad, at least, I
have gained some peace of mind and a blank HD disk.

I think someone could set up a trial to decide what would
be my punishment. Eating my computer perhaps, or even more interesting
freeware Backward.

By the way, I am so silly for not having lied and said something
like: ' I have a copy of Spectre 3.0'.

Cyrille Dupuydauby, to be hanged up soon.

2724. Piracy is illegal, don't you think ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 13:35:42 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2jdd7e$4h@reseau.cict.fr>
Source record: 193227

Well, after the long debate that has followed my posting, I would like to make something clear:

- I do not encourage piracy in any way !
- I do not suggest ideas such: once you're a programmer you can still anything !
- I only intended to help people (I know it is very hard).
- I never intended to spread any kind of crakced software in any way.

Finally, I admit I though that having a TENPORARY illegal copy for patching Spectre was a good idea;
it seems that I am the only one who think so (but the mails I have received showed me that many LEGAL users
where interested).

What I have done: I will not pay for a software I do not use only for helping people (especially for
such a high cost one); so I have erased my disks. Sorry for those who counted on me, and I hope it will
calm the others down.

Cyrille Dupuydauby.

2725. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 13:49:52 UTC
From: v892127@alberts.si.hhs.nl
Message-ID: <CL0H34.E1C@si.hhs.nl>
Source record: 193228

In article <pY3JdpG.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
|>
|> Stephe Lewis Foskett said:
|>
|> "The MegaSTE uses a PLCC version of the 68881 or 68882 by
|> Motorola."
|>
|> I would advise against using a 68882 in a MSTe. According to a post
|> on GEnie by the owner of Computer Studio, the 68882 will not function
|> properly in the MSTe. In addition, a 68881 should be less expensive,
|> although possibly harder to find.

What's the difference between the 68881 and the 68882 ?
Why won't the 68882 function properly in the MSTE ?

C.W. Lai
Internet: v892127@si.hhs.nl

2726. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 13:53:28 UTC
From: v892127@alberts.si.hhs.nl
Message-ID: <CL0H95.E5C@si.hhs.nl>
Source record: 193229

In article <pY3JdpG.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
|>
|> Stephe Lewis Foskett said:
|>
|> "The MegaSTE uses a PLCC version of the 68881 or 68882 by
|> Motorola."
|>
|> I would advise against using a 68882 in a MSTe. According to a post
|> on GEnie by the owner of Computer Studio, the 68882 will not function
|> properly in the MSTe. In addition, a 68881 should be less expensive,
|> although possibly harder to find.

What's the difference between the 68881 and the 68882 ?
Why won't the 68882 function properly in the MSTE ?

C.W. Lai,
proud Atari ST owner,
student Computer Science,
distributor of Atari PD Reaction magazine.

Internet: v892127@si.hhs.nl
Fidonet : 2:280/706.12, 2:282/301.27, 2:283/705.20
NeST : 90:500/104.12
S-Mail : P.O. Box 13672, NL-2501 ER 's-Gravenhage, The Netherlands

2727. cli with cat for atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 14:19:39 UTC
From: mluoto@karhu.Helsinki.FI
Message-ID: <2jdfpr$799@karhu.Helsinki.FI>
Source record: 193230
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hello,
anybody know a "cli" (command line interpreter) for atari st/TT
that would have a "cat" (catenation of files) in it...

other unix type thingies wouldn't hurt either...

hurry...

pd/sw/fw ofcourse... preferably obtainable via FTP or just uuencode it
and mail it to me !!!

Thanks !

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

2728. Falcon sound input problems

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 14:25:14 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94041.092515STIRRE31@MAINE.MAINE.EDU>
Source record: 193231

When I first got my Falcon, SAM, AFM, and D2D all worked fine with
a microphone hooked in. Indeed, prank calls have never been as
fun :) . Anyway, soon after, the input from the microphone started
working some of the time, but not all of the time. Last night, it
didn't work at all. I have no idea what could be causing this. I've
fooled around with the gain adjusts and tried two different
microphones. When recording in SAM, I just get a sample of a huge
black line. Sometimes it picks up on sounds, sometimes not. Does
anyone have any ideas why this is happening? I am hoping that I
am overlooking something (even if I am embarrased) instead of having
a problem with the microphone jack.
Any help is greatly appreciated.
scott tirrell
stirre31@maine.maine.edu

2729. About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 14:36:06 UTC
From: djs@jet.uk
Message-ID: <1994Feb10.143606.17618@jet.uk>
Source record: 193232

I'm ready to take the plunge and get the Falcon (just as it seems that the smart decision is to get something else!). A few questions still remain, and I would be grateful for any authoritative advice!

1) As I will still be using my SM125 for the first month or so, will the built-in Overscan help me get an improved resolution?
2) Why is there a 200GBP difference between 1Meg and 4Meg versions? (According to Systems Solutions). Wouldn't I be better getting a SIMM board such as FalconWing and nicking three of the four 1MB SIMMS from my STe (+ one more from somewhere) to get a 4Meg machine on the cheap? Is the Ste memory fast enough? (I like the idea of going down the SIMM route as it aids later expansion to 14MB).
3) Is there any advantage in getting an internal HD drive, given that I have pleny of space on SCSI externals? Apparently, most (all?) Falcons in the UK get no free software as the drives are fitted by the retailers, not Atari (I've already got MultiTOS and SpeedoGDOS anyways).
4) By plugging a SCART cable into the ST-Monitor Adaptor (which works according to SysSol), what sort of TV resolutions can I expect? All of the RGB monitor resolutions.
5) The CPU timing fix is done for free, but they charge 60GPB for the bass-boost/line-level fixes. That sounds like a lot of cash to me, what's involved in the fixes?

Thanks in advance for any useful info...

--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2730. Re: Gemview & associated programs

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 15:26:09 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2jdjmh$if8@ccpnws.in2p3.fr>
Source record: 193233

Cameron Marshall (qu94003@black.ox.ac.uk) once wrote:

> Hi

> i just downloaded the latest version of Gemview (3.01) from the atari archive
> and i seem to have some Brucey Bonus programs with it. As i don't speak the
> lingo, I don't know what they do. They do not, however, seem to be esential
> for running the main program.

> VDI_FIX.PRG presumably fixes my VDI, but what's wrong with it?
> WINX.PRG something to do with having lots of GEM windows
> WINNI.PRG ?
> GEM_VIEW.ACC ?
> GEM_XACC.ACC ?
> GEMSHOW.PRG ?

> Can I delete these and still get along OK?

> Cam
> --
> ==
> | Cameron Marshall, The Queen's College, Oxford, OX1 4AW, England |
> | E-mail : Cameron.Marshall@queens.oxford.ac.uk |
> ==

--

YES you can.

+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +---+
| Email: acounis@lpnhp3.in2p3.fr |
| acounis@lpnaxp.in2p3.fr |
+---+

2731. ST stuff for sale.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 15:33:11 UTC
From: gmwg@st-and.ac.uk
Message-ID: <2jdk3n$aev@calvin.st-and.ac.uk>
Source record: 193234

I've got some ST stuff for sale. I'm in the UK, so prices are quoted in pounds sterling. All goods are in mint condition, and come boxed, with manuals. I will also forward the purchaser's name and address to the relevant organisations for support if relevant and required.

OK, here goes:
Naksha Scanner (With TouchUp 1.9) £50
Lattice C v5.06.02 £50
Tempus 2 (Text editor) £15
Stereo Replay £40
Quartet V1.5 (Stereo) £15
Diamond Back II £10
Microsoft Write (with GDOS) £15
Formula One Grand Prix £10
External Floppy drive (with PSU) £25
Blitz Turbo £10

I'm also considering selling my 520STe, with 2Megs of RAM plus a Naksha mouse, all leads, manuals, box etc, so make me an offer.

All prices negotiable, delivery within the UK will be paid by me. Reply by E-Mail preferably.

Giles.

Opinions expressed here are my own entirely and do not reflect those of any organisation to which I belong.

Sender: | I'd rather stick needles in my eyes than talk to one
Giles M.W. Guthrie | of those techno wannabees who think a bus is some kind
<gmwg@uk.ac.st-and> | of public transportation.
Snail Mail: | [Dell advertising slogan]
8 Albany Park, |_____
St Andrews, | "Smile", the man said, "It could be worse."
Fife. KY16 8BP | So I did, and it was.
United Kingdom | [unknown source]

2732. Re: UnZip/UnArc??????????????

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 16:06:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jdm2p$61q@mailer.fsu.edu>
Source record: 193235

Joe LeSesne (raver909@telerama.lm.com) wrote:
> Ok here is another clueless newbie question. How does one unzip or unarc
> the programs on the atari.archive? I downloaded ARC.TTP but have no idea
> how it is to be used. Please send email to set me straight.

{I email'ed, but thought it might be of general interest as well}

Get the file starter.tos on atari.archive. It is a self extracting archive
(you just run it) that contains several decompression programs (arc, lzh,
etc.) and some instructions, I believe. I'm not sure what versions it
contains, but it should enable you to bootstrap yourself up.

To have the full suite, I suggest you get the following:

Arc 6.02 (last version of Arc that worked, to my knowledge)
Lharc 2.32 (lharc and lzh are equivalent names for the same thing)
MSA 2.3+ (Magic Shadow Archive)
Zoo (whatever the latest version is)
ST Zip 2.4 (nice one, gaining popularity, install it as an application)
UUE UUD (uuencode and uudecode, UNIX style utilities)

In addition to all that, you want to get an arc shell of some sort to make
it easy to extract arc/lzh files (the most common, though Zip is popping up
a lot). An arc shell is basically a nice front end to other .ttp programs.
I use ArcShell 3.1 by the Codeheads, but it is old and has some flaws.
There are others out there. Grab the index for the Archiver directory on
atari.archive and pick a few to try out. In general, you want one that can
be installed as an application (so you can just double click on the arc or
lzh file you want to process), and allows you to pick the destination.
I would insist on being able to generate a destination directory
automatically.

Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *

* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2733. Re: pd chess program for atari ste on internet?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 16:07:56 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <94041.29276.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 193236

I don't know if this is any help, but I have a chess program I bought back in
'85 for my old 520 ST called "Psion Chess". It is one of the few games that
can get to work with my Mega STe. It's pretty good. --Mark van Wyk

------------------------ Original Article ------------------------
Xref: butch comp.sys.atari.st:59542
Path: butch!netcomsv!decwrl!olivea!sgigate.sgi.com!sgiblab!sdd.hp.com!caen!usene
From: boyd@gauss.math.fsu.edu (Mickey Boyd)
Newsgroups: comp.sys.atari.st
Subject: Re: pd chess program for atari ste on internet?
Date: 9 Feb 1994 15:50:34 GMT
Organization: Florida State University Department of Mathematics
Lines: 24
Message-ID: <2jb0oa$i44@mailer.fsu.edu>
References: <2jao7eINNmun@bhars12c.bnr.co.uk>
Reply-To: boyd@math.fsu.edu
NNTP-Posting-Host: gauss.math.fsu.edu
X-Newsreader: TIN [version 1.1 PL9]

Eric Barber (sizex@bnr.co.uk) wrote:
> is there such a thing? thanks, Eric

There is an old port of GNUchess. Also, there is a free/shareware graphical
chess game for the ST that achieved some fame when it was first released
(this was some time ago). My memory blurs, but I seem to remember that
this game used some original algorithms that were found to be better than
a professional proprietary chess computer (that cost many times as much
as an ST at the time, and could only play chess). I _think_ it was called
Krabat Chess.

Of course, there could be other PD chess players that I don't know about.
I have seen Chessmaster 2000 (or was it 3000?!?) for the ST, and it seemed
to be a good one (neat voice synthesis, good graphics/user interface). It
is commercial, but could probably be found quite cheap used or in a bargin
bin.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2734. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 16:37:49 UTC
From: huber@cs.tu-berlin.de
Message-ID: <2jdnsv$ckm@news.cs.tu-berlin.de>
Source record: 193237

```
>who is putting it out?
this is 'Afterburner', distributed by OverScan/Compo
Bye
Michael
```

2735. Blitter

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 16:41:33 UTC
From: di3dah@curtis.adbutb.hks.se
Message-ID: <1994Feb10.164133.27583@gdunix.gd.chalmers.se>
Source record: 193238

Well, there has been some letters conserning the blitter...

The blitter can be used in 'non-HOG'-mode, and still have stabile
interupts and about 90% of blittingcapacity left. How?
Well, do like this (this is how the system is using the blitter):

```
[...] ; Install blitter data here...

lea $ffff8a3c.w,a0 ; adress to busyregister
moveq #7,d0 ; bit to busyflag
move.b #$80,(a0) ; Start blitter
restart:
bset.b d0,(a0) ; Here we restarts the blitter as soon as
; the CPU gets control
nop ; To be sure the blitter has started
bne.s restart

[...] ; When blitting is done, the CPU will
; continue here
```

Well, this is how it works. If you have a long interupt occuring when
the blitter may work, and you dont want it to disturb the CPU, do like this:

```
interupt:
move.b $ffff8a3c.w,blitterstatus ; Get current status of blitter
clr.b $ffff8a3c.w ; Stop blitterwork

[...] ; Do interuptwork

move.b blitterstatus(pc),$ffff8a3c.w ; Restart blitter
rte ; Return from interupt

blitterstatus:
dc.b 0 ; Old blitterstatus
```

Thats how you can do with the blitter.
When in sharemode first the blitter retrives 64 buscycles, then the CPU retrives 64, making
the blitting take twice as long. Bu using this techice you will have 90% of the
HOGblittingspeed (64/(64+7)), and still have quite stabile interupts...

CD

2736. FTL/ Software Haven

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 16:46:44 UTC
From: jbilger@cs.tamu.edu
Message-ID: <2jdodk$3qd@news.tamu.edu>
Source record: 193239

Does anybody know if FTL has gone out of business, and if so , would they
still hold the rights to dungeonmaster?
--
[%%]==[%%]
[%%] Jeffrey Bilger jbilger@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]==[%%]

2737. Kandinsky

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 16:47:45 UTC
From: thopman@uoguelph.ca
Message-ID: <2jdofh$p7k@nermal.cs.uoguelph.ca>
Source record: 193240

Where can I get Kandinsky (I think I spelled that right), the new shareware drawing program raved about in a recent AEO? Does anyone know if it'll handle standard metafiles better than EasyDraw (for example, Opus graphs)?

THeo

2738. DSP RAM?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 17:05:33 UTC
From: d93the@t.hfb.se
Message-ID: <1994Feb10.170533.9882@t.hfb.se>
Source record: 193241

Now see...
I've been reading different postings that
says the Falcon DSP has 32K and 64K and 96K.

Is there anyone who know the real value?

_____
_____| |_____
\ | Tom Hellstroem Email: d93the@t.hfb.se | /
\ | University of Borlange Sweden | /
/ |_____| \
/_____) (_____\

2739. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 17:05:55 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2jdphj$e8@reseau.cict.fr>
Source record: 193242

By the way, there is a way for accessing the lost 2Mbytes !

YES, the blitter should have full access to this memory zone.
So you can use it for a RAMDISK or a cache disk, or even directly
with a MMU manager (a bit like virtual RAM, but with real RAM).

As soon as I get a memory upgrade, I will certainly code a cache
which takes benefit from this RAM.

Cyrille Dupuydauby

2740. 1040 ST Video problem.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 17:22:47 UTC
From: dba@sxb.bsf.alcatel.fr
Message-ID: <307@lacerta.sxb.bsf.alcatel.fr>
Source record: 193243

G'day folks,

a friend of mine has an 1040 ST with an intermittant video problem.

The machine runs perfectly but after some time, it may take
hours or even days, the display starts to blurr as the individual
pixels appear to jitter and scintillate.

Another display was tried but the problem remained hence it's definitely
coming from the cpu board.

I've opened up the cpu several times now and after each time, the machined
behaved itself for a longer than usual period before the problem reappeared.

All removeable integrated circuits have been extracted and reinserted,
including the RAM SIMS and the big PLCC chip in the socket near the video output.
I even sprayed around a bit of GOOP to try and improve any bad contacts......
but all to no avail. The problem always showed up again after a long delay.

I tried bending the cpu board to check that it wasn't a dry solder joint but
that had no effect.

Sometimes the machine will even run for weeks before it starts to play up!

If you can throw any light on this issue then I'd be really glad to here
from you. Perhaps it's a known problem with the big chip near the video
output that I mentioned. Is this the so called GLUE chip?

This is my first contact with the ATARI so I was working somewhat in the dark.
Thanks for any help you can offer....by email preferrably.

Cheers.......Dale

==
Dale A. BARBER | Salvation is found in no-one else, for
ALCATEL BUSINESS SYSTEMS | there is no other name under heaven given
1, route du Dr Albert Schweitzer | to men by which we must be saved.
F-67408 Illkirch Cedex / France | ACTS 4:12 (the Bible)
Tel: (+33) 88.67.79.35 | --
Fax: (+33) 88.67.77.92 | DISCLAIMER: The opinions expressed in
INTERNET: dba@sxb.bsf.alcatel.fr | this mail are my own and do not represent
| those of my employer.
==

2741. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 17:32:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL0rDn.516@cix.compulink.co.uk>
Source record: 193244

In message <1994Feb10.143606.17618@jet.uk>, djs@jet.uk said:
>
>1) As I will still be using my SM125 for the first month or so, will
> the built-in Overscan help me get an improved resolution?

No. Get an SVGA as soon as you can.

>2) Why is there a 200GBP difference between 1Meg and 4Meg versions?
> (According to Systems Solutions). Wouldn't I be better getting a SIMM
> board such as FalconWing and nicking three of the four 1MB SIMMS from
> my STe (+ one more from somewhere) to get a 4Meg machine on the cheap?
> Is the Ste memory fast enough? (I like the idea of going down the
> SIMM route as it aids later expansion to 14MB).

Getting the SIMMs modules is a good idea.

>3) Is there any advantage in getting an internal HD drive, given that
> I have pleny of space on SCSI externals? Apparently, most (all?)
> Falcons in the UK get no free software as the drives are fitted by
> the retailers, not Atari (I've already got MultiTOS and SpeedoGDOS
> anyways).

Only advantage is portability. You're better off spending the money on an
external drive IMO.

Ofir ogal@cix.compulink.co.uk

2742. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 18:08:33 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2jdt71$fn9@charm.magnus.acs.ohio-state.edu>
Source record: 193245

Have the controller and have used it on my falcon and it only uses one port.

And from my experiences with compatibility, the games probably won't boot with Blow Up installed anyway.

Just my $.02.

Dan Ackerman

dackerma@magnus.acs.ohio-state.edu

2743. TOS spec?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 18:25:05 UTC
From: jeq@lachman.com
Message-ID: <1994Feb10.182505.4787@i88.isc.com>
Source record: 193246

Is there any kind of interface spec for TOS?

To what extent does the API hide the hardware from
applications?

Bottom line, given the surplus price of low end Sun 3
hardware, is there any reason someone couldn't
write TOS to make a Sun emulate an ST? (Bwahahaha!)

--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, EGFC #002, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ "I love Boris Yeltsin. He's kind of like Ted Baxter's
\/ chubby older brother." - WBEZ (Chicago) personality Aaron Freeman

2744. Re: 57k bps on 1040STe serial port possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 18:25:10 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.o6ntY_vZ0Gw@sanity.tdkcs.waterloo.on.ca>
Source record: 193247

In <Up-EBDKCIUZ@zaphot.abg.sub.org>, Arno Welzel writes:
}
}You can not use more than 19200bps on a standard ST ! This is not
}a software problem - the main clock of the MFP does not allow a higher
}baud rate. If you need more (38400, 57600, 115200) you have to modify
}the hardware.
}
}However - it's recommended to use patch programs to fix the RTS/CTS-
}handshake.
}
}Look out for the hardware-upgrade "RSVE" by Harun Scheutzow in Germany -
}it consists of two small chips (a GAL and a logic chip) and an additional
}quartz for higher baud rates. It gives you baud rates up to 115200bps !
}

also the TurboRS from Neat & Nifty as well. email
ktessner@isle.waterloo-rdp.on.ca or drichard@isle.waterloo-rdp.on.ca for
info as well.

}
}Greetings, Arno

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Alpine |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
----------Bleh V1.0----------

2745. Re: JAGUAR got one, WHY not TT ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 18:27:28 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.rK&Y6aTBQk_@sanity.tdkcs.waterloo.on.ca>
Source record: 193248

In <H.eg.8PYuA5FV0FI@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
}In <H.ea.F9mjrzK8Ia2@sanity.tdkcs.waterloo.on.ca>, George Kirkaldie writes:
}> so, am I correct in assuming you don't want ANY new Atari groupsmade up
}> then, not even a .games one?
}
}No; I think a comp.sys.atari.st.games group would be quite sensible.
}I'm certainly not going to volunteer to perform the required duties
}though...

or for that matter read it?? :-)

yes, a games one would be a good idea.

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Alpine |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
----------Bleh V1.0---

2746. Re: CD PLAY program?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 18:31:47 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2jduij$fqu@charm.magnus.acs.ohio-state.edu>
Source record: 193249

I know there is at least one program with soruce code available on Genie.
Maybe we can get some kind hearted sole to upload it to an FTP site.

Dan Ackerman

2747. Re: Frontier ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 18:36:30 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2jdure$frl@charm.magnus.acs.ohio-state.edu>
Source record: 193250

re: Hard drive software. I am using Atari's software to run my drives.
And have ran it off of my internal IDE and my external SCSI. The only problems
I've had (actually my wife) was disk manipulation was kind of flakey.

Dan Ackerman

2748. Re: STE 1.62 Roms

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 18:38:09 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb10.183809.28868@bradford.ac.uk>
Source record: 193251

'Alan Swanson' writes:

: I do know about the disk fixes and how to change the DESKTOP.INF file.
: It's the hassle of having to change it (DESKTOP.INF that is) or
: forgetting to use the STEFIX.PRG. It's really just general laziness.
: I received some mail from Rodger Sheppard saying that I could patch my
: own roms with Eproms, ie copy the the tos 1.62 to a new set of roms.

I've just remembered another fix for the problem, which I used to use before I got a Hard Drive and a Hi-res monitor. The PD program 'DC-Format 3.x' will install an executable bootsector on any floppies you have, so that when you boot with that floppy, various configurations can be set. One of these is the option for Meduim Resolution. I cannot guarantee this would work on your TOS version, but it certainly does on mine.

Steve Taylor.

2749. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 19:20:21 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2je1dl$7d7@mojo.eng.umd.edu>
Source record: 193252

```
In article <CL0H34.E1C@si.hhs.nl> v892127@alberts.si.hhs.nl (Lai) writes:
>
>In article <pY3JdpG.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
>|>
>|> Stephe Lewis Foskett said:
>|>
>|> "The MegaSTE uses a PLCC version of the 68881 or 68882 by
>|> Motorola."
>|>
>|> I would advise against using a 68882 in a MSTe. According to a post
>|> on GEnie by the owner of Computer Studio, the 68882 will not function
>|> properly in the MSTe. In addition, a 68881 should be less expensive,
>|> although possibly harder to find.
>
>What's the difference between the 68881 and the 68882 ?
>Why won't the 68882 function properly in the MSTE ?
>

From what I understand, the 68882 is pin/hardware compatible with the
68881. The main difference is that it is pipelined (which means it
can execute floating point operations faster given an appropiate
compiler -- i.e. the compiler would order the operations in such a way
as to maximize the benefits of the pipeline).

The main problem with using the 68882 in a MSTE is that a lot of the C
compilers out there had a bug in their floating point libraries which
caused problems with the 68882. This, in turn, meant that any
software written using these compilers would not work on a MSTE with a
68882.

The above is all from memory so I might be wrong. Any corrections
would be welcome.

--Gerry
```

2750. Re: DSP RAM?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 19:29:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL0wtD.BHp@cix.compulink.co.uk>
Source record: 193253

In message <1994Feb10.170533.9882@t.hfb.se>, d93the@t.hfb.se said:
>
>Now see...
>I've been reading different postings that
>says the Falcon DSP has 32K and 64K and 96K.
>
>Is there anyone who know the real value?

Yes it's 32kwords. A DSP word is 24 bit wide, so in total it has 96kbytes.

Ofir ogal@cix.compulink.co.uk

2751. Re: Hi guys

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 19:59:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2je3nh$836@golem.wcc.govt.nz>
Source record: 193254

In article <2jcvh1$pj5@iconz.co.nz>, chris@iconz.co.nz (Chris Thorpe) writes:
>Hey there all of you out there!
>
>Just thought I'd pop in here and say hello.
>
>Up until last week I ran a BBS in Wellington NZ on an Atari Mega STE called
>Z*Net South Pacific. We brought Atarinet into NZ and Australia with the help
>of Bob Brodie and Bill Scull.
>The board has now closed but Atarinet lives on via Christchurch.
>I'm now looking after ICONZ.CO.NZ and living on a daily diet of Internet.
>
>So if there are any of you that know me from the Atarinet area say hello!
>
>

Who is this Hello chap...!!!!!

Were is your Sig...???

By the way Cris, I have fixed your mono monitor, so what do I do with it..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2752. Cubase Audio/HDD

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 20:18:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <2d5aecaf@midinet.ct.se>
Source record: 193255

SJ> In article <2d586ded@midinet.ct.se>,
SJ> Lars Reynold <lars.reynold@midinet.ct.se> wrote:

>> Can anybody recommend a Fast SCSI2 HD to get full power out of Steinberg's
>> Cubase Audio? Rumour's saying that it's allmost impossible to get all 8
>> audio tracks to work. I heard that somebody managed to get 5 audio tracks.
>> Any suggestions?

SJ> You don't really need a SCSI-2 drive -- there are plenty of regular
SJ> SCSI drives that will transfer data fast enough. To get 8 tracks to
SJ> work, you'll need a pretty fast one, though -- I'd recommend getting
SJ> one that'll do close to 1MB/sec. or faster (plus a very quick seek
SJ> rate of 15ms or lower). There are some people who've even found 2.5"
SJ> IDE drives that'll do that, though 2.5" IDE drives only go up to about
SJ> 250-300MB. Unfortunately, you can't really know EXACTLY what data
SJ> transfer rate you'll get until you hook it up to your system. I'll
SJ> ask some of the people who HAVE gotten fast drives, though.

What I've read from Steinberg's News sheet, only Fast SCSI2 will work together
with Cubase Audio. According to some music stores they told me that the
IDE-format won't work at all. I'm surprised that you wrote this, because I've
never ever heard it before. Allthough, it sounds interesting. Have you tested
it by yourself? And please, ask those people before I buy something -way to
expensive- and don't really need it :-)

Greetings Lars

2753. football manager game to falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 20:42:13 UTC
From: gaston@ludd.luth.se
Message-ID: <gaston.760912947@father.ludd.luth.se>
Source record: 193256

Hi.

Is there somone who have heard of any football
manager game which is actually working at
falcon? Perhaps with Backwards or something similar ?

Please send me an E-mail if you can help me ?

gaston@ludd.luth.se

2754. Wanted Calamus & C++ to Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 20:44:50 UTC
From: gaston@ludd.luth.se
Message-ID: <gaston.760913104@father.ludd.luth.se>
Source record: 193257

```
Hi

If someone has Calamus and/or a C++
to Falcon and thinks he or she doesn't
need it anymore,please contact me.

E-mail: gaston@ludd.luth.se
```

2755. Re: DSP RAM?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 20:50:25 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2je6mh$i8@reseau.cict.fr>
Source record: 193258

The real DSP memory size is 32Kwords, and a DSP word is 24bits
(i.e, 3 bytes). So it is also 96Kbytes.

2756. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 21:10:36 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CL11Hp.GME@cix.compulink.co.uk>
Source record: 193262

>hardware does not allow for it. We recently aquired Wizztronics upgrade
>board which allows for use of 4x32 simm 72 pin modules. Which board do
>you have?

I'm using the FalconWing board from System Solutions.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

2757. Re: IDE (was Disc Partition Compression)

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 21:19:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2d5aa5d5@daggskim.ct.se>
Source record: 193263

Cyrille DUPUYDAUBY wrote on 05 Feb 94 (to All), and I quote...

> From: carrere@galaxie.int-evry.fr (Cyrille DUPUYDAUBY)
>
> Just a little word to mention that IDE controller is NOT DMA linked
> to memory. I am still wondering why ATARI has decided to use
> quite powerfull processors with such a loosy architecture.

Could be size and availability. It looked like IDE were out before SCSI versions of that physical size in larger volumes. At least you have the option of an external SCSI-port...

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

2758. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 22:09:05 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <137855@hydra.gatech.EDU>
Source record: 193264

In article <pY3JdpG.lmcclure@delphi.com>, Lonnie McClure
<lmcclure@delphi.com> writes:

> According to a post on GEnie by the owner of Computer Studio, the
> 68882 will not function properly in the MSTe.

Or the owner has a bunch of 68881-16MHz FPUs in stock and would like
to unload them on MSTE owners ;-)

BTW, I've seen 16MHz 68882 Mac Classic/LC upgrade kits advertised for
$59US. If the FPUs are socketed PLCC chips, then they could be used
in the MSTE. The only remaining problem is getting the PAL/GAL chip
such that the FPU can be utilized.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2759. WINCAP entry sought for CDC WREN drive

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 22:18:06 UTC
From: ttonino@bio.vu.nl
Message-ID: <1994Feb10.221806.1909@bio.vu.nl>
Source record: 193265

Hello dear net.folk,

I just acquired a used and not really healthy CDC WREN
hard disk drive. Currently I am not able to format it with the
Atari utility HDX 5. The drive is visible for the driver, which
reports it's name when booting. HDX however asks me to contact
Atari for a new WINCAP file.

Does anyone have such for me, or data on how to enter parameters?
I tried the other settings, e.g. MEGAFILE 150 and others, but
still with the not supported - contact Atari message as a result.

If anyone has 'the missing line' or a new WINCAP, or other solution,
many thanks.

The drive model number is 94181-702, and it has a 570-600 MB capacity.

Regards,

Thomas Tonino

2760. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 22:20:41 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2jebvp$dg3@news.dmpe.CSIRO.AU>
Source record: 193266

Just on this thread about Linux for the TT/Falcon, here are a few questions ...

1. Is Linux a derivative of Unix? If so, then

2. You should be able to run it on a 68010 or 68020.

Now, I'm going to be shot down in flames for stating this, but a few of the guys here at work are considering buying a second-hand Unix box for playing around with. The boxes are AUS$600 (US$450), and they have 2 * 380 mb SCSI HDs, HEAPS of external ports, a Tower Case, Printer, Terminal, 150mb Tape drive and the Central CPU is a 68020 .... running Unix SR3 ....

So, am I just clutching at straws, or should Linux run on 680x0 machines where x > 0? ....

Anyway, $600 is a good deal for 2 380mb SCSI drives, even if they are 5.25 inch jobs ... they'll suit my Falcon real nice ...

Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

2761. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 22:20:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.PrJumd4UTGg@semprini.waterloo-rdp.on.ca>
Source record: 193267

In <cs93294.760432261@wolfcreek.cs.ualberta.ca>, Stuart David A writes:
> >Atari doesn't care about their computer users... they're concentrating
> >100% on the Jaguar. Even before the Jag was released, they ignored
> >their computer users.
>
> >A modular design would sure be nice, but I really don't think Atari will
> >ever release another computer. Their "state of the art" is a 16Mhz '030
> >machine; the rest of the world has moved through '030s at real speeds
> >(on a 32-bit bus; yes, I know about the TT... discontinued!), through
> >the '040, and is starting to use RISC chips.
>
> umm actually they started production on the TT line again quite recently.
> Guess that shoots that argument.

Not really. Those extra TTs are just to feed the Jaguar developers,
since the only current Jag development platfor is a TT+extra goodies.

Has anyone heard of any of those TTs making it to dealers for sale as
"normal" TTs?
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2762. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 22:30:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.pfJ9m4dFEWo@semprini.waterloo-rdp.on.ca>
Source record: 193268

In <CKqowJ.658@world.std.com>, y.siu@lexicor.com writes:
> Let me also clear a few things about the Medusa/Pandora.
>
> This machine according to Medusa Systems is a 68040/64 Mhz. It is to a
> certain extent and it has been discussed here before, last I understood it
> is a 64Mhz internal 32Mhz external kind of business, i.e. the machine is
> essentially 32Mhz, according to Medusa that is how Motorola issues these
> chips, it's standard.

ARGH! It's not 64M;2j3%@#$%24nml
NO CARRIER

> It features an ISA Slow that with NVDI ET-4000 can handle any ET-4000 ISA
> Board, this could also mean 2Meg boards if NVDI doesn't restrict this, I
> couldn't see how. That is an added advantage as ISA Graphic Boards on the
> PC platform run very cheap.

Wouldn't an ISA graphics card require a special ISA driver (thanks to
the stupid nature of the ISA bus... ie, you can't ask the card what IO,
IRQ, etc its set at) ?

> IDE is standard, SCSI is optional, the board for SCSI is currently not
> finished but should be in the next two months.

Yuck. Nothing like crippling a high-end system with the lowest-end disk
subsystem. :-(

> Further additions are a planned 060 board.

Why would they do this? _If_ the '060 is released, it promises to be
MUCH more expensive than PowerPC chips, which will offer much more
speed...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2763. Re: Using gdb to debug...

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 22:36:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xleEaCGZ1cI@semprini.waterloo-rdp.on.ca>
Source record: 193269

In <SCHWAB.94Feb3112956@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> In the binary distribution (gdb36p4b.zoo), there is a file gdb.info, a
> plain text file (with some control character), which is the infoized
> version of gdb.texi. There are no ST specific descriptions inside, but
> the only real difference between the Unix and the ST version is that
> on the ST gdb cannot read the symbol table from the executable, but
> uses a separate file made with sym-ld.

I printed this and the README.ST, and RTFM'd... works like a charm.

> Yes, you can use the attach command to debug any process after telling
> gdb which are the exec and symbol files. The only tricky part is to
> attach to the process before it crashes...

No problem... The program I'm debugging crashes at specific times, and
I can easily attach to it before then... I'm glad this works!

> Use the backtrace command (can be abbrevated to bt).

Works like a charm... one of my crashes is coming way down in the MiNT
library though (!), so I need to investigate a bit more...

> You can also use -O, but *not* -fomit-frame-pointer. Make sure that
> the symbol file is linked the same way as the exec file, e.g. by using
>
> foo.sym: $(objs)
> gcc -B/gnu/bin/sym- -o foo.sym $(objs)
> ^^^^^^^^ substitute the path to sym-ld here
>
> in the Makefile.

Thanks for the reminder; it also said this in the README.ST.

The gdb 3.6 from ftp.germany.eu.net works much better than the one on
atari.archive; the one on atari.archive gave me 11 bombs under MiNT
(which usually traps bombs!).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2764. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 22:39:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jed3v$2e0@mailer.fsu.edu>
Source record: 193270

David Forrai (gt1448b@prism.gatech.EDU) wrote:
> BTW, I've seen 16MHz 68882 Mac Classic/LC upgrade kits advertised for
> $59US. If the FPUs are socketed PLCC chips, then they could be used
> in the MSTE. The only remaining problem is getting the PAL/GAL chip
> such that the FPU can be utilized.

Could you elaborate on the PAL/GAL? I thought it was a drop in upgrade
involving only a 68881. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2765. Re: /|\ ST Software For Sale /|\

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 23:00:40 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CL16L4.81z@cs.uiuc.edu>
Source record: 193271

Sorry about the previous post. That one got away. I hope I cancelled it
before too many people read it and got confused. I will be posting the
real ST software sale list tomorrow. Sorry!

--
/ Brian Totty o o
/__ __ o Department of Computer Science o "We have corn in
/ / / / 1304 W. Springfield Ave _/ Massachusetts too!"
/__/ / / Urbana, IL 61801
email: totty@cs.uiuc.edu
Gradual Student html: http://www-picasso.cs.uiuc.edu/People/totty

2766. Linux/Unix ST?

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 23:05:42 UTC
From: mmariott@acs.ryerson.ca
Message-ID: <2jeek6$ii8@hermes.acs.ryerson.ca>
Source record: 193272

I know they must exist! Anyways, I'm very interested in getting Linux for the ST. Does it work? Can I actually use it as a substituation for Linux on the PC? Can someone suggest a FTP site for the Atari Version where I can get FAQs, Files, etc...

2767. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 23:06:49 UTC
From: wilsont@rahul.net
Message-ID: <CL16vD.GzF@rahul.net>
Source record: 193273

In <8175@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

>From my experience the Falcon DSP has:

>32Kwords of X memory (96kbytes)
>32Kwords of Y memory (96kbytes)
>32Kwords of P memory (96kbytes) - although I'm not 100% certain of this one.

Whoa whoa! you only have 32kwords TOTAL, the X Y and P are mapped
onto it. that is: x:0 x:16k and p:16k are the same memory location.
as well as y:0 y:16k and p:0.

>There are two methods of transfer, one is by using the Sound DMA which gives
>about 20K/VBL transfer and the other using the Host Port which gives about
>50-60 K/VBL ...(50hz). You can use both at once, but be warned transfer by
>DMA is quite difficult - I still don't have a satisfactory method , Can anyone
>help me?

Tricky, you mean connecting DSP transmit to DMAREC?

Now I know why you're the demo coder. :) thats pretty sneaky.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~TOS, Unix and MS-DOS.

2768. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-10 23:59:33 UTC
From: hiot@helios.rz.tu-clausthal.de
Message-ID: <1994Feb10.235933.22407@solaris.rz.tu-clausthal.de>
Source record: 193274

hello

please send me a saved game ... it's hard to start form zero :-)

--

____ ___
/ / / / Oliver Teuber hiot@sun.rz.tu-claustahl.de
/ / / / Schulweg 8
/___/ /__ _/_ D-37534 Badenhausen DH0OAE@DB0KG

ftp.tu-clausthal.de: FTP-Server fuer HAM-RADIO,ATARI,UNIX,DOS,LINUX,MAC,AMIGA

2769. Re: more cross compiling with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 00:08:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2jeia4$47a@uqcspe.cs.uq.oz.au>
Source record: 193275

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>> Now my question is, how can I reduce the size of the executables?

>Do you mean the executables on the Sun or the ones on your Atari? If
>you compile without "-g", and then use "strip -k" on the executables (or
>link with "-s"), it'll make the executables about as small as they'll
>ever get.

Note thatr compiling with -O2 greatly reduces sizes of executables.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2770. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 00:10:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2jeidk$4bi@uqcspe.cs.uq.oz.au>
Source record: 193276

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <h54118.759738063@sakura>, Christian_Goltz writes:
>> I know about VRAM 030 and Outside

>Does either one work with MiNT/MultiTOS?

Outside works fine with MiNT.

Of course, memory protection gets turned off (only one program can have the
MMU --- yet another reason to add virtual memory to the OS (MiNT)).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2771. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 00:15:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2jeime$4jj@uqcspe.cs.uq.oz.au>
Source record: 193277

avg@cwi.nl (A.V. Groenink) writes:

>I totally agree. I would propose to open a group
> comp.sys.atari.games
>so that all those Jaguar posts will be done there as well.

Yikes. That would be chaos. Sure, if you don't WANT to see game messages,
you'd love to have them all pushed away into one group. But for the people
that do, it would be useless. Besides, rec.games.video.atari covers Jag.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2772. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 00:22:19 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2jej3r$kig@samba.oit.unc.edu>
Source record: 193278

In article <2j93nq$4ks@mercury.mcs.com>,
Jason L. Weisberger <jweis@MCS.COM> wrote:
>Please include the TOS version in your ad. I'm looking at your ads but
>there is no way I am writing each of you to find out what version of TOS you
>are running. I'm also not going to buy a machine running 1.0, I already have
>that problem and am to lazy to just buy new chips.
>

What versions of TOS are there and which of them would you like????

Seriously,

Don Nelson

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2773. Re: Early MegaSTE questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 00:57:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CL1C0F.4ox@cix.compulink.co.uk>
Source record: 193279

>The noise on the DMA digital sound (sparcling) and the "flipping" of
>the screen around the left border is due to a "not so good" GST-Shifter
>chip. Can be fixed by installing a chip from a STE or some patching.
>
>>2) Picture jumping across the CRT during some shifter operations
>
>This is really the same problem - see above....
>I had both problems on both my MEGA STE's - and changed the chip

Fine - I was told that I had to risk one problem or the other as neither types of chip were 100%. As it happens I never had the sound problem, and changing the shifter cured the left boarder problem.

My 1.44 floppy was faulty as well - but thats another story!

:-)

Roland.

2774. FTP??

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 02:18:35 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <2jeptr$d6f@usenet.INS.CWRU.Edu>
Source record: 193280

Does anyone have a list of FTP sites for Atari ST? I know of archive.umich.edu, but am interested inothers.
--
From Benjamin Hoppe (usr1322a@tso.uc.edu), compliments of Yakko Warner:
"It's a great big universe, and we're all really puny, we're all little specks about the size of Mickey Rooney. It's big and black and inky, and we are small and dinky, It's a great big universe, and we're not!"

2775. Re: Waar is Atari ST Nieuws?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 04:55:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2jf34v$crj@golem.wcc.govt.nz>
Source record: 193281

In article <ohb.760642591@dutsh7.tudelft.nl>, ohb@dutsh7.tudelft.nl (Onno Hardebol) writes:
>donm@ucon.gun.de (Don Maple) writes:
>Hi all
>
>>Does either of you (or anyone else) know if "Atari ST Nieuws" people are
>>on the Net? Addresses?
>
>
>You can reach Atari St Nieuws through me. No, they're not on the net, but the
>adress is: ACN
> Prins Bernhardlaan 3E
> 2015 CK Haarlem
> (+31) 23351100
>
>I speak to them at least once a week, so you can use me as a channel.
>

Please correct me if I am wrong but I thought this chap was involved
with ST-News....

stefan@spc.nl"

Stefan Posthuma stefan@spc.nl

>
>Onno Hardebol (ohb@dutsh7.tudelft.nl)

I did ask him about the Atari club here (WACE) getting ST-NEWs back as they
were the distributors for New Zealand....

He did state that here would get back to me, but never did...

So what has happened, I think the last we gor was 5.3..????

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2776. Re: UK/Euro Mags/Dealers

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 05:05:59 UTC
From: Marc Baime <mbaime@delphi.com>
Message-ID: <Zw1J1xX.mbaime@delphi.com>
Source record: 193282

My name is Brian Rost <rost@tecrus.enet.dec.com> writes:

>Any US users who can tell me where to get European mags or (better yet) have
>dealt with overseas dealers, if you could give me some pointers, I'd apprecaite
>it.

Call Mike at Sideline Software (1-800-888-9273). Please tell him
Marc Baime sent you. He has gotten me every piece of European software and
every Euro Mag I ever wanted for my ST and my Amiga and he now carries
a great selection of IBM European (TFX,Subwar 2050, etc.) as well.
Regards...Marc Baime

2777. Re: Current US Atari Mail Order Dealers?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 05:08:00 UTC
From: Marc Baime <mbaime@delphi.com>
Message-ID: <RQ+KVRY.mbaime@delphi.com>
Source record: 193283

Try Mike at Sideline Software for European ST stuff. His number is 1-800-888-9273. I'd appreciate it if you'd let him know Marc Baime gave you his number. Whatever! He's a top notch source for European software on all platforms.
Regards...Marc Baime

2778. Re: more cross compiling with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 05:08:20 UTC
From: walra@moacs11
Message-ID: <lpofakpicxk@moacs11>
Source record: 193284

In <2jeia4$47a@uqcspe.cs.uq.oz.au>, Warwick Allison writes:

> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>>> Now my question is, how can I reduce the size of the executables?

>> Do you mean the executables on the Sun or the ones on your Atari? If
>> you compile without "-g", and then use "strip -k" on the executables (or
>> link with "-s"), it'll make the executables about as small as they'll
>> ever get.

> Note thatr compiling with -O2 greatly reduces sizes of executables.

And the same for -m68020 and -m68881.

Regards,
Waldi (walra%moacs11@nl.net)
--
I invited a woman back to my place the other night. While I went
into the kitchen to make coffee, she switched on the television.
"Have you got cable?", she asked. "No," I replied, "but I do
have some rope and handcuffs, if you're interested."

2779. Re: Falcon 486 emulation & 040 status?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 05:09:52 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2jf3v0$npr@elroy.jpl.nasa.gov>
Source record: 193285

In article <H.eg.1ne8BNd0xWE@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <2hv9ei$79h@news.bu.edu>, writes:
>> What is the status of the Falcon these days?

>No support, no dealers, no software. Same as always.

>> Is there an 040 option in the
>> works?

>Not likely. Atari will never release another computer, in my opinion.
>If they had brains, they'd skip the '040 and design a computer around
>the new PowerPC 603 chip.

As surprising as this may seem to you, there are a number of Atari folk
who share this opinion. Still, I doubt we'll see anything come of it until
the Jaguar stuff is rolling....
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

2780. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 05:21:53 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2jf4lh$obt@elroy.jpl.nasa.gov>
Source record: 193286

In article <xvufiutmixo@moacs11>, Waldi Ravens <walra%moacs11@NL.net> wrote:
>In <CKqowJ.658@world.std.com>, y.siu@lexicor.com writes:
>> IDE is standard, SCSI is optional, the board for SCSI is currently not
>> finished but should be in the next two months.

>Will this be fast SCSI or fast wide SCSI?
>Or will we still be stuck with the slow 8bit-asynchronous stuff?

While I'd also be interested in seeing Fast SCSI-2, I might point out that even the TT's SCSI-1 bus runs at 4 MB/sec async, which is still faster than most hard drives out there. I'm sure very few Atari owners own enough fast drives to saturate that bus...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

2781. Re: TOS spec?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 05:35:50 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2jf5fm$p38@elroy.jpl.nasa.gov>
Source record: 193287

In article <1994Feb10.182505.4787@i88.isc.com>,
Jonathan E. Quist <jeq@lachman.com> wrote:
>Is there any kind of interface spec for TOS?

>To what extent does the API hide the hardware from
>applications?

>Bottom line, given the surplus price of low end Sun 3
>hardware, is there any reason someone couldn't
>write TOS to make a Sun emulate an ST? (Bwahahaha!)

Hm... No, there aren't many reasons why this couldn't be done. But still,
why would you want to? A much more interesting project, I'd think, would be
to port SunOS 3.5 to the ST...

The XBIOS has some stuff that might be considered hardware-specific, but their
use has either been discouraged or extended by Atari. (e.g., Xbios video,
rs232 config, etc...)

>Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
>DoD #094, EGFC #002, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
> __ "I love Boris Yeltsin. He's kind of like Ted Baxter's
> \/ chubby older brother." - WBEZ (Chicago) personality Aaron Freeman

Hm, Lachman, eh. Any chance you can dig up the old X port and get it freed?
(As I recall, 'way back in 1988 some guys at Lachman ported an X10 server to
run on a 520ST. Also as I recall, it didn't use TOS at all, and whatever
kernel it did use was proprietary, and so the code never appeared in the Free
World... There's even a paper about it in an old Usenix Conference Proceedings,
but I don't remember the specific reference...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

2782. Re: I Love OXYD.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 07:14:48 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2jfb98$3p4@nasim.sta.sub.org>
Source record: 193288

Randy Hoekstra (renfro@bnr.ca) wrote:
: >You can link 2 machines and play two players at once - one black ball, one
: >white ball: team work! Can link TT and ST for example (that's what I do).
: >MIDI or Modem.

: What version(s) of OXYD are you running. I tried it out with a MIDI
: link between a Falcon (v3.2) and a MegaST (v3) and it said link game
: not possible. My wife really liked it and if I could get a link game
: going then I would order the book.

Both Falcon and MegaST have to run in the same resolution. You've to
choose between ST-HIGH or ST-LOW. The TT-MID version will not work. It
also would be a good idea to run the same executable on both Falcon an
MegaST. As I see you use different versions on the different machines.

I sometimes link my Falcon to my 1040 STFM. I prefer ST-LOW (Colour
version).

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

2783. Re: Gemview & associated programs

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 07:24:39 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2jfbrn$3pb@nasim.sta.sub.org>
Source record: 193289

Cameron Marshall (qu94003@black.ox.ac.uk) wrote:

: i just downloaded the latest version of Gemview (3.01) from the atari archive

The latest version of GEMView is 3.02.

: VDI_FIX.PRG presumably fixes my VDI, but what's wrong with it?

Older versions of VDI have the problem when opening three virtual
workstations an closing the second before closing the third the system
will crash. It's easy to reproduce this Bug with GEMView because it
seems to open a virtual workstation for each window.

: WINX.PRG something to do with having lots of GEM windows

If you have TOS 2.x or higher you should give WINX a try. You get a
lot of new window features (backdrop, realtime-slider, etc.) not only
40 instead of 7 windows maximum.

: WINNI.PRG ?

This is only a test-program for WINX producing many windows on your
screen. ;)

One of the other addidional programs allows GEMView to install as
SHSHOW with MultiTOS. GEMView will then only started once.

: Can I delete these and still get along OK?

You can, but it's not recommended.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

2784. Re: FTL/ Software Haven

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 07:49:56 UTC
From: steve-j@teleport.com
Message-ID: <2jfdb4$7fb@kelly.teleport.com>
Source record: 193290

In article <2jdodk$3qd@news.tamu.edu>,
Jeff M Bilger <jbilger@cs.tamu.edu> wrote:
>Does anybody know if FTL has gone out of business, and if so , would they
>still hold the rights to dungeonmaster?

FTL is still around and they still hold the rights to Dungeon Master.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2785. Re: 57k bps on 1040STe serial port possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 08:48:23 UTC
From: diehl@r-node.io.org
Message-ID: <2jfgon$8c1@r-node.io.org>
Source record: 193291

There is a shareware modular serial patch for TOS computers called HS-MOdem (generally called HSMODA01.ZIP or something like it) It increases the speed of your serial port very well. I have tried it and works consistently at 38.4kbps with a 14.4k or 16.8k modem.

CYOTFS!
...D.L.
...Underground

2786. GDOS fonts searching for

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 08:56:28 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2jfh7s$2b4@sus.edu.eur.nl>
Source record: 193292

Hi, I have a question: I seem to think that most gdos fonts are PD.
if that's true, then are there any ftp sites, where i can find them?
if it's not true, then: never mind.

thanks,

****
* "Well it's not just me, and it's not just you. This is all *
* all around the world." Paul (Is that guy still alive?) Simon *
* cspas050@sus.edu.eur.nl - in real life: cspas050 *
****

2787. Re: Falcon JPEG Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 09:10:59 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Feb11.091059@cs.man.ac.uk>
Source record: 193293

> Dave, where your program could really come into its own is as a slideshow viewer

Yes, that's largely the point. Mine is intended as a serious tool for maintaining a large JPEG archive (I have ooh it must be 50 megs or more now) and so has a lot of features connected with viewing large numbers of images. In comparison, Brainstorm (or at least what I've seen, which might be out of date now) is run through GEM, which imposes a lot of contstraints on what you can do.

> automatically go on to the next picture after a specified time interval

2.18 has 'auto-slideshow' where it goes onto the next pic as soon as it is ready (this was mostly intended to make it possible to compact a large number of pics at once) and I'll have a look at including timed slideshow by the next version. Other things that will be in the next one include: improved GIF support (Interlaced GIFs and oversize clipping), mouse-driven display routines, and possibly mouse-selectable image cutdown if I can get the bast working.

Dave

2788. Re: Kandinsky

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 09:54:04 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CL20u4.Bvv@newcastle.ac.uk>
Source record: 193294

In article <2jdofh$p7k@nermal.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:
>
>Where can I get Kandinsky (I think I spelled that right), the new
>shareware drawing program raved about in a recent AEO? Does anyone know
>if it'll handle standard metafiles better than EasyDraw (for example, Opus
>graphs)?
>

ftp.uni-kl.de has it.

And it handle's OPUS graphs just fine. It's .GEM handling is not quite as good as Arabesque's, but it is easier to use (I use Arabesque just for cleaning up .GEM's 'coz it's very compatible with everything).

Craig.

2789. Re: GDOS fonts searching for

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 10:22:36 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2jfm9c$ngd@info2.rus.uni-stuttgart.de>
Source record: 193295

In <2jfh7s$2b4@sus.edu.eur.nl> cspas050@sus.edu.eur.nl writes:

> Hi, I have a question: I seem to think that most gdos fonts are PD.
> if that's true, then are there any ftp sites, where i can find them?
> if it's not true, then: never mind.
Be VERY careful. Most fonts you find on ftp sites are only for screen
resolutions. You won't be able to print documents with these fonts.

For more info see at "The GDOS FAQ".

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2790. Demo Screens!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 10:44:07 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb11.104407.27132@dmu.ac.uk>
Source record: 193296

Hello,

Ummmmm, where to start. I've has an STe for over four years now, during this time some mates of mine and I coded some demo screens etc. Anyway I now have a demo shell with only three screens, if ANYONE wants to send me a screen of ANY standard as long as it's code in 68000 then please contact me via E-mail. I've been too busy with University and writing and STe game to do any screens, but it would be a shame to waste all the hard work that has gone into this demo..... Especially as the three screens I have are guest screens!

Alan. (se1ap@dmu.ac.uk)

p.s - what there is of the demo (intro, 2 loaders, depacker and main menu) are quite nice!!!!

2791. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 10:53:33 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2jfo3d$fna@ccpnws.in2p3.fr>
Source record: 193297

David Forrai (gt1448b@prism.gatech.EDU) once wrote:
> In article <pY3JdpG.lmcclure@delphi.com>, Lonnie McClure
> <lmcclure@delphi.com> writes:

> > According to a post on GEnie by the owner of Computer Studio, the
> > 68882 will not function properly in the MSTe.

> Or the owner has a bunch of 68881-16MHz FPUs in stock and would like
> to unload them on MSTE owners ;-)

No, David FORRAY is absolutely right, YOU CAN NOT USE A 68882 IN PLACE
OF A 68881 FPU : I wanted to do it on my MegaST (with a 25Mhz crystal)
but I never succeeded, all th C programms crashed (well, to be right,
entered an infinite loop while reading the status register of the FPU).
Even at 8Mhz, it has never worked (I used a logic analyzer).

You can believe me, I switched back to a 8Mhz 68881 (which works well).

> BTW, I've seen 16MHz 68882 Mac Classic/LC upgrade kits advertised for
> $59US. If the FPUs are socketed PLCC chips, then they could be used
> in the MSTE. The only remaining problem is getting the PAL/GAL chip
> such that the FPU can be utilized.
> --
> David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.
The FPU responds to the address $FFFA40 to $FFFA5F. If you know what signals
come on the socket of the PAL, I could try to compile one under ABEL.
--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +---+
| Email: acounis@lpnhp3.in2p3.fr |
| acounis@lpnaxp.in2p3.fr |
+---+

2792. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 11:24:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5b6af8@troed.ct.se>
Source record: 193298

In a message of 10 Feb 94 05:34:40, Eva Crouse wrote:

EC> The Falcon's hardware Operating system reserves the memory for maximum ST
EC> compatibility. It is a shame that we cannot upgrade to only 8 megs as the
EC> hardware does not allow for it. We recently aquired Wizztronics upgrade
EC> board which allows for use of 4x32 simm 72 pin modules. Which board do
EC> you have?

Since my hardware techie friend never gets the time to do anything, here's how
you SHOULD be able to use 8Mb RAM in the Falcon. (not tested)

Use 8 1Mb SIMMs .... and have logic decide when to use the lower 4 or the upper
4 ... (interleaved longwords?) ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2793. Re: Disc partition commpression

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 11:47:54 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jfr9a$b5a@percy.cs.bham.ac.uk>
Source record: 193299

da-cun_e@freon.epita.fr (eric da-cunha) writes:
> I call again, is there anyone on the net who owns DATALITE (by Hisoft)
>and could evaluate time and size results for sample files ?

There are some benchmarks in a recent issue of ST Applications, but
AFAIR no file sizes.

The general opinion of the review was that it was great, but only if
you had something (anything!) better than an ST.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2794. Re: Epson Stylus 800 driver WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 11:49:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940211124946.L.J.Sak@pc0523.kub.nl>
Source record: 193300

In Article <19940201172730.L.J.Sak@sp0065.kub.nl> "L.J.Sak@kub.nl (SAK L.J.)" says:
> In Article <1994Jan26.112205.10605@dct.ac.uk> "mcssesw@dct.ac.uk" says:
> > Does anyone use Firstword Plus word processor with the Epson Stylus 800
> > inkjet printer? Where can I obtain a suitable driver?
> >
> > Any information would be appreciated.
> >
> > Simon Wilkinson
> >
> >
> I wrote some for Calamus (SL) and Signum!3. Just take your manual and
> compose one (I thought that was possible in FW+). If you (or anyone)
> needs the source code (and create the drivers using the programs included
> in the packages, for the other way is illegal), just send me a mail!
> (easy to do yourselves though..)
> L.J.Sak@kub.nl
>

2795. Re: Blitter in Falcon and STe.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 11:53:22 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Feb11.115322.23721@cen.ex.ac.uk>
Source record: 193151

In article <8192@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

> Perhaps there is something cool that I haven't shown yet!
> I'm working with several other 'famous' ST(E) demo writers on a Falcon demo,
> lets just say that it will be quite special.

I hope to god it runs in VGA, or there will be a hell of a lot of
Falcon owners who can't run it...
--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |

--

Dave Cannon University of Exeter, Computer Unit
Laver Building, North Park Road
Exeter, EX4 4QE, Devon, UK

2796. panasonic flatbed scanner

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:02:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940211130217.L.J.Sak@pc0523.kub.nl>
Source record: 193152

I am having some problems with my Panasonic 506 flatbed scanner,
due to interfacing. I have connected my scanner with the Heim-Verlag
interface, but that one caused many problems due to SCSI interferance
(for the interface is DMA connected to it).
I am now looking for new solutions for the interfacing.. Does anybody
know the 'Brock' interace? What sort of software do you use for your
flatbedscanners? Are there GDPS modules existing to for example integrate
it with Cranach or such works?
Thanks in advance,
Ludo,
L.J.Sak@kub.nl

2797. Taxan 21" monitor BNC

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:08:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940211130815.L.J.Sak@pc0523.kub.nl>
Source record: 193153

Could somebody offer me some information about a 'problem' with a monitor
of a friend of mine?
It's a Taxan 980 21" color monitor, with BNC connectors provided on the
back of it. It is now connected to a computer (PC..) with a rs-343
connector (serial, wide).. It sounds clear to me that due to the BNC
connectors it is possible to connect it to a usual BNC-VGA video card,
but I don't know for sure.
Does anybody know something about this? (or has friends who do, for this is
an ATARI board)
Don't feel insulted due to this PC message, for I have had ATARI's for
almost 9 years now and I knew I could ask you!
Ludo,
L.J.Sak@kub.nl (do mail if you know the answe

2798. Re: Kandinsky

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:12:37 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb11.121237.2999@unix.brighton.ac.uk>
Source record: 193154

It was given away with the feb edition of ST Review.

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

2799. Re: Waar is Atari ST Nieuws?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:24:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940211132455.L.J.Sak@pc0523.kub.nl>
Source record: 193155

In Article <CKnBE7.7vy@si.hhs.nl> "v931039@si.hhs.nl (Salomone, J.M.)" says:
> In article 6297@ucon.gun.de, donm@ucon.gun.de (Don Maple) writes:
> >Groetjes naar onze vriendjes uit Niederlande!
> >
> >Does anybody know what's going on with the "Atari ST Nieuws"
> >published by ACN in the Netherlands?
> >
> >I used to get it regularly but haven't received a single one
> >since August/September double issue last year.
> >
> >Are there any ST Nieuws people around here?
> >
> >Don
> >
>
> I still get my copy every month...
>
> John.
> v931039@si.hhs.nl
>
>
Gewoon anders even bellen.. (zal wel iets fout zitten met de contributi

2800. Re: DOS-Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:29:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940211132927.L.J.Sak@pc0523.kub.nl>
Source record: 193156

In Article <2ir04q$qkn@news.cs.tu-berlin.de> "achimpje@cs.tu-berlin.de (Joachim Schulz)"
says:
> Hallo Ihr alle,
>
>
> ich habe einen Freund, der hat noch einen guten alten 1040 ST und fuer den
> will er einen DOS - Emulator haben. Gibt es sowas noch und wenn ja, wo bekommt
> man das Teil.
>
> Bitte email an mich.
>
> Danke im Voraus!
>
> Joachim
>
> --
> +------------------+--+
> | Joachim Schulz | Eine gute Mail bringt Heiterkeit und ist der |
> | TU - Berlin | rechte Zeitvertreib! |
> | FACHBEREICH 20 | * Aufwiedermail * |
>
In your country AtOnces have been made, which emulate 286 or 386. I don't
know if they are still manufactured (thought not), but they are still for
sale in Germany. Look around, they are not too expensive (DM 200 or less)
For some adresses, look them up in for example ST Computer (German maga-
zin

2801. FAQ: GDOS drivers 1.8 part 4

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:31:24 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2jftqs$2329@info2.rus.uni-stuttgart.de>
Source record: 193157

[yes, I kow. part 3 is missing.]

10 Utiliies

10.1 fontfix

Problem: The font height is included incorrectly in some fonts. fontfix
discovers this error and corrects it.

On the Internet fontfix can be found here:

ftp.uni-muenster.de /pub/atari/Applications/Dtp/Fonts/Gdos

ftp.cs.tu-berlin.de /pub/atari/utils

10.2 Outline Fonts

Outline Fonts Accessory by CJG Copyright (c) 1992-1993 Atari Corporation

This utility edits the EXTEND.SYS for SpeedoGDOS. This file contains a
description of the volume from the Speedo-Caches, the fonts and the
font sizes. The Caches can be saved to disc an be loaded again, too.
A well done program, except that the offered cache sized are fitted to
FSF-GDOS, not Speedo

Filename: OUTLINE.PRG alias OUTLINE.ACC, 67644 Bytes

Included with SpeedoGDOS.

Why doesn't Atari make programs that include a display of the version?

10.3 Printer driver

GDOS Devices Accessory by CJGCopyright (c) 1992 - 1993 Atari Corporation

To edit the ASSIGN.SYS

Filename: DRIVERS.PRG alias DRIVERS.ACC, 64878 Bytes

Before starting this program it's better to create a backup of the
ASSIGN.SYS!
The two reasons are the following:

1. The informations about the Bitmapfonts are removed without comment.
2. ASSIGN.SYS is replaced by a new one if 'Benutzereigen'-'Hinzuf&#65533;gen' (in
the German release) is selected wihtout any chance to get it back.
(The English Version should have a Dialog like 'Own drivers' 'Add' or
similar). To all coders: Don't copy that style!

If this utility should sometimes display no drivers, simply start
ASSIGN.PRG (see 10.4 ASSIGN)

DRIVERS.PRG/ACC only displays the speedo drivers of my collection. Does
anybody know, how it does this? It doesn't even display the filename but a
name being included as string in the driver. How does one get it?

10.4 ASSIGN

ASSIGN 1.0a is by Dirk Sabiwalsky (PD).

It tests three things:

o Are there several fonts using the same ID and have different Names
(typefaces)?
o Are there several fonts using the same ID and the same pixel height?
o Are there several fonts with the same name (typeface) and different
IDs?

10.5 FONTCHK

FONTCHK tests GDOS fonts if they have possible errors.

It's included with ProList, for example.

10.6 FONTCNV

Converts GDOS-fonts from Motorola to Intel format.

Comes with ProList too.

10.7 GEMFont

Font editor able to read Signum and PK (TeX) Fonts too.

Internet: ftp.tu-clausthal.de:pub/atari/systools/gdos/gemfo120.lzh
Use the chance to get a new unlzh or lhxarc.

10.8 FontMonger

Converter and editor for different vector formats including Speedo. Only works on
IBMs or MAC though.

11 Distribution

11.1 Atari

The drivers with the name Atari are available from Atari. Send three disks,
Money for shipping and a friendly letter to them and you'll get them with
printer drivers and fonts.

This Package is available at Atari-shops too.

No docs but for this price ...
(That's the way in Germany - other countrys may differ!)

11.2 BELA

The fonts with the name BELA were available from BELA

There were two discs with packed Printer-drivers and fonts for them

The fonts DO have the same IDs as ones from Atari, but the internal
font NAME is different. Due to this these fonts are not correctly accepted
by some programs if used with Atari fonts.

There's almost no documentation. Not even a hint about who owns the copyright
for the drivers or about the author(s)

One last thing about BELA: R.I.P. ;-)

11.3 FontGDOS

The drivers from this package are really much faster than the former ones.
(Only bitmap fonts and graphics are comparable of course)

I didn't have any problem using these with other GDOS ersions but you must
limit use to the old Fonts.

FontGDOS is the successor to Atari GDOS. Mainly, it differs in the
Bezier functions, and had faster (and colorable) drivers. It has no
relation to FSMGDOS or SpeedoGDOS.

FontGDOS is available from several firms which use it for their programs.

11.4 Language

The driver named Language is spread on the language disc for the MegSTe

11.5 Internet

The drivers signed with "I" can be found on the Internet.
For example: ftp.cs.tu-berlin.de

11.6 Working Title

The WT drivers are spread with Calligrapher. They are (c) Working Title, the
wt-driver are licensed by Working Title.

No drivers are on the Calligrapher DEMO-disc. The drivers coming with
Calligrapher-lite (15DM) are signed with CL in the tables.

Screenfonts are on both discs.

11.7 Speedo-drivers

SpeedoGDOS is available for everyone now (in Germany 99.-DM)

Contents:

o Installation program
o Speedo font engine
o 2 Programs to edit ASSIGN.SYS and EXTEND.SYS
o 14 Fonts in Speedo-format by Bitstream
The Falcon-Speedo (in Germany) comes with 18Fonts now
o 14 Printer drivers

o An Installation-Manual

Outrageous features are:

o Speed
o Not the whole Font-file has to be read (Memory-saving)
o 16bit-Fonts (no 256 Character-limit)

See [4]

The information if it's a Speedo- or Bitmap-font can be found in byte 33 of the Fontname (vqt_name, INQUIRE FACE NAME AND INDEX, VDI 130). Zero means bitmap font and one means FSM or Speedo font.
this means the information to this in [14] is wrong.

Some Problems are inportant to be mentioned:

A coder can't find out if a driver can handle Speedo fonts (see last question in 10.3)

Some font-IDs are used by Bitmap- AND Speedo-fonts, though different fonts with similar IDs may never be installed the same time.

If you don't take care of this you'll get bombs.

Speedo depends on the user to install the right drivers and fonts. The coder cannot do anything to stop errors.

The best way is only to install Bitmap-fonts with the right drivers or to use a Speedo-only system.

The Monospace-font coming with Speedo has no 'umlaute'

Don't Trust [14] about saying that SpeedoGDOS is not updated.

For Installation and coding best is to refer to [5-7]
Remember to start NVDI before SpeedoGDOS in the AUTO-Folder!

The ones that bought Speedo got 4.0, the Falcon-buyers got 4.1

Now Version 4.2 (beta) is available with remarkable bugfixes. Speedo 4.2 is (in Germany) available as bundle or update (40.-DM) from R.O.M.
Only COMPO is selling it single.

Speedo 4.2 get's the Font-ID by adding 5000 to the internal one. NOW the problems with same IDs in bitmap- and vector-fonts are history.

11.8 COMPO

Compo offers a package of 40 Fontcuts in Bitstream Speedo-format (99.-DM, price may change): 4 Cuts of Bitstream Amerigo, 1 of Blippo, 1 Broadway, 1 Brush Script, 1 Caslon Openface, 1 Dom, 2 Kaufmann, 2 Ribbon, 14 of Swiss (Helvetica), 14 of Zurich (Univers)

11.9 IMG-0300

On the Internet:

ftp.uni-muenster.de /pub/atari/Gdos

11.10 Others

I am not choosing drivers to list here. I'll list them all! The authors and users of the programs should email me information about drivers they would like to see in the list. Please include code length, date, and known bugs.

11.11 FTP

Many students can get software worldwide via ftp (comment by s.d.: lucky boy'n girls ...). Prices for steady connections are constant, but connections between America and Europe have to be paid depending to the volume of data transferred.

Please try not to ftp over the Atlantic and use short ways.
Do your tranfers during off hours of the server (not 9am - 5pm).

Files with known names can be found by Archie.

In Germany:
login: archie
help

In the US e.g.:
archie.ans.net

The Archie-databases ask about once each month one ftp-server after the other for freely available files

12 Source

Being a developer it's possible to get an almost complete printer-driver in object-code. This one should only be fitted to a special printer.

This package is available for GDOS and SpeedoGDOS.

13 Tips'n tricks

13.1 Pixeltrash at printing, advice for users

Printing graphics on a NEC P6+ (maybe other printers too) including a lot of black in a line I often had the problem that one line was left out (Speedo-drivers NB15, NECP) or two lines were printed displaced in one line (Speedo-drivers FX80, NX1000).

This happens when printing directly and via CENSPEED. When using VARSPOOL this effect no longer occurs.

VARSPOOL can be found on the driver-disk of the NEC-printers.

13.2 NEC P6+

Once in a while a NEC P6+ will get noisy (rrrrrrrrrrraattatatattaa).
When you open the front you'll see a round stick (about 1cm thick).
Put two drops of sewing-machine-oil on it each year (you'll get it from
Mom)

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2802. Re: Looking for German software authors!

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:35:11 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb11.123511.3515@unix.brighton.ac.uk>
Source record: 193158
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys.atari.software

On the subject, has Gemini been englishised. I used it once and was very impressed, but could not work alot of the menus,dials,etc out.

Maybe you could translate this for us?

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

2803. Re: Of Lasers and Men - v1.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:39:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940211133903.L.J.Sak@pc0523.kub.nl>
Source record: 193159

In Article <2it8nvE2hm@uni-erlangen.de> "mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld)" says:
> Looking forward to see it!
>
> --
> Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
> Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies
>
Join the club
(good work, Arnoud

2804. Spectre & 1.44 disks

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:51:36 UTC
From: troyc@bnr.ca
Message-ID: <1994Feb11.125136.4208@bnr.ca>
Source record: 193160

Why is it that when a thread gets good, the subject changes?

I have a MSTe, TOS 2.06.

I have Spectre 3.0 (legit) and it DOES NOT work with my High Density drive. Sometimes I can get disks to recognize, but more often than not, the disks come up saying they need "minor repairs". It was all I could do to get the Mac system onto my hard drive.

Please note that I have no problems with hard drive access, and once I can get files of the floppy, I am fine. I am not using HD disks with Spectre, I KNOW that would not work.

There are also no problems on the ST side with HD disks, except that every now and then they do not want to format, but I have had that problem with some DOS machines as well. ST Read/Writes are fine (except programs like Cheetah which directly access the FATs and assume disk size and all).

I tried using an external DS/DD drive and I got the same type problems with Spectre. Disks might sometimes work, and sometimes not.

Am I missing something? I was told by someone else that this would happen, but what I have read indicates that my disk drive should work with Spectre, but that HD disks would not work. I got the impression that regular DD disks would work in a HD drive with Spectre.

Thanks,
Troy Carpenter
Bell-Northern Research
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

PS - For those who noticed, I have moved and have a new Internet address. My old address was psurge@cs.utexas.edu, but now is as listed above.

2805. Re: Falcon sound input problems

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 12:53:47 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb11.125347.4279@unix.brighton.ac.uk>
Source record: 193161

As I understand it, some machines have a falty port and need to be returned to Atari. I am not sure if this is one such machine...anyone?

Also, remember that is you use powered inputs, ie froma stereo you need a line attenuator I think its called.

I have a screwed port on mine, but the company I brought mine from went bust so I have no fall back.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

2806. Re: Waar is Atari ST Nieuws?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 13:11:41 UTC
From: v892127@kuyper.si.hhs.nl
Message-ID: <CL29zH.31F@si.hhs.nl>
Source record: 193162

In article <2jf34v$crj@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:
|> In article <ohb.760642591@dutsh7.tudelft.nl>, ohb@dutsh7.tudelft.nl (Onno Hardebol) writes:
|> >donm@ucon.gun.de (Don Maple) writes:
|> >Hi all
|> >
|> >>Does either of you (or anyone else) know if "Atari ST Nieuws" people are
|> >>on the Net? Addresses?
|> >
|> >
|> >You can reach Atari St Nieuws through me. No, they're not on the net, but the
|> >adress is: ACN
|> > Prins Bernhardlaan 3E
|> > 2015 CK Haarlem
|> > (+31) 23351100
|> >
|> >I speak to them at least once a week, so you can use me as a channel.
|> >
|>
|> Please correct me if I am wrong but I thought this chap was involved
|> with ST-News....
|>
|>
|> stefan@spc.nl"
|>
|> Stefan Posthuma stefan@spc.nl

Ho ...
There is Atari ST Nieuws, which is a magazine on paper, and there is
ST News, which is a commercial disk-magazine.
Stephen Posthuma was involved with ST News.

|> --
|>
|> >
|> >Onno Hardebol (ohb@dutsh7.tudelft.nl)
|>
|>
|> I did ask him about the Atari club here (WACE) getting ST-NEWs back as they
|> were the distributors for New Zealand....
|>
|>
|> He did state that here would get back to me, but never did...
|>

|>
|> So what has happened, I think the last we gor was 5.3..????

As far as I know, ST News is dead.
But was ST News really that good ?
I read it once and it's not worth your money.

C.W. Lai,
proud Atari ST owner,
student Computer Science,
distributor of Atari PD Reaction magazine.

Internet: v892127@si.hhs.nl
Fidonet : 2:280/706.12, 2:282/301.27, 2:283/705.20
NeST : 90:500/104.12
S-Mail : P.O. Box 13672, NL-2501 ER 's-Gravenhage, The Netherlands

2807. Re: DSP RAM?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 13:13:20 UTC
From: mdg@ukc.ac.uk
Message-ID: <8229@gos.ukc.ac.uk>
Source record: 193163

In article <1994Feb10.170533.9882@t.hfb.se> d93the@t.hfb.se writes:
>Now see...
> I've been reading different postings that
> says the Falcon DSP has 32K and 64K and 96K.
>
> Is there anyone who know the real value?

From my experience there is

32Kwords of X memory
32Kwords of Y memory
32Kwords of P memory

I am 100% sure about the X,Y memory , the figure for the P memory is the
minimum there may be more.

Griff
--

2808. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 13:22:19 UTC
From: mdg@ukc.ac.uk
Message-ID: <8230@gos.ukc.ac.uk>
Source record: 193164

In article <CL16vD.GzF@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
:>In <8175@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>
:>>From my experience the Falcon DSP has:
:>
:>>32Kwords of X memory (96kbytes)
:>>32Kwords of Y memory (96kbytes)
:>>32Kwords of P memory (96kbytes) - although I'm not 100% certain of this one.
:>

>Whoa whoa! you only have 32kwords TOTAL, the X Y and P are mapped
>onto it. that is: x:0 x:16k and p:16k are the same memory location.
>as well as y:0 y:16k and p:0.

come again? how can it POSSIBLY be the same location, IT CANNOT! The whole
principle of the DSP 56001 is X,Y,P memory, IF IT IS HOW YOU SAY IT IS THEN
it makes L: addressing impossible. This is not the case!!!!
If the memory is mapped like you say , then how come I have an 8 channel
stereo Music Routine that uses the said memory spaces for different tables and
suchlike? perhaps it magically works all by itself!
Have u actually programmed it yourself or are you just going by what u have
heard?

:>>There are two methods of transfer, one is by using the Sound DMA which gives
:>>about 20K/VBL transfer and the other using the Host Port which gives about
:>>50-60 K/VBL ...(50hz). You can use both at once, but be warned transfer by
:>>DMA is quite difficult - I still don't have a satisfactory method , Can anyone
:>>help me?

>Tricky, you mean connecting DSP transmit to DMAREC?
>Now I know why you're the demo coder. :) thats pretty sneaky.

Not really, I would assume most music packages would want to do the same.

Griff
--

2809. Re: Falcon Capabilities.

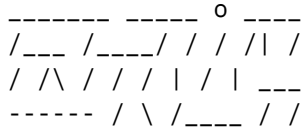
Newsgroup: comp.sys.atari.st
Date: 1994-02-11 13:45:22 UTC
From: erlingh@idt.unit.no
Message-ID: <2jg25i$fuo@ugle.unit.no>
Source record: 193165

In article <1994Feb9.111733.11892@dmu.ac.uk>, se1ap@dmu.ac.uk (Alan Parker) writes:
|> >I have a couple of demos (Eko springs to mind) which use the DSP for
|> >graphics effects - I can't see why you can't use it for any purpose you
|> >need. The Eko demo seems to use it for placing points in a 3D universe
|> >type thing.
|>
|> The Falcon sounds more and more promising...
|> How much RAM does the DSP have exactly?
|> Anyone know?
|> Also how practical is it to use Normal RAM with the DSP?
|> Do you have to copy it from DSP RAM to Normal RAM?

The DSP has 32 kwords of (static) memory. I DSP word = 24 bits, so this
can be translated to 96 kbytes of memory.

You have to copy from DSP RAM to Normal RAM.
There are two channels for doing this.
Both capable of doing (at least) 1 Mb/sec, and they can run in parallell.

|>
|> Any info would be gratefully received....
|>
|> Alan. (se1ap@dmu.ac.uk)
|>

--


2810. Gemview & associated programs

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 13:55:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.44199.4514.0N194745@canrem.com>
Source record: 193166

Hi Cameron,

-> VDI_FIX.PRG presumably fixes my VDI, but what's wrong with it?
-> WINX.PRG something to do with having lots of GEM windows
-> WINNI.PRG ?
-> GEM_VIEW.ACC ?
-> GEM_XACC.ACC ?
-> GEMSHOW.PRG ?
->
-> Can I delete these and still get along OK?

VDI_FIX .... fixes some internal VDI problems occuring with older
GEM versions (sorry don't remember which anymore)
when opening VDI workstations. Most of the time
you won't need it, but installing it does not hurt
either. Simply stuff it in the \AUTO\ folder.
WINX .... gives you a lot more than just those 8 GEM windows
you are probably used to. Very neat on a Falcon
which may crash sometimes if you do some weird
windows stuff. *grin* If you won't need more than
eight windows at a time, do not install it in your
\AUTO\ folder.

WINNI .... testing prog for WINX

GEM_VIEW.ACC
GEM_XACC.ACC ..... can be used to invoke GEM-View as the desktop's
fileviewer. Dieter helped to define an extended
XACC2 protocol so that other apps can request
GEM-View to display some pics on the screen etc.
Not necessary or vital for the operation of GEM-View.

Hope this helps.

Ralf.

2811. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 14:03:01 UTC
From: dkoster@rainbow.sosi.com
Message-ID: <2jg36l$79a@rainbow.sosi.com>
Source record: 193167

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:

<snip>
: I'm glad someone said that, although I did hope that the original
: posting was written with a slight sarcastic twist to it.

Speaking of the original posting, I've a friend who's about to
get a TT. Has anyone had problems with Spectre on their TT?

Dave Koster dkoster@sosi.com
Colorado Springs, Colorado, USA

2812. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 14:06:13 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Feb11.141101.9615@inca.comlab.ox.ac.uk>
Source record: 193168

eva crouse (redhead@sys6626.bison.mb.ca) wrote:
: se1ap@dmu.ac.uk (Alan Parker) writes:

: > >I have a couple of demos (Eko springs to mind) which use the DSP for
: > >graphics effects - I can't see why you can't use it for any purpose you
: > >need. The Eko demo seems to use it for placing points in a 3D universe
: > >type thing.
: >
: > The Falcon sounds more and more promising... How much RAM does the DSP have e
: >
: > Any info would be gratefully received....
: >
: > Alan. (se1ap@dmu.ac.uk)
: >

: Dsp uses 32k. We do not know of a way to copy normal RAm to the DSP.
: There are several programs now that access the DSP and the speed is
: significant. Try and obtain a demo called FRAC_DSP and you will notice
: the difference!

The DSP uses 32k words (96kb) not 32kbytes.
FRAC_DSP is _MUCH_ slower than it could be. It uses 56k floating point
libraries to calculate the mandelbrot set. This is only of comparable
speed to using a 68881. A sensibly written DSP fractal program would
use fixed point and probably generate the fractal faster than a Falcon
could plot the pixels! (Well, maybe an exageration.)

2813. Re: pd chess program for atari ste on internet?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 14:07:39 UTC
From: dkoster@rainbow.sosi.com
Message-ID: <2jg3fb$7bv@rainbow.sosi.com>
Source record: 193169

David Koster (dkoster@rainbow.sosi.com) wrote:
: Eric Barber (sizex@bnr.co.uk) wrote:
: : is there such a thing? thanks, Eric

Don't know what happened to the original followup (foulup?), but
there is a graphical GNUChess that's pretty handy at
atari.archive.umich.edu. Look for atari/Games/graphgch.(zoo?).

Dave Koster dkoster@sosi.com
Colorado Springs, Colorado, USA

2814. Re: List of Games for F030!

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 14:14:17 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb11.141417.27981@t.hfb.se>
Source record: 193170

In article 2d58fed5@p4.troed.ct.se, magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:
>
>Why would you want both SB and BlowUp?
>
To get the ScreenBlasted monitor to BlowUp!! ;^D

---- Bandwith waste mode: off -----

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

2815. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 14:56:41 UTC
From: avg@cwi.nl
Message-ID: <CL2EuH.BIL@cwi.nl>
Source record: 193171

>>I totally agree. I would propose to open a group
>> comp.sys.atari.games
>>so that all those Jaguar posts will be done there as well.

Warwick writes

>Yikes. That would be chaos. Sure, if you don't WANT to see game messages,
>you'd love to have them all pushed away into one group. But for the people
>that do, it would be useless. Besides, rec.games.video.atari covers Jag.

Why useless? It would neatly organise your daily newspaper into two streams.

Then we need someone who persistently tells everyone who posts to
comp.sys.atari.st about games to do that there. This group is about the
Atari system, not about wasting time on playing games.

My opinion is games don't have anything to do with the operating system;
they usually don't bother about the OS at all (although the effort people
like Warwick make to develop games which do take account of the OS
is appreciated).

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2816. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 14:59:49 UTC
From: avg@cwi.nl
Message-ID: <CL2Ezq.BKL@cwi.nl>
Source record: 193172

rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 07 Feb 94 17:49:09, A.V. Groenink wrote:

>AG> No. This is how things are: once you've written a serious application,
>AG> you're part of the gang, and it is no more a crime to use illegal
>AG> software.
>AG> But regular users still owe the productive community financial support,
>AG> if they aren't good enough to contribute in terms of software.
>AG>
>AG> My $0.02

>...well here's my dollar then...

>The above is probably the most stupid set of characters I've ever seen.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
>+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
>+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are those of my employee! --------+

I don't want your employee's dollar. Not even for my $0.02. The truth
in what I was saying is obvious. End-users pay the developers money
for their effort, so they don't need to do the programming themselves.
Among programmers, this is not an issue (and besides, this is only a
small community).

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
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1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2817. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 15:01:14 UTC
From: avg@cwi.nl
Message-ID: <CL2F23.Bn4@cwi.nl>
Source record: 193173

sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

>I wrote some graphics routines for a commercial adventure game in '87 -
>does this mean that I can happily pirate software to my hearts content for
>the rest of my life? [g]

No, it means you can steal small routines from other programs. Once
you have spent 3 years on a major application, you're in a position
to say: I have paid my share.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2818. Re: MiNT on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 15:06:26 UTC
From: avg@cwi.nl
Message-ID: <CL2FAq.BsE@cwi.nl>
Source record: 193174

sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

>>Well, I think Brad ported it because netBSD only runs on a select handful
>>of macs. For instance, it won't run on my mac II. MacMiNT, while
>>not completely stable, is pretty usable on it.

>Do they have a working acronym for it yet - this is very important for the
>creation of this type of software. What about 'Mac is Now Tos' [g] - not
>recursive, I know, but you have to start somewhere. Is there a member of
>the acronym design team in the house?

MacMint is Now Tos? Looks sufficiently recursive to me.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2819. Re: Making GIFS (Spectrum and STE)

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 15:28:51 UTC
From: incp@obelix.rz.tu-clausthal.de
Message-ID: <1994Feb11.152851.13369@solaris.rz.tu-clausthal.de>
Source record: 193175

Ross McNaughton (mcnaugra@vax.sbu.ac.uk) wrote:
: In article <2i9csd$q6u@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
: >] I want to zap to a PC friend. The problem is, I am now on an STe, and
: >] Spectrum will not run on it. Thus, I am unable to get my .PI1 files into
: >] ..SPC format, and consequently cannot run my .SPC -> .GIF converter on
: >] them.

Why don't you use GemView, it can convert from .PI1 to .GIF directly.
Also, GemView runs on any Atari...

bye,
Chris

2820. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:15:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL2IH7.6JD@cix.compulink.co.uk>
Source record: 193176

In message <2jdphj$e8@reseau.cict.fr>, carrere@galaxie.int-evry.fr said:
>
> By the way, there is a way for accessing the lost 2Mbytes !
>
>YES, the blitter should have full access to this memory zone.
>So you can use it for a RAMDISK or a cache disk, or even directly
>with a MMU manager (a bit like virtual RAM, but with real RAM).
>
>As soon as I get a memory upgrade, I will certainly code a cache
>which takes benefit from this RAM.

That sounds very interesting. I don't know if it's possible, but I hope it
is.

Ofir ogal@cix.compulink.co.uk

2821. Re: Disc partition commpression

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:15:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL2IHB.6K4@cix.compulink.co.uk>
Source record: 193177

In message <2jfr9a$b5a@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
>>I call again, is there anyone on the net who owns DATALITE (by Hisoft)
>>and could evaluate time and size results for sample files ?
>
>There are some benchmarks in a recent issue of ST Applications, but
>AFAIR no file sizes.
>
>The general opinion of the review was that it was great, but only if
>you had something (anything!) better than an ST.

I have a review copy of DataLite which I don't use. It is impossible to benchmark it because the speed depends on the size of the file vs. free disk space, algorithm used size of cache, etc. It is a very nice program in my opinion. I don't use it because I have a 500MB drive.

Ofir ogal@cix.compulink.co.uk

2822. Re: Cubase Audio/HDD

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:15:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL2IHD.6Ks@cix.compulink.co.uk>
Source record: 193178

In message <2d5aecaf@midinet.ct.se>, lars.reynold@midinet.ct.se said:
> SJ> You don't really need a SCSI-2 drive -- there are plenty of regular
> SJ> SCSI drives that will transfer data fast enough. To get 8 tracks to
> SJ> work, you'll need a pretty fast one, though -- I'd recommend getting
> SJ> one that'll do close to 1MB/sec. or faster (plus a very quick seek
> SJ> rate of 15ms or lower). There are some people who've even found 2.5"
> SJ> IDE drives that'll do that, though 2.5" IDE drives only go up to about
> SJ> 250-300MB. Unfortunately, you can't really know EXACTLY what data
> SJ> transfer rate you'll get until you hook it up to your system. I'll
> SJ> ask some of the people who HAVE gotten fast drives, though.
>
>What I've read from Steinberg's News sheet, only Fast SCSI2 will work together
>with Cubase Audio. According to some music stores they told me that the
>IDE-format won't work at all. I'm surprised that you wrote this, because I've
>never ever heard it before. Allthough, it sounds interesting. Have you tested
>it by yourself? And please, ask those people before I buy something -way to
>expensive- and don't really need it :-)

Cubase Audio works with any SCSI drive but as I said before the faster the
better. Have a look at the latest Micropolis and Quantum drives. The IDE
drive cannot be used!

Ofir ogal@cix.compulink.co.uk

2823. ST accelerator needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:15:39 UTC
From: rge@helix.nih.gov
Message-ID: <1994Feb11.161539.19914@alw.nih.gov>
Source record: 193179

Can you tell me where to find an inexpensive 68000 accelerator for the
Atari ST? Preferrably a 25 or 28 MHz 68000.

2824. test

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:16:15 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CL2IJ3.9wH@uc2372c.DaytonOH.NCR.COM>
Source record: 193180

Testing to see if this message makes it to the net (because
the net sure ain't making it here at the moment). Please excuse any
inconvenience. Thanks...

Rob

2825. 68030 Ghostscript 2.6.1 Available for Test.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:31:13 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2jgbsh$29m@geraldo.cc.utexas.edu>
Source record: 193181

Hi,

Andreas Schrell (schrell@numerik.fernuni-hagen.de) was kind enough to compile an 030 version of Ghostscript 2.61. It hasn't been thoroughly tested, so it is currently only available from lifshitz.ph.utexas.edu in pub/atari/ghostscript/gs261ttb.zoo. If no one reports any problems after a week or two, it will be uploaded to mainstream archives.

Except for one small bug fix concerning cursor placement, this code is exactly the same as the 68000 version, so the only improvement you should expect is speed.

Please let me know if there are any problems.

-Tim Gallivan
timg@landau.ph.utexas.edu

2826. Re: Astrology program available for ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:38:03 UTC
From: debmoore@netcom.com
Message-ID: <debmooreCL2JJG.FGu@netcom.com>
Source record: 193182

Ed - Smith (Hurn@cup.portal.com) wrote:
: sanders@sci.kun.nl (Sander Stoks) asks:

: > Does anybody know of an astrology program for the ST? I browsed

: I have something called Astro22.lzh which I have not been able to put
: onto atari.archive.umich.edu (some kind of disk full message). No luck
: trying to put it on wuarchive.wustl.edu (read only). Any idea which
: sites will allow it?

: > And oh yes, it is *not* for me; I'm a Capricorn and we don't believe
: > in astrology.

: Neither do we Taureans.

: - Nancy hurn@cup.portal.com

==========
Nancy,
I read your posting on alt.astrolgy and ftp'ed this file from
Tasmania. I am new to the net(but not to Atari). Anyway, I
get that *.lzh files need to be uncompressed or something
before they can be run. Can you tell me where I can find a
decompressor?

Thanx,
Bob
--
==========
Bob Shilling Berkeley, CA debmoore@netcom.com
KK6QQ rcshilling@lbl.gov
DoD# 1195

2827. Re: pd chess program for atari ste on internet?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:42:40 UTC
From: thopman@uoguelph.ca
Message-ID: <2jgci0$5a@nermal.cs.uoguelph.ca>
Source record: 193183

Eric Barber (sizex@bnr.co.uk) wrote:
: is there such a thing? thanks, Eric

Indeed there is...try GNUChess, the one with the graphical interface, no the ASCII one. The interface is very nice, and it's apparently very smart (I wouldn't know, since I hate playing chess against computers...they always win ;-))

THeo

2828. Re: Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:44:21 UTC
From: debmoore@netcom.com
Message-ID: <debmooreCL2Jtx.Fyz@netcom.com>
Source record: 193184

Hi,
I'm new here and have been browsing this group for about 30mins.,
looking for this document. I'm glad I finally found it,but I would
suggest that you put FAQ somewhere in the subject line to make it
easier to search for.

Thanks,
Bob

--
==========
Bob Shilling Berkeley, CA debmoore@netcom.com
KK6QQ rcshilling@lbl.gov
DoD# 1195

2829. Can objects be hidden from objc_find?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:53:40 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2jgd6k$2tq@geraldo.cc.utexas.edu>
Source record: 193185

Hi,

I am trying to use objc_find() in a program, but I don't want it to find objects which are not visible on the screen. By default, it seems to find objects whether they are displayed or not. Is there a simple way to get the behavior I want.

Thanks,

Tim Gallivan
timg@landau.ph.utexas.edu

2830. I'm sorry...

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 16:58:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d5bb9ee@p2.stacken.ct.se>
Source record: 193186

that I've lost some hundred messages due to problems with my tosser. Apologies
to anyone whose letters I've failed to reply.

```
__ __ __ /o o\ _ _ _/ _ . /.
FALCON / / _// / DON'T |\___/| PANIC! /_)(_\ / / / /\
/_/__//_/ SX \___/ / ==============
```

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

2831. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 17:02:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d5bba79@p2.stacken.ct.se>
Source record: 193187

> From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
>
> erlingh@idt.unit.no writes:
>> In article <CKv3z0.BKs@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
>> [some stuff deleted]
>>
>> |> I totally agree. I would propose to open a group
>> |>
>> |> comp.sys.atari.games
>> |>
>> |> so that all those Jaguar posts will be done there as well.
>>
>> Just to make a point here.
>> I seldom have agreed more !
>> Let's get a vote on this one !!!
>>
>
> Any volunteers for organi[sz]ing a Call For Votes?

But why, when we already have rec.games.video.atari?

__ __ __ /o o\ _ _ _/ _ . /.
FALCON / / _// / DON'T |___/| PANIC! /_)(_\ / / / /\
/_/__//_/ SX ___/ / ==========

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

2832. Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 17:06:03 UTC
From: nj1@ukc.ac.uk
Message-ID: <6854@merlin.ukc.ac.uk>
Source record: 193188

I have been going into town every day for a week now to get hold of 'Atari ST Review', but even though it was supposed to be out last thursday (the 3rd) it STILL isn't in!!!!!
I was told by somebody in WH Smiths that it is not due in until the 15th, but I was wondering if anybody else has found it??
Please can somebody shed some light on this - it is a *REALLY* long walk into town from campus! :-)

Also, is it possible to get onto GEnie from the internet???

Many thanks,

Rodders.

--
Neil Jones-Rodway
Computer Science Student, University of Kent at Canterbury

------== All the views expressed are my own - I enjoy having an opinion ==-----

2833. 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 17:06:43 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <wPeLHc1w165w@cybernet.cse.fau.edu>
Source record: 193189

I was wondering what type of interface the Atari 1040ST used for floppy drives? Does it use the 34 pin IBM floppy drive interface (still don't know what they call that interface)? A friend of mine wants to replace his fried drive(s), one of them I believe is a 720K DS,DD drive. I would imagine it is the above mentioned interface, it is kind of hard to find custom built drives with custom built interfaces, I haven't seen one since the 8-bit machines. Some of the drives for the 8-bit were not even custom, like the 1581 for the Commodore, a 720K DS,DD drive using the 34-pin IBM style floppy interface with a board that had the CPU and ROM on-board to make it 'smart'. I still prefer a drive without an CPU and DOS that controlled the reading formats, writing formats, and so forth. But the DOS could always be modified, so it wasn't a big deal, stupid drives are cheaper, that's one advantage.

```
=============================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=============================================================================
```

2834. Re: pd chess program for atari ste on internet?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 17:07:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d5bbcdc@p2.stacken.ct.se>
Source record: 193190

> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
>
> Eric Barber (sizex@bnr.co.uk) wrote:
>> is there such a thing? thanks, Eric
>
> There is an old port of GNUchess. Also, there is a free/shareware
> graphical chess game for the ST that achieved some fame when it was
> first released (this was some time ago). My memory blurs, but I seem
> to remember that this game used some original algorithms that were
> found to be better than a professional proprietary chess computer (that
> cost many times as much as an ST at the time, and could only play
> chess). I _think_ it was called Krabat Chess.

I haven't tried Krabat Chess but I can inform you that Warwick Allison who did the original ST port of GNU Chess is working on a much enhanced version of GNU Chess 2.0 and it should be fully GEM compatible. I very much look forward to try it!

> Of course, there could be other PD chess players that I don't know
> about. I have seen Chessmaster 2000 (or was it 3000?!?) for the ST,
> and it seemed to be a good one (neat voice synthesis, good
> graphics/user interface). It is commercial, but could probably be
> found quite cheap used or in a bargin bin.

There's also:
Colossus Chess X (fancy but not as strong player as...)
Psion Chess (old (ca 1986) but still very strong player)
Chess Champion 2175 (newer and also very strong player (ELO 2150+))

Did I miss anyone?

__ __ __ /o o\ _ _ _/ _ . /.
FALCON / / _// / DON'T |___/| PANIC! /_)(_\ / / / /\
/_/__//_/ SX ___/ / ==========

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

2835. Re: Old Atari games (Ballblazer et al) for MSDOS??

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 17:14:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d5bbe21@p2.stacken.ct.se>
Source record: 193191

> From: iam@slammer.atl.ga.us (Ian Mercado)
>
> What was that game by LucasFilm where you had to wander through a
> maze collecting powerups and fighting dragons at the end of each maze.
> I always thought that game was a lot of fun, but its name keeps
> escaping me. Wait... The Eidelon?
>
> Help! :-)

That's the correct name I think. Lucasfilm games were always great fun. Rescue on Fractalus still stands up to many 16bit games.

__ __ __ /o o\ _ _ _/ _ . /.
FALCON / / _// / DON'T |___/| PANIC! /_)(_\ / / / /\
/_/__//_/ SX ___/ / ==========

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

2836. Re: FTL/ Software Haven

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 17:34:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d5bc212@p2.stacken.ct.se>
Source record: 193192

> From: jbilger@cs.tamu.edu (Jeff M Bilger)
>
> Does anybody know if FTL has gone out of business, and if so , would
> they still hold the rights to dungeonmaster?

Dunno about FTL but I know that Psygnosis in the UK has the rights to Dungeon Master and the sequel Chaos Strikes Back.

__ __ __ /o o\ _ _ _/ _ . /.
FALCON / / _// / DON'T |___/| PANIC! /_)(_\ / / / /\
/_/__//_/ SX ___/ / ==========

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

2837. FALCON SOUND INPUT PROBLE

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 17:49:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.44214.4514.0N1947A0@canrem.com>
Source record: 193193

SS> When I first got my Falcon, SAM, AFM, and D2D all worked fine with
SS> a microphone hooked in. Indeed, prank calls have never been as
SS> fun :) . Anyway, soon after, the input from the microphone started
SS> working some of the time, but not all of the time. Last night, it
SS> didn't work at all. I have no idea what could be causing this.
SS> I've fooled around with the gain adjusts and tried two different
SS> microphones. When recording in SAM, I just get a sample of a huge
SS> black line. Sometimes it picks up on sounds, sometimes not. Does
SS> anyone have any ideas why this is happening? I am hoping that I
SS> am overlooking something (even if I am embarrased) instead of
SS> having a problem with the microphone jack.
SS> Any help is greatly appreciated.
SS> scott tirrell

Looks like there's a loose connection on the microphone port. A little
solder should fix it. Although if you're worried, I'd take it to your
nearest Atari dealer.

-Jake-

---
* MMST 2.99 UnRegistered ...my legs are drifting off into the sunset...

2838. THE FUTURE OF ATARI

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 17:56:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.44215.4514.0N1947A1@canrem.com>
Source record: 193194

```
AA> I've been hearing that a couple of times now, and it's complete
AA> bogus. In Europe, any shop still sells TTs. Perhaps it's because
AA> people know they're not made anymore that people have stopped
AA> buying them. But there are still loads of TTs in stock, ready to
AA> be sold. Take a nice trip to Holland and stick a UK-TOS TT in
AA> your bags on the way back! I would gladly supply free
AA> accommodation as a favour to Atari :-)

The TT has not been cancelled, and is still being produced.

Atari stopped production of the TT and Falcon for a short while to aloow
for more time to concentrate on the Jaguar. According to Bob Brodie, TT
and Falcon production started again two weeks ago.

-Jake-

---
* MMST 2.99 UnRegistered (To the tune of Beethoven's Fifth Symphony)
```

2839. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 18:08:40 UTC
From: michal@phys.ualberta.ca
Message-ID: <1994Feb11.180840.11223@kakwa.ucs.ualberta.ca>
Source record: 193195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:

[describing problems with a code relocaton and illustrating it with
the following]

```
: The example used was
:
: union u {
: long value;
: void (*func)(void);
: }
:
: If an object of type u is being used as a function pointer, it needs
: relocation. If it's being used as a long value, it doesn't. (Leaving aside
: the question of *why* you'd want to do this...)
:
```

The current version of regex from FSF keeps some information on "fail_stack".
All kind of things are pushed and poped there. Some pointers, register
numbers, identifiers. An original code does not even bother with casts,
not mentioning use of unions, as above, assuming that a pointer to
unsigned char is good for everything.

I do not advocate to write an obnoxious stuff like that, but this is
a life.

Michal Jaegermann
michal@gortel.phys.ualberta.ca

2840. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 18:28:53 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2jgip5INN10oc@sat.ipp-garching.mpg.de>
Source record: 193196

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

: Has anyone heard of any of those TTs making it to dealers for sale as
: "normal" TTs?

In Germany you can get these TTs from local Atari dealers (although my
dealer told me recently that it was more difficult to obtain a TT than
a Falcon; the latter is in stock).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2841. New Speedo groks more fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 18:50:12 UTC
From: schulz@tmipi3.telematik.informatik.uni-karlsruhe.de
Message-ID: <SCHULZ.94Feb11195013@tmipi3.telematik.informatik.uni-karlsruhe.de>
Source record: 193197

Anyone hunting for Speedo fonts may be interested in this (unless it's been mentioned before, in which case I apologise):

The German magazine "ST-Computer" writes in its February '94 issue (page 95, my translation):

There's little news from Sunnyvale apart from first messages of Jaguar's sale successes. At least one has finally come to the decision to release the latest SpeedoGDOS version which had been completed for several months. Greatest improvement: Speedo fonts with Postscript Character Encoding (rather common in the DOS-PC area) as well as Speedo fonts with Demo Encoding (this means the eight fonts delivered free with X11R5) can be used.

No further questions to my address, please; this is all there is, and personally I won't be using Speedo until I find a source of affordable fonts.

2842. WINX and LGselect dont get along...

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 19:01:27 UTC
From: lancer@planet10.WPI.EDU
Message-ID: <LANCER.94Feb11140127@planet10.WPI.EDU>
Source record: 193198
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software

I have a copy of WINX running on my new MegaSTE and like it alot.

I HATE the TOS fileselector, though, so I have tried LGSELECT.

It seems that WINX and LGSELECT aren't compatible... When I boot with
WINX and LGSELECT in my auto folder, I sometimes get the TOS
fileselector, sometimes the LGselector. I believe this has to do with
WINX's modifications of the GEM code before GEM starts...

Can anyone offer some help? Is there a way to get these two programs
to behave better?

LGSelect works fine if I install it from the desktop, by the way...

thanks!

.s.
--
- lancer@wpi.wpi.edu - - A poem by Aileen Cho: Lemur, Ring tailed eyes wide in-
- surprise as the cow moos/Lemur drinks Mountain Dew and when he's through -
- asks the cow for booze/Lemur unwraps a Twinkie feeling so frink-y as the cow-
- chews/Lemur yawns in the sun and when he's done takes the cow on a cruise -

2843. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 19:08:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5bd79e@troed.ct.se>
Source record: 193199

In a message of 10 Feb 94 14:04:38, Cyrille Dupuydauby wrote:

CD> Feel free to not register Backward (by the way, who does it nowadays,
CD> except
CD> a few I thank here), but please do not blame my decision.

Ok, the version of Backwards I use is v1.43, I think those versions are pure PD (Freeware), versions above v1.43 I've never got working. (Doesn't recognize my TOS 4.04 ROM.s etc etc etc)

CD> I think such remarks are only poor excuses, I have actually spend
CD> hundreds of hours
CD> on Backward, and with the money I have received, I am paid about 10cents
CD> an hour.

Too bad, I know, I just pointed out that a persons who uses an illegal version of a commercial program shouldn't expect to get paid for the work he does himself ..

Why not borrow a copy of Spectre, or kindly ask Small (?), before deciding on doing such a task!?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

2844. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 19:09:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jgl5l$2kr@mailer.fsu.edu>
Source record: 193200

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> Not really. Those extra TTs are just to feed the Jaguar developers,
> since the only current Jag development platfor is a TT+extra goodies.

> Has anyone heard of any of those TTs making it to dealers for sale as
> "normal" TTs?

I was told by a reliable source that there is also a PC based Jag development
platform (it requires a hot PC).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2845. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 19:33:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL2rnI.GAy@cix.compulink.co.uk>
Source record: 193101

In message <6854@merlin.ukc.ac.uk>, nj1@ukc.ac.uk said:
>
>I have been going into town every day for a week now to get hold of 'Atari
>ST Review', but even though it was supposed to be out last thursday (the 3rd)
>it STILL isn't in!!!!!
>I was told by somebody in WH Smiths that it is not due in until the 15th, but
>I was wondering if anybody else has found it??
>Please can somebody shed some light on this - it is a *REALLY* long walk into
>town from campus! :-)

You can tell them they are wrong, it's been out for a week and by the 15th
there won't be any stock left. Also tell them that ST Review is sale or
return so there's no excuse for not having it.

Ofir ogal@cix.compulink.co.uk

2846. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 19:33:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL2rnK.GBn@cix.compulink.co.uk>
Source record: 193102

In message <H.eg.PrJumd4UTGg@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>
>Not really. Those extra TTs are just to feed the Jaguar developers,
>since the only current Jag development platfor is a TT+extra goodies.
>
>Has anyone heard of any of those TTs making it to dealers for sale as
>"normal" TTs?

Yes, yes, yes! You can but a TT from System Solutions in London any time.
I know someone who just got one.

Ofir ogal@cix.compulink.co.uk

2847. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 19:41:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94042.144121STIRRE31@MAINE.MAINE.EDU>
Source record: 193103

Actually, in the recent RT with Brodie, I believe that it was stated
that the TTs should start making their way to dealers soon. Of
course, I'm skeptical, but if the net is any indication of demand for
the TT, Atari just may make good.
-scott tirrell

2848. Re: 57k bps on 1040STe serial port possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 20:09:46 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBLUFEVA@zaphot.abg.sub.org>
Source record: 193104

In <2jfgon$8c1@r-node.io.org> Eric March wrote :

>There is a shareware modular serial patch for TOS computers called HS-MOdem
>(generally called HSMODA01.ZIP or something like it) It increases the speed
>of your serial port very well. I have tried it and works consistently at
>38.4kbps with a 14.4k or 16.8k modem.
>
>CYOTFS!
> ...D.L.
> ...Underground

But NOT on a "normal" ST/STE or Mega ST. The MFP of these machines does not
support more than 19.2k !! You _also_ need additional HARDWARE to get
more than 19.2k (e.g. the "38400-patch" with a 74LS74 or "RSVE").

BTW: The latest version is HSMODA02

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

2849. CAD program...WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 21:24:31 UTC
From: allen@soda.berkeley.edu
Message-ID: <2jgt2f$phe@agate.berkeley.edu>
Source record: 193106

If anyone has a copy of a commercial CAD program on a 1 MB 1040ST
that will do 2-D and 3-D modeling, please let me know as I am interested
in purchasing it. Or perhaps we an work out some sort of trade.

Replies by e-mail please...

Allen Pouratian

2850. Re: Speaking of Accelerator boards...

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 21:45:02 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <760990718.0@mettav.royle>
Source record: 193107

On 3 Feb 94 at 23:45:03 (Panjandrum) wrote the
following:

> I understand that a company called Systems Solutions (?) is
making

System Solutions/Atari Workshop, a UK company.

> accelerator boards for a reasonable price... If someone could mail
me
> their phone number or e-mail address it would be much appreciated.
My

Email: ssolutions@cix.compulink.co.uk

Tel : +44-81-693-1919 / +44-81-693-3355
Fax : +44-81-693-6936

-Paul-

--
~=~=~=

2851. Re: GEMulator?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 21:55:52 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <760990718.1@mettav.royle>
Source record: 193108

On 3 Feb 94 at 18:07:43 (Torsten Scherer) wrote the
following:

|>> I would like to get in touch with the maker/designer of
GEMulator.
>
> Ok, once again: It's Darek Mihocka (spelling?) at
darek@microsoft.com,
> perhaps someone should include this into some FAQ...
:-O

Will that work?, perhaps darekm@microsoft.com might work
better.

-Paul-

--
~=~=~=

2852. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 22:44:21 UTC
From: "Richard Spacek, Dept. of English, UNB" <SPAC@UNB.CA>
Message-ID: <11FEB94.20238367.0065@UNBVM1.CSD.UNB.CA>
Source record: 193109

In article <H.ea.B0AqEOE1Ipo@sanity.tdkcs.waterloo.on.ca>
gkirkaldie@sanity.tdkcs.waterloo.on.ca (George Kirkaldie) writes:
>In <quinlan.760001512@sfu.ca>, Brian Quinlan writes:
>} Hi, I was just wondering why you all seem to like Ataries? I have
>}an Atari (in my closet) an I just can't see the appeal. I have a Mac and
I can tell you why I like them better than DOS/Windows machines--easily.
I put together an ST with 4 megs RAM/50 meg hard drive. It was FAST
(with Warp 9/TOS 1.4), I had lots of drive space, and I rarely ran of
memory, even when task-switching. Now I have a 486 (4 megs/130 meg) and
it runs PAINFULLY slowly and ALWAYS runs out of memory. I tell you,
if I didn't HAVE TO use some DOS and Windows applications, I would still
be on the ST. I will NEVER get over losing UIS III!!! It's just a
matter of the major applications (WordPerfect, LDW Power, dBMan)
freezing at early versions that drove me away--and I'm coming BACK!

<------------------------->
<-----Richard Spacek------>
<----Dept. of English----->
<------UNB, Canada-------->
<------------------------->

2853. Re: Can objects be hidden from objc_find?

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 23:34:36 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.761009676@groucho>
Source record: 193110

timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

>I am trying to use objc_find() in a program, but I don't want it to find
>objects which are not visible on the screen. By default, it seems to
>find objects whether they are displayed or not. Is there a simple way to
>get the behavior I want.

As far as I know, objc_find() should *not* find objects that were hidden by
setting the HIDETREE flag in ob_flags. If you have encountered something
different, I would be _very_ curious to hear so -- but I can hardly imagine
that to be true...
So, to hide an object just do "tree[object].ob_flags |= HIDETREE". That should
do the trick imo.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

2854. Re: THE FUTURE OF ATARI

Newsgroup: comp.sys.atari.st
Date: 1994-02-11 23:47:41 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <138100@hydra.gatech.EDU>
Source record: 193111

In article <60.44215.4514.0N1947A1@canrem.com>
paul.nazaroff@canrem.com (Paul Nazaroff) writes:

> According to Bob Brodie, TT
> and Falcon production started again two weeks ago.

Last June he announced TTs were back in production, yet I know of no
one who got a TT out of that (vaporware) run.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2855. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 00:00:32 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2jh670$13r@nasim.sta.sub.org>
Source record: 193112

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: Outside works fine with MiNT.

But you need MiNT > 1.04. Not everybody is able to compile MiNT 1.09.

: Of course, memory protection gets turned off (only one program can have the
: MMU --- yet another reason to add virtual memory to the OS (MiNT)).

This is true. But I think there is more need for serious device drivers
(floppies, serial-SCC-ports, etc.). It's a pity I can't use Net & Term
to connect to my Sun because of a missing serial device driver for my
FALCON.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

2856. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 00:16:23 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2jh74n$6dp@usenet.INS.CWRU.Edu>
Source record: 193113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>MiNT does allow code sharing, for processes which are specially written to
>>
>> and how is that done?
>
>The code is specifically written to avoid absolute address accesses. All
>accesses are done relative to a register (then, to relocate your program,
>all you have to do is change the value of the register).
>

ok, but how do i get mint to code share? is there a call that does this?

>>I guess it's back to the drawing board... i tried to implement my program
>>with two actual execuatbles and interprocess communication (using mail boxes)
>>but I didn't get it to work properly... (mainly because MiNT crashes and
>>the debugging of it is pretty difficult)... so i thought fork()!?! but...
>>
>>does anyone have some source code for interprocess communication (pipes
>>or mail boxes or whatever you hacked up)? i'd like to see it!
>
>Why not use named pipes?

i'd really like the programs to share memory. pexec mode 104 should do this
properly, but i get crashes (when i try it)... i guess i should: open a pipe,
pexec the other process, have it allocate its memory and pass the address
through the pipe....

has anyone done anything similar to this and is willing to share the code?

2857. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 00:18:04 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CL34u4.50G@cix.compulink.co.uk>
Source record: 193114

>I have been going into town every day for a week now to get hold of 'Atari
>ST Review', but even though it was supposed to be out last thursday (the 3rd)
>it STILL isn't in!!!!!

I've been doing exactly the same. ST Format is there, but no 'User or
'Review. 'User is out because I have a subscription and have seen it in
London (Liverpool ST station).

I begining to think the I will have to subscribe to ST Review if I want
it in future.

:-(

Roland.

2858. Re: WINX and LGselect dont get along...

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 02:36:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL3B9C.8H0@cix.compulink.co.uk>
Source record: 193115
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software

In message <LANCER.94Feb11140127@planet10.WPI.EDU>, lancer@planet10.WPI.EDU said:
>
>I have a copy of WINX running on my new MegaSTE and like it alot.
>
>I HATE the TOS fileselector, though, so I have tried LGSELECT.
>
>It seems that WINX and LGSELECT aren't compatible... When I boot with
>WINX and LGSELECT in my auto folder, I sometimes get the TOS
>fileselector, sometimes the LGselector. I believe this has to do with
>WINX's modifications of the GEM code before GEM starts...
>
>Can anyone offer some help? Is there a way to get these two programs
>to behave better?
>
>LGSelect works fine if I install it from the desktop, by the way...

Try Selectric, it's *very* good and works with WinX and Let'em Fly.

Ofir ogal@cix.compulink.co.uk

2859. Re: Cubase Audio/HDD

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 02:46:50 UTC
From: steve-j@teleport.com
Message-ID: <2jhfuq$e4p@kelly.teleport.com>
Source record: 193116

In article <2d5aecaf@midinet.ct.se>,
Lars Reynold <lars.reynold@midinet.ct.se> wrote:
>
>What I've read from Steinberg's News sheet, only Fast SCSI2 will work together
>with Cubase Audio. According to some music stores they told me that the
>IDE-format won't work at all. I'm surprised that you wrote this, because I've
>never ever heard it before. Allthough, it sounds interesting. Have you tested
>it by yourself? And please, ask those people before I buy something -way to
>expensive- and don't really need it :-)

Well, I know of about half a dozen or so CAF users who are just using regular
SCSI drives. I haven't had a chance to ask yet, but I'll ask a few of them
what they have and whether they can get 8 tracks going simultaneously on it.
I'll let you know what they say.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2860. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 03:10:45 UTC
From: miff@apanix.apana.org.au
Message-ID: <2jhhbl$a0u@olivaw.apanix.apana.org.au>
Source record: 193117

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <2j4631$9nn@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>>And what if the time critical parts are within the VDI?
>>(eg. what if some basic operation is PutPixelHere(x,y)?)

>I doubt that the VDI would be an appropriate basis for porting X
>anyway. There are several problems, including the saved mouse
>cursor background not being updated by the VDI during graphics
>ourput, the VDI line drawing algorithms not matching the X
>specifications and so on.
>I've never done such a project so far, but I would guess that for
>porting X the most sensible strategy would be to do a VDI based
>port first, and then rewrite certain graphics output routines,
>whether in C or in assembler.
>As X uses offscreen pixmaps a lot, it would hardly be possible to
>get away without having to write the primitives to manipulate
>them anyway, and if you can draw on an offscreen pixmap, you can
>as well apply that to the screen.

If you were porting X to the TT, you would throw the VDI away, swap
to a new screen page, and use the MFB code they supply, which is heavily
optimised for the 68020 and a single-pixel screen.

X on a TT in colour would be _very_ hard - the interleaving scheme used
by atari is not one that the X-consortium considered, and so you would
need a (admittedly fairly minor) modification to the CFB code to to
translate between the atari scheme and something X understands.

Ok -- MFB - monochrome frame buffer, CFB - you can guess.
These are the two sample screen drivers that come with vanilla X, and
they have been tweaked again and again over the years.

MFB is why X _seems_ to run so fast on a sun 3/50.

> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

2861. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 04:23:51 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb12.042351.888@isle.waterloo-rdp.on.ca>
Source record: 193118

Daron Brewood (dbrewood@cix.compulink.co.uk) was heard to mutter:

> Just a short query or two. When my Falcon had 4 megs of memory (onboard
> standard) I had 4 megs of memory free, now I've upgraded to 16 megs I have
> only 14 free.
> From this am I correct in saying that the original memory was actually 6
> megs, with 4 mb accessable, or is the missing 2 megs of memory used to keep
> track of the rest of the new memory?

What happened there is that Atari had to keep the new hardware compatable
with the old, so all of the old hardware address ranges (video, DMA, GLUE/MMU,
MFP, ACIA's, ROM (maybe) etc, etc) had to stay where they used to map to,
which unfortunately places it in a 2 meg area at the top of a 16 meg range.

Some of the more intelligent older software used "move $Fxxx.w" style in-
struction formats, which sign extend into a full 32 bit address, thereby
avoiding that two meg range on newer processors, but other software used a
direct 24 bit address to get at the peripherals, so that hole HAD to be left
open for compatabilities sake. It would be nice if the Falcon hardware
had mapped that higher to give an apparent 18 meg range ;-)

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

2862. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 04:48:39 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2jhn37$f58@darkstar.UCSC.EDU>
Source record: 193119

In <CKvAFo.Aro@isgtec.com> ken@isgtec.com (Ken Newman) writes:

>Oh for crying out loud! Why are you comparing a Falcon to a Quadra?!?
>A 16MHz 030 system to a 33MHz 040 (with much better video too)? Try
>comparing machines with the same power. Like a Falcon and an LCII. I bet
>they're similar in price even in Germany. Of course System 7 is slow, so
>you'll probably need an LCIII which should still be around the Falcon's
>price.

Sure, but you'd still have to deal with system 7, and you'd not get nearly the
sound capabilities of the Falcon... It would be "as fast" (maybe) but IMO the
falcon is a much better deal.

~Chris
>--
>Technological progress has merely provided us with more efficient means
>for going backwards. -- Aldous Huxley

>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

>--
>Technological progress has merely provided us with more efficient means
>for going backwards. -- Aldous Huxley

>ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2863. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 05:06:33 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2jho4p$3n7@terminator.rs.itd.umich.edu>
Source record: 193120
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 5792 Feb 5 13:06 ./Applications/0index
-rw-r--r-- weiner 29480 Feb 5 13:05 ./Applications/Wordproc/wp_demo.tos
-rw-r--r-- weiner 662252 Jan 11 16:45 ./Games/stratage.lzh
-rw-r--r-- lenn 17432 Feb 5 13:16 ./Games/0index
-rw-r--r-- weiner 104320 Feb 5 08:55 ./Games/thurg_r.lzh
-rw-r--r-- weiner 320678 Feb 2 08:49 ./Gnustuff/Tos/Gcc/gccdoc.lzh
-rw-r--r-- entropy 12200 Feb 5 12:48 ./Gnustuff/Tos/0index
-rw-rw-r-- entropy 7535 Feb 5 12:57 ./Mint/0index
-rw-r--r-- weiner 70332 Feb 5 12:54 ./Mint/Devices/modm0dev.zoo
-rw-r--r-- weiner 25963 Feb 5 12:54 ./Mint/Devices/lpdev.zoo
-rw-r--r-- weiner 43727 Feb 5 12:49 ./Music/k_sculpt.zip
-rw-r--r-- molin 76860 Jan 23 19:56 ./Sound/Sounds/beverly.lzh
-rw-r--r-- molin 44647 Jan 23 19:56 ./Sound/Sounds/birds.lzh
-rw-r--r-- molin 32654 Jan 23 19:56 ./Sound/Sounds/bowling.lzh
-rw-r--r-- molin 23066 Jan 23 19:56 ./Sound/Sounds/brknglas.lzh
-rw-r--r-- molin 42203 Jan 23 19:56 ./Sound/Sounds/brngtyrd.lzh
-rw-rw-r-- entropy 23292 Feb 5 13:09 ./Utilities/0index
-rw-r--r-- weiner 3778 Dec 29 16:31 ./Utilities/Virus/vaccine.lzh
-rw-r--r-- lenn 117461 Feb 5 11:23 ./Utilities/mb35_bin.lzh
-rw-r--r-- weiner 87727 Feb 5 13:35 ./0ls-lR.Z
-rw-r--r-- molin 871168 Feb 2 21:08 ./Falcon/blackhole.zip
-rw-r--r-- dpz 3999 Feb 5 00:11 ./Falcon/0index
-rw-r--r-- weiner 87453 Feb 5 13:36 ./0ls-lRc.Z
-rw-r--r-- weiner 102109 Feb 5 13:33 ./0compind.Z
-rw-r--r-- weiner 220055 Feb 5 13:33 ./0index
-rw-r--r-- lenn 474696 Feb 7 20:05 ./Demos/april.lzh
-rw-rw-r-- weiner 8738 Feb 7 20:08 ./Demos/0index
-rw-rw-r-- entropy 8520 Feb 7 19:52 ./Diskutils/0index
-rw-r--r-- lenn 17536 Feb 7 19:49 ./Diskutils/dd2upd0a.lzh
-rw-r--r-- lenn 60800 Feb 7 19:49 ./Diskutils/dd2upd10.lzh
-rw-r--r-- lenn 659095 Feb 7 19:55 ./Graphics/cyber.zip
-rw-r--r-- lenn 419696 Feb 7 19:54 ./Graphics/spcmovie.zip
-rw-r--r-- entropy 12145 Feb 7 19:59 ./Graphics/0index
-rw-r--r-- lenn 49587 Feb 7 19:59 ./Utilities/vdos1.lzh
-rw-r--r-- lenn 20088 Feb 7 19:59 ./Utilities/vdos2.lzh
-rw-r--r-- lenn 9663 Feb 7 19:59 ./Utilities/vdos3.lzh
-rw-r--r-- lenn 20154 Feb 7 19:59 ./Utilities/vdos4.lzh
-rw-rw-r-- entropy 23503 Feb 7 20:05 ./Utilities/0index
-rw-rw-r-- weiner 388 Feb 7 14:03 ./Info/0index
-rw-rw-r-- entropy 7583 Feb 8 09:06 ./Mint/0index
-rw-r--r-- weiner 42916 Feb 7 06:16 ./Mint/Filesystems/mfsfm09b.zoo
-rw-r--r-- molin 51875 Feb 7 04:09 ./Games/mariant.zip
-rw-r--r-- lenn 17569 Feb 10 09:04 ./Games/0index
```

```
-rw-r--r-- molin 348755 Feb 2 23:58 ./Sound/Players/pt20s.lzh
-rw-r--r-- weiner 3728 Feb 10 09:18 ./Sound/0index
-rw-r--r-- molin 51863 Feb 6 10:20 ./Utilities/cvtran20.zip
-rw-r--r-- molin 34349 Feb 7 05:22 ./Utilities/mauswind.zip
-rw-r--r-- molin 25568 Feb 9 03:56 ./Utilities/peek_v17.zip
-rw-rw-r-- entropy 23730 Feb 10 09:09 ./Utilities/0index
-rw-r--r-- molin 10712 Feb 2 23:42 ./Telecomm/38400bps.lzh
-rw-r--r-- molin 32910 Jan 29 07:54 ./Telecomm/fed125.zip
-rw-r--r-- weiner 6742 Feb 10 09:27 ./Telecomm/0index
-rw-rw-r-- weiner 5808 Feb 11 14:36 ./Applications/0index
-rw-r--r-- lenn 161998 Feb 11 14:33 ./Applications/Databases/easydat_120.lzh
-rw-rw-r-- weiner 3133 Feb 11 13:33 ./Printing/0index
-rw-r--r-- weiner 33879 Feb 11 13:32 ./Printing/diablo16.zoo
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2864. Re: UK/Euro Mags/Dealers

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 05:10:01 UTC
From: Marc Baime <mbaime@delphi.com>
Message-ID: <JG3KVPp.mbaime@delphi.com>
Source record: 193121

Marc Baime <mbaime@delphi.com> writes:

>Call Mike at Sideline Software (1-800-888-9273). Please tell him
>Marc Baime sent you. He has gotten me every piece of European software and
>every Euro Mag I ever wanted for my ST and my Amiga and he now carries
>a great selection of IBM European (TFX,Subwar 2050, etc.) as well.

Someone sent me some email saying they'd called Sideline and were told
that Sideline no longer carried ST software. If that's the case, I am
sorry I mislead anyone out there who called them. It's been a while since
I bought software for my ST but I always used to buy it from Sideline as
their prices were reasonable and they had ST software before anyone else.
Can someone else confirm Sideline no longer does ST software? Maybe I'll
call Mike myself. Again sorry for any inconvenience I may have caused.
Regards...Marc Baime

2865. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 06:17:58 UTC
From: kfason@csn.org
Message-ID: <CL3LHz.5JA@csn.org>
Source record: 193122

```
: > |> |> Does anybody know...
: > |> |>
: > |> |> (This, either)...how I might get a math co-processor for my Mega
: > |> |> 4 STE and install the sucker? Where, how, how much? This isn't
```

Its in the bottom left. just pop a FPU in (16Mhz only I recall, least mine was), get a PAL from Atari (thoguh my dealer was told to goto Best Electronics as Atari dont deal with that anymore...) then remove the jumper between the PAL and FPU, and your all set...

BTW, to the right of the FPU socket there are three chips vertically arranged, teh middle one is the PAL if its a socket you need a PAL, if all three chips are present, you jsut need the FPU and remove the jumper.

Since I sold off my Mega/STe and getting a Flacon030, I have moved the FPU to my Falcon030, but the PAL is still around if anyone is interested in it??

BTW, I had a 68882 and it worked fine with GemBench. Only PRG I had that supported the FPU... Though Speedo locks the machine if you try to build witdh tables or configure your Printer, to be warned... (using the two ACCs actually, didnt matter if Speedo was installed or not...)

-Kevin Fason "kfason@CSN.Org"

```
-----------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Atari Jaguar |Higher Educations Computer Source|
| Multi-Game Hunter ASIC | Proudly Supporting Atari! |
-----------------------------------------------------------------
```

2866. Re: Cubase Audio/HDD

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 06:21:36 UTC
From: kfason@csn.org
Message-ID: <CL3Lo0.5pu@csn.org>
Source record: 193123

Steve Johnson (steve-j@teleport.com) wrote:

: You don't really need a SCSI-2 drive -- there are plenty of regular
: SCSI drives that will transfer data fast enough. To get 8 tracks to
: work, you'll need a pretty fast one, though -- I'd recommend getting
: one that'll do close to 1MB/sec. or faster (plus a very quick seek
: rate of 15ms or lower). There are some people who've even found 2.5"
: IDE drives that'll do that, though 2.5" IDE drives only go up to about
: 250-300MB. Unfortunately, you can't really know EXACTLY what data
: transfer rate you'll get until you hook it up to your system. I'll
: ask some of the people who HAVE gotten fast drives, though.

well, this doesnt pertain to Cubase, but I have an IBM 0662 1.052gig
drive. 3.5" 1/2 height. but anyways its a SCSI-II fast. manual says its
8.6ms access time, and can get upto the theoretical 10Mbyte/sec. I know
the Falcon030 don't xfer that fast, BUT its slower then the internal
IDE... wierd.. any reason??

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030 4/1.052gig	Representative Run PC Computers
US Robotics Dual Standard	The STore that ==Runs To You!
Atari Jaguar	Higher Educations Computer Source
Multi-Game Hunter ASIC	Proudly Supporting Atari!

2867. Panasonic CD on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 09:52:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <2d5cfb49@midinet.ct.se>
Source record: 193124

Does anybody know if there is a chance to run a Panasonic 562B CD-ROM Drive on a Falcon? Supported software? Interface?

/Lars Reynold - MidiNet MIDI ONLY!

2868. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 11:26:24 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2jied0INN1658@sat.ipp-garching.mpg.de>
Source record: 193125

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <CKvAFo.Aro@isgtec.com> ken@isgtec.com (Ken Newman) writes:

: >Of course System 7 is slow, so
: >you'll probably need an LCIII which should still be around the Falcon's
: >price.

: Sure, but you'd still have to deal with system 7, and you'd not get nearly the
: sound capabilities of the Falcon... It would be "as fast" (maybe) but IMO the
: falcon is a much better deal.

As a matter of fact, most people won't need the sound capabilities of the
Falcon, and System 7 is a better (though slower) OS than TOS. But what you'll
get with the Mac is better support (hardware & software) and better docs.
(Not to speak of better free-/shareware products, at least in the scientific
area.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2869. PC Ditto sought with COM port

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 11:56:02 UTC
From: kja@stekt15.oulu.fi
Message-ID: <KJA.94Feb12135602@stekt15.oulu.fi>
Source record: 193126
Cross-posted to: sfnet.atk.atari,oy.koneet.atari,comp.sys.atari.st

Do you have a PC emulator for Atari STe that supports the PC's COM PORT 1?
We have a PC Ditto V2.03 that doesn't.

A COM port is needed for a bank communications utility which only runs in a PC.

-Kari

P.S. you can answer in finnish / english

2870. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 13:11:53 UTC
From: diehl@r-node.io.org
Message-ID: <2jikip$6ep@r-node.io.org>
Source record: 193127

Actually, it's dead easy to start from zero. Here's what you do:

When you start off, sell both your missiles. You won't need them and it'll give you more cargo space) Buy as much Animal meat as you can, then take off for Barnard's Star. Sell it.

Now you're going to do a lot of trading. The two systems you're best off trading in to begin with are Barnard's Star and Sol. These are both Federation systems, so you will never get attacked in them. (which is why you sold your missiles)

Now, what you trade between the two is up to you, but what will make you the most money is trading Robots and Computer Parts from Barnard's Star to Sol, and Luxury Goods and Alcohol from Sol to Barnard's Star. Also, ALWAYS check the bulletin board to see if anyone wants somethingthat the market doesn't have but you do; they'll always pay twice market value. As you get more money, buy larger ships with more cargo space so you can trade in larger volumes and make more money.

THat's all there is to it. In a matter of two weeks, I've managed to accrue a nice Panther Clipper 2,000t ship with all the toys, 50 shield generators, 100MW beam lasers on both my turrets (tried small plasma accellerators; they're overrated unless you're going after some really nasty people, and weigh 500t!) and everything else. I COULD use a faster hyperdrive, but I can't find anything higher than a class 7, and my ship uses class 8!

DragonLord
(diehl@r-node.io.org)

2871. Re: Eagle 060 ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 13:15:14 UTC
From: diehl@r-node.io.org
Message-ID: <2jikp2$6io@r-node.io.org>
Source record: 193128

It appears to be completely rumour. BobBrodie IS being hush-hush about the '040 model of the Falcon, but there is absolutely no Eagle060 as far as I (and apparently, Brodie) know.

Perhaps you're hearing a permutation of the Medusa T40 65mhz TT030 clone from Lexicor...

DragonLord
(diehl@r-node.io.org)

2872. Re: Disc Partition Compressio

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 13:46:00 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Feb12.134749.24243@inca.comlab.ox.ac.uk>
Source record: 193129

Lonnie McClure (lmcclure@delphi.com) wrote:
:
: Chris Herborth said:
:
: "...and as far as I know, IDE disks don't even know how
: big they are!"
:
: Apparently they do, but PC's rarely take advantage of this function.
: On my Amiga, I have a hard drive subsystem that allows the use of an
: IDE or SCSI drive. I chose IDE because it was less expensive (especially
: at the time of purchase...over a year ago). I never had to tell
: the software anything about the drive, other than that it was IDE.
: (The drive is a Maxtor 7213A, BTW).
:

I agree. HDX knew the make and size of my IDE drive without being told.

2873. Re: Safe C. O. D.

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 13:59:29 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2jinc1$ppo@charm.magnus.acs.ohio-state.edu>
Source record: 193130
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.amiga.marketplace

> To my dismay, UPS accepted his personal check to collect a "CASH ONLY" COD

That's too bad. I'd have a few choice words with UPS if I were you. I'm sure they'd like to have words with the driver that took that check. When I did my internet purchases, UPS themselves told me that they would NOT, under ANY circumstances, take a personal check when the sender had chosen "CASH ONLY."

Either UPS was lying to me, or they have a driver that needs canned.

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--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2874. Re: Gemview & associated programs

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 14:06:40 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2jinpg$46q@nasim.sta.sub.org>
Source record: 193131

Cybercube Research (cybercube.research@canrem.com) wrote:
: WINX ..... gives you a lot more than just those 8 GEM windows
: you are probably used to. Very neat on a Falcon
: which may crash sometimes if you do some weird
: windows stuff. *grin* If you won't need more than
: eight windows at a time, do not install it in your
: \AUTO\ folder.

WINX 2.2 works fine on a FALCON. If a program crashes if WINX is
installed it's the programs fault, not WINX's.

Remember: With WINX it's possible to remove those ugly 3D-window
gadgets in AES 3.31/3.40. WINX does not support MultiTOS-AES 4.0/4.1.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

2875. Re: Yow! 1110 cps at 9600 bps?!?

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 14:34:58 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jipei$ek6@harbinger.cc.monash.edu.au>
Source record: 193132

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
: >file with zmodem over a 9600bps MNP reliable (though not MNP 5
: >compressed) connection and got 1110 cps! My calculator tells me that
: >the maximum possible transfer rate at 9600 with 8 databits and one
: >stop bit should be 1067cps. 1110 is 105% efficiency!

: That's normal speed.... MNP4 uses synchronous datatransfer and
: doesn't use start/stop bits from one modem to the other....

: Asynchronous: 9600 / 10 (8 + start and stop bit) = 960 cps
: Synchronous: 9600 / 8 = 1200 cps (see - you can get more)

: On a 14400 modem you can get up to 14400 / 8 = 1800 cps

You'll have to factor in z-modem protocal overhead, which is about 3%.

Synchronous: 9600/8 * 0.97 = 1164.

Some communication programs have fudgey timing algorithms, or give
a 5% to the download rate.

- Jim

2876. Re: UK/Euro Mags/Dealers

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 14:42:30 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jipsm$ek6@harbinger.cc.monash.edu.au>
Source record: 193133

My name is Brian Rost (rost@tecrus.enet.dec.com) wrote:

: Help! Save me from buying a Macintosh!!!

: With the US software situation in disarray, I'm interested in finding out
: about UK or European magazines or dealers. I need educational software for my
: kids (6 and 8 today, I'm looking for packages good for 8-12 year olds) and
: figure that *something* must exist over there.

Future Publishing, publishers of ST Format, Amiga Format, etc are pretty
good publishers and their magazines are usually well put together.

If you can't find anyone in the US, ordering direct from the UK isn't
a bad experience. Just check out the mail order ads and find one that
advertises it outside of the EEC postage rates.
Make sure you don't get charged VAT, so take off 15% from most prices
advertised, as nearly everyone includes VAT (value added tax). VAT,
from memory, is not applicable to exports outside of Great Britain.

: UK/Euro users with suggestions, synpathy 8^), pity 8^) 8^), especially those
: who have experience with kid's software, please contact me.

Good luck. I've found most of the stuff I order from the UK arrives
in Australia in a timely manner via air-mail. I also get registration
cards, which the local distributors seem to like removing and destroying.

I don't know how the ST is doing in the US, but in Australia, Amiga and
ST software can be picked up from the bargain bins quite cheaply. I
think STOS or some basic for the ST should have lots of educational
titles. Amos for Amiga is quite popular and their are PD-buyware places
popping up in the UK.

- Jim

2877. Re: Does Anyone Use STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 14:57:49 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jiqpd$ek6@harbinger.cc.monash.edu.au>
Source record: 193134

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: ae-a@minster.york.ac.uk writes:

: >Back in 1990, I heard rumours about STOS-PRO. This was supposed to be
: >STOS with no line numbers, and more structure in the programming.
: >This also never materialised.

I'm not suprised that the guys have dropped STOS. The Amiga port,
AMOS seems to have gotten the majority of the programmers attention.
They have also made AGA versions, support for the latest OS upgrades
and 68020+ support (well, it doesn't die like on a TT/Falcon).
Though, I've heard rumours they were making a PC version, so they
might end up dropping the Amiga support and moving on.

: Now, I don't suppose anybody remembers me saying "You should program
: with a real language like C, C++, Modula-2 or Pascal so that what
: you learn will be portable to new machines" the last time there was
: a language war here, but that's always been my position, and the
: deterioration of STOS is yet another example. Even Pascal and Modula-2
: are risky at the moment, but they do teach good programming practices.

Basics are good for just playing around. It's quick and dirty. There
are structured basics around, but it's not very good for learning good
programming practices.

: The time has also come for us to be VERY careful when considering
: writing in assembler. Write your VITAL components in assembler if you
: really must, but not the whole program. Assembler programming will
: soon be useless. Mark my words.

I think the only folks who can get jobs writing assembler will be
people working on games, or compilers (have to be very, very good to
get compiler work).

: Ever tried assembler on a RISC machine? Whether it's programming
: a RISC PowerPC, or trying to schedule instructions for a Pentium,
: you won't be able to compete with the compiler's abilities.

Years ago, using machines with small memory, knowing assembler was
necessary because most of the tools were in a very sorry state. Now
with lots of good tools, knowing everything about the processor
probably isn't necessary.

: I'm not trying to start a flame war: I'm sure there are people out
: there who think that all they will ever want BASIC can provide. I'm
: just saying be careful. I changed from Modula-2 to C++ a couple of
: years ago, because of foresight.

: Programming an uncommon computer is one thing. Doing it in an uncommon
: language is something totally different. I say these same things to
: people who insist on hacking 386 assembler.

Basic isn't doing too badly on the PC. Visual Basic for Windows is gaining in popularity as a front end program. Provided you learn Windoze's API, you should be able to get work and make some money.

If you use PC's, just download a few programs and if they come with vbrun?00.dll, it's written in Visual basic. Have a look at what can be done in basic.

If you don't like Windows, you'd better learn Unix inside and out.

But I'd have to agree with you on learning a popular language, like C or C++. There's a bit of a language war between C and C++, some saying C++ isn't as good as it was made out to be. But so long as you've got the basics down and can write well structured and commented code, you should be able to pick up any language in a week.

There are still quite a few jobs around for people maintaining programs written in Cobol, Fortran, etc, but most new projects and jobs are for C/C++ folks.

- Jim

2878. Re: CV-Translator v1.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 14:59:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.eqjutD75UW2@semprini.waterloo-rdp.on.ca>
Source record: 193135

In <1994Feb4.152523.7900@newshost.lanl.gov>, John Hutchinson writes:

[John's mild flame of Ofir deleted...]

> While GFA's memory handling is tricky, it's certainly not insurmountable
> (especially for non-MultiTOS apps). If GER2ENG does "nasty, nasty things on
> an ST" one should blame the programmer, not the programming

I'm on of the people that cries out against GFA-BASIC occasionally; I used to program in it all the time (actually wrote an accounts receivable program in it in grade 12).

These days, the ONLY programs I have any problems with (well, other than the ones I'm porting or writing... but that's another story :-) are ones written in GFA-BASIC. The uucico in Hermes UUCP causes me unending problems under MiNT, GER2ENG does brutal things to my computer (I usually have to reboot after using it; that is, if it doesn't reboot the machine for me).

The only thing I can work from is my personal experiences with GFA-BASIC (ie, breaking every time a new vesion of the OS comes out, or a new machine comes out) and with GFA-BASIC programs. From what I've seen, I'll continue to avoid GFA stuff unless I absolutely need it; and I'll do as much as I can to replace it with something written in C or Pascal or C++.
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2879. Re: Mint 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 15:06:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.PcUA4nkCt_Y@semprini.waterloo-rdp.on.ca>
Source record: 193136

In <dbyfield.0qkb@outb.wimsey.bc.ca>, Douglas Byfield writes:
> Chris-where did you dl Mint 1.09 from? I just set up the Mint distribution
> kit with the Minix file system. Unfortunately, it only comes with Mint .95.
> I have the source for Mint 1.04, but would like to upgrade to 1.09(it IS the
> latest, isn't it?). Are there upgrade patches from 1.04-1.09? Thanks.

The MiNT 1.08 source code is on atari.archive.umich.edu
atari/Mint/mnt108s.zoo or something like that. There's also a 1.08-1.09
patch on there, which you should probably avoid if you don't know how to
use 'patch'.

MiNT 1.10 is going to be released in a week or less; you should probably
wait 'til then. I suspect a complete 1.10 source archive will be
dropped onto atari.archive.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2880. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 15:10:03 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jirgb$ek6@harbinger.cc.monash.edu.au>
Source record: 193137

If anybody is really interested in Linux of NetBSD for 680x0, they should poke around in the netBSD, Linux or comp.unix.amiga newsgroups and see what's working.

NetBSD on the Amiga is up and running, with the ability to run Sun binaries, static and dynamic shared libraries. Of course, getting commercial Sun software legally is probably going to hurt your wallet.

The big thing about getting NetBSD and Linux is binary compatibility between different 680x0 boxes. No need to spend hours recompiling, just grab the binary and play away.

Linux on the 80x86 boxes have the real possibility of killing all other commercial Unixes. It has tonnes of capable folks working on it. There are MS-DOS full-screen and windowed emulators around, work on Windows emulation and a full-featured linux X-Windows word-processor. All this stuff will be *FREE*. Unfortunately, this may kill the job market for a lot of programmers, as it might be hard to outdo them with a commercial package.

- Jim

2881. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 15:18:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4dC0tTw5D2g@semprini.waterloo-rdp.on.ca>
Source record: 193138

In <2j7gcs$jug@r-node.io.org>, Eric March writes:
> First of all, your specs are quite far off:
>
> The Falcon runs on an MC68030-16, not a 25, and this is the low-end model.

Actually it's the only model.

> VRAM (I assume you mean a processor cache) is 96k.

There is no VRAM on the Falcon; VRAM = Video RAM, dual-ported, fast RAM,
allowing video refresh to take place without hogging the processor bus.
Unfortunately, the Falcon's video/processor contention can reduce it's
performance to that of an ST, thanks to the lack of VRAM. :-(

> Future? Plenty. Multimedia to be sure, MIDI, as always, and plenty more.
> Not to mention that the Falcon is priced far lower than any Mac Quadra
> system.

Mac Quadra 605 (probably 68LC040-based, 25Mhz?) goes for < $1000 US
(probably 4M RAM and 120M disk, but I don't know). Isn't the Falcon
4/80 > $1000 US?

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2882. POV-Ray 2.2 - executables

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 15:32:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Y&fUbkz8ixk@semprini.waterloo-rdp.on.ca>
Source record: 193139

POV-Ray 2.2 was released yesterday.

Being the nice guy I am, I though I'd whip up some Atari binaries and drop 'em on atari.archive.umich.edu. I built 68000, 68000+FPU, 68030 and 68030+FPU binaries, which are on a.a.u.e now.

Since I'm using a cross-compiler on a (MUCH) faster UNIX machine, I didn't get a chance to test the binaries before I got home. (You can see this coming, can't you?)

Well, when I got home, I found that the 68k binaries I build don't work. They won't parse basicvue.pov anyway, and that's the simplest scene I've got (an orange sphere on a blue background). Since I've only got an ST, I couldn't test the other binaries if I wanted to... but I doubt they will work. Someone should still try though, and let me know!

This is, I guess, either a compiler bug (gcc 2.5.8) or a library bug (MiNTlibs pl.41). POV 2.2 worked fine on the UNIX box using the nasty Metaware High C compiler that we've got there.

Dang. I rebuilt pov 2.2 for the 68k without optimisation, but that didn't the problem either. If anyone gets a chance (especially anyone with a 68k/FPU, '030, or '030/FPU) to test it please do. *sigh*

I'll let you know if I can track down the problem.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2883. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 15:41:24 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jitb4$ek6@harbinger.cc.monash.edu.au>
Source record: 193140

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: Just on this thread about Linux for the TT/Falcon, here are a few questions ...
: 1. Is Linux a derivative of Unix? If so, then

Yes.

: 2. You should be able to run it on a 68010 or 68020.

Perhaps. The 68851 (or was it 68551?) is probably different to the
MMU in the 68030 and 68040. The 68040's MMU is a lot different from
the 68030's and caused quite a few headaches for the Amiga folks working
on NetBSD and Linux 680x0.

If you're a unix hacker, you might be able to rewrite the kernal and
make device drivers for Linux.

: Now, I'm going to be shot down in flames for stating this, but a few of the
: guys here at work are considering buying a second-hand Unix box for playing
: around with. The boxes are AUS$600 (US$450), and they have 2 * 380 mb SCSI
: HDs, HEAPS of external ports, a Tower Case, Printer, Terminal, 150mb Tape drive
: and the Central CPU is a 68020 .... running Unix SR3 ....

They seem like very good value ;-) I'm thinking about getting one just
to play around with.

BTW, the exchange rate on computer hardware is more like US$1 = Aus$2

: So, am I just clutching at straws, or should Linux run on 680x0 machines where
: x > 0? ....

I think you're going to be clutching at straws. SYS V r3 might cost
quite a bit to be registered in your name, then again, AT&T might not
care and let you use it for free.

GNU C is available for System V, release 3. Emacs, etc should compile
okay.

: Anyway, $600 is a good deal for 2 380mb SCSI drives, even if they are 5.25 inch
: jobs ... they'll suit my Falcon real nice ...

The hard-drives aren't the most reliable things around. I've had quite
a few private e-mails from people who work with the NCR towers and they've
had hard-drives die around the 4 year of continous use period. 8 out
of 18 hard-drives are dead at one site. NCR/AT&T aren't really
interested in selling new ones to you and charge close to $10K for
a new one.

If the memory chips are SIMMS, you might be able to rip them out and use it on your own system, or sell the thing for parts. I would be wary of selling the SCSI drive to somebody.

I don't know whether you can get drivers for the SCSI tape drivers The SCSI are full height beasties, so you'll probably need a full tower case to run them and keep them cool.

I'd suggest asking around in comp.sys.ncr or the comp.os.syvr3 newsgroup for more suggestions.

- Jim

2884. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 16:29:25 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb12.162925.1054@isle.waterloo-rdp.on.ca>
Source record: 193141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:

[stuff deleted]
: When I hooked up the 213 as well, ID 2, resistors removed, it all worked fine.
: I then copied my important stuff of the 105 and 85, repartitioned, etc and
: set up the 85 for my friend. I then took out the 85 and left the 105 (ID 0)
: and 213 (ID 2) with 105 on end of cable and terminated. The computer no
: longer recognizes the fact that there is a host adapter. I put the
: advatage+ back in and it works fine!. I changed the ID of the 213 to 1
: and it works fine with the Advantage+ but the link does not seem to be
: there.

The Link takes it's power from the SCSI bus termination power.. Not all drives supply this, as having a cable plugged in upside-down will usually fry something... Look in the manual for either drive, and see if there is a jumper block to enable termination power.. Things should be fine then.

: Thanks for any help,
: Sam

No problem... I've helped many people with SCSI problems...

2885. Re: Falcon JPEG Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 17:37:00 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2d5d14a4@p4.troed.ct.se>
Source record: 193142

In a message of <11 Feb 94 10:10:59>, David Oldcorn (2:200/427.3) writes:

> Yes, that's largely the point. Mine is intended as a serious tool for
> maintaining a
> large JPEG archive (I have ooh it must be 50 megs or more now) and so
> has a lot of
> features connected with viewing large numbers of images. In comparison,
> Brainstorm
> (or at least what I've seen, which might be out of date now) is run
> through GEM, which
> imposes a lot of contstraints on what you can do.

Well... Brainstorm's DECODER doesn't use GEM at all, it is an AUTO-program... ANY program can support the decoder and use it effectively, whether under GEM or TOS. The VIEWER that comes with the decoder is just a testing tool Brainstorm used when developing the decoder... For instance, GEM-View does support the decoder...Any other Slideshow program that cared could make use of Brainstorm's fast decoding!

Greetz, magnus_thylander@p4.troed.ct.se...


```
_____________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

2886. Re: Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 18:03:39 UTC
From: akisujar@leonis.nus.sg
Message-ID: <2jj5lr$559@nuscc.nus.sg>
Source record: 193143

Roger Snyder (rsnyder@panix.com) wrote:
: In <01H8G0LGWUJ6001E7D@SAEMS.SRS.GOV> kstevens@srs.gov (Ken Stevens) writes:

: >Does anybody know if Gadgets by Small (creators of the wonderful Spectre
: >GCR and the SST) is still in business?

: Yes they are, but things are pretty slow there. The only thing that
: is supposed to be out RSN, is Sprectre software version 3.1.

: --Roger

I heard longtime back that when Simon Douglas was writing A-MAX, Mac emulator for Amiga, he got some help from Dave Small. A-Max I was quite primitive when it first launched several years ago. Dave had mentioned about how difficult it would be to write a Color Mac Emulator but he going to do it anyway.

Now Amiga has 2 COlor Mac Emulator:

EMPLANT which using Mac II ROM and Simon Douglas just released A-MAX IV which emulate color Mac using the 128K Mac Plus ROM. (I guess Simon probably put the missing code and 32bit Color Quickdraw in the startup program.

No, I am not an Amiga user so please don't flame me.

I own 3 Atari computers, a 520ST, Mega 4 and a TT. Atari TT. I also own MagicSac, Spectre 128 and 2 Spectre GCR.

However, I just bought an Amiga 600 last week for my son to play games because it was on cheap sale.

I hope that Dave would get his Color Spectre and Spectre 3.1 out soon as it is pain to use Spectre 3.0 with the TT.

Where are you Dave?

Suthipuntha.

School of Architecture, National University of Singapore

2887. Re: pinouts for commodore 1084

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 18:54:07 UTC
From: akisujar@leonis.nus.sg
Message-ID: <2jj8kf$559@nuscc.nus.sg>
Source record: 193144

George Frajkor (gfrajkor@superior.carleton.ca) wrote:
:
: Commodore 1084 series monitor. Has anyone done this, an d if so, what
: has been the experience?? Is there any advantage in range of colors,
: resolution, or what have you? I happen to have a spare 1084s and my
: Atari monitor has just gone to its just rewards.
: For those who do not know the 1084, it is a triple threat -- RGBI
: digital and RGB analog color output, as well as monochrome.
: If someonehas done this and had experience, could you (a) post the
: pinouts for the cable that would do the connection and (b) tell us if
: the monitor can be used either as color or monochrome without
: rebooting or complications? I have a monitor box which controls two
: monitors, but the 1084 would take all inputs through one cable and one
: pinhead assembly. How does the monitor detect the signal?

Just bought an Amiga 600 with 1084S (S for Stereo) for my son I should be able to check the pin out for you. Comparing it with SONY KX-14CP1 which I bought for my Atari since 1985 SONY has muich better clarity. 1084S (and I think your 1080 is similar except for non stereo sound) has 0.42 mm dot pitch comparing to Sony 0.38 mm. I am not sure about Atari SC1224 but I think it is 0.38 or 0.41 mm.

The RGB TTL mode is only suitable for IBM (CGA mode) but not compatible with Atari. You can only use it's RGB Analog mode with Atari. I don't think that you can use it in Atari Hi-Res (Mono) mode (I have the spec in front of me now and found that it's frequency is not high enough) but you can use the composite video input for the VCR so you can watch the TV program with it.

Only inconvenience is that you have to unplug the audio cable to plug in the audio output from the VCR. A single pole 2 trow switch can be installed to select the sound from VCR or Atari.

Now for the pin out:

My 1084S has detachable video cable with DB-9 at the monitor and DB-23 to plug in to Amiga. Pin out at the monitor (DB-9)is as follows:

Pin No.

1 & 2 Ground
3 Red
4 Green
5 Blue
6 NC
7 Composite Sync
8 & 9 NC

You just need to connect it to the corresponding pin on Atari. I also attached the pin out for Atari below just in case that you can not find your Atari manual:

DIN-13 (round plug)

Pin No.

1 Audio out (need to connect to RCA phono jack to plug to the audio in socket of the 1084 monitor)
2 Composite Sync

6 Green

7 Red

10 Blue

9 H Sync

11 MonoChrome

12 V Sync

13 Ground

I do not know what model is your Atari because some model (my Mega4 for instance has seperate V-Sync and H-Sync and does not have composite sync output) I my case I have to join H & V Sync together via 2 diodes to avoid reverse flow when I made cable for SONY KX-14CP1 which also only has composite sync. (75 to 150 Ohm resistors also OK but I prefer the diode)

Hope this is of some helps,

Suthipuntha, School of Architecture, National University of Singapore.

2888. Re: pinouts for commodore 1084

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 18:57:19 UTC
From: akisujar@leonis.nus.sg
Message-ID: <2jj8qf$559@nuscc.nus.sg>
Source record: 193145

George Frajkor (gfrajkor@superior.carleton.ca) wrote:

: How does the monitor detect the signal?

Atari has monochrome detect pin (I think it is pin no.4) which will send
mono signal if this detect fpin is ground (connected to pin no. 13)

Suthipuntha,

2889. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 19:21:03 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CL4Lr4.85E@cix.compulink.co.uk>
Source record: 193146

In message <1994Feb10.143606.17618@jet.uk>, djs@jet.uk said:
>2) Why is there a 200GBP difference between 1Meg and 4Meg versions?

Good question, guess thats "marketing" for you.

> (According to Systems Solutions). Wouldn't I be better getting a SIMM
> board such as FalconWing and nicking three of the four 1MB SIMMS from
> my STe (+ one more from somewhere) to get a 4Meg machine on the cheap?

Your STE will not work with just 1 SIMM.

> Is the Ste memory fast enough? (I like the idea of going down the
> SIMM route as it aids later expansion to 14MB).

Depends what speed they are.

I'm using 70nS SIMMS without problems, but check with SS on SIMM
specification for FalconWing, check the current price on these and do your
sums again.

>3) Is there any advantage in getting an internal HD drive, given that
> I have pleny of space on SCSI externals?

Not that I am aware of, apart from convenience, no termination problems
etc. To use an existing ST SCSI drive you will need to disconnect the
host adaptor, and connect a new cable from the Falcon to the SCSI drive,
this cable may cost more than 30 pounds.

>4) By plugging a SCART cable into the ST-Monitor Adaptor (which works
> according to SysSol), what sort of TV resolutions can I expect? All of
> the RGB monitor resolutions.

You can get 13 pin Atari to scart cables, make sure it's wired for RGB if
that's what you want, (some are composite only), IIRC max. res. on a colour
"broadcast" monitor is 768 x 576 with overscan, min. res. is ST low.

>5) The CPU timing fix is done for free,

Not sure about this one.

> but they charge 60GPB for the
> bass-boost/line-level fixes. That sounds like a lot of cash to me,
> what's involved in the fixes?

The stereo input on my Falcon was designed for microphone levels, to connect
a line level signal, eg. from a CD player I attenuated the line signals with
200k series resistors. You could try this, then decide if bass boost is a
problem.

If I was buying a Falcon today, and I already had a SCSI drive with speedo and MTOS, then I would go for an unmodified 1MB Falcon with no internal hard disk, and upgrade with a SIMM adaptor.

Other items on my shopping list would include NVDI, SVGA monitor, screenblaster or hardup.

I think Compo do a very good package deal on NVDI and screenblaster at the moment.

ATB

Barry wilsontjb@compulink.co.uk

2890. Re: DSP RAM?

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 19:21:06 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CL4Lr6.85z@cix.compulink.co.uk>
Source record: 193147

In message <1994Feb10.170533.9882@t.hfb.se>, d93the@t.hfb.se said:

>I've been reading different postings that
>says the Falcon DSP has 32K and 64K and 96K.
>
>Is there anyone who know the real value?

The DSP 56001 has the following on chip memory:

bootstrap ROM 32 x 24
program ram 512 x 24
X memory RAM 256 x 24
mu/A ROM 256 x 24
Y memory ram 256 x 24
sine ROM 256 x 24

The Falcon includes 96k bytes of SRAM for the DSP, this is configured
as 32k x 24 bit words.

Barry wilsontjb@compulink.co.uk

2891. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 19:34:22 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CL4MDA.3H8y@austin.ibm.com>
Source record: 193148

>Linux on the 80x86 boxes have the real possibility of killing all
>other commercial Unixes. It has tonnes of capable folks working on
>it. There are MS-DOS full-screen and windowed emulators around, work
>on Windows emulation and a full-featured linux X-Windows word-
>processor. All this stuff will be *FREE*. Unfortunately, this may
>kill the job market for a lot of programmers, as it might be hard to
>outdo them with a commercial package.

I believe that the home market will probably look to Linux as the solution
to UNIX* like operating systems. I believe that companies will still prefer
to use commercial UNIX* like operating systems. The reason is support. If
a company basses its critical applications on Linux, it will have problems
when it needs quick support when the software fails. If the problem is
related to Linux, the company will likely have difficulty getting a fix for
the problem overnight or within the same week. Also no 24 hour support phone
lines exist. Whether the additional support really does help commercial
customers, the customers still want that service.

While I work in AIX development for IBM, I an pleased that Linux exists. Not
only does Linux make customers more familiar with UNIX* like operating systems
but it encourages the commercial vendors to strive for better features and
better quality in their products. Realize that this is my personal thoughts
and not speaking for anyone else but myself.

Also, even if Linux beats the commercial market, those programmers should
move with the tide to market applications, with good support and new features,
on Linux.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

2892. CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 19:56:14 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <761094137.AA04661@byte.bbs.no>
Source record: 193071

```
>in the MSTE. The only remaining problem is getting the PAL/GAL chip
>such that the FPU can be utilized.

Some MEGA STE's has all chips ready mounted (except the 68882 :-)
There is a strap next to the 68882 socket for enabeling it...
```

Lars-Erik / E-mail: Lars-Erik.Osterud@byte.bbs.no
�sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

2893. Re: POV-Ray 2.2 - executables

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 19:57:37 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb12.195737.16327@t.hfb.se>
Source record: 193149

In article fUbkz8ixk@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>POV-Ray 2.2 was released yesterday.
>
;^D

>Being the nice guy I am, I though I'd whip up some Atari binaries and
>drop 'em on atari.archive.umich.edu. I built 68000, 68000+FPU, 68030
>and 68030+FPU binaries, which are on a.a.u.e now.
>
;^DD

>Since I'm using a cross-compiler on a (MUCH) faster UNIX machine, I
>didn't get a chance to test the binaries before I got home. (You can
>see this coming, can't you?)
>
AAAAAAAAAAAAAAA!!!!

>Well, when I got home, I found that the 68k binaries I build don't work.
>They won't parse basicvue.pov anyway, and that's the simplest scene I've
>got (an orange sphere on a blue background). Since I've only got an ST,
>I couldn't test the other binaries if I wanted to... but I doubt they
>will work. Someone should still try though, and let me know!
>
:^(((((((

>This is, I guess, either a compiler bug (gcc 2.5.8) or a library bug
>(MiNTlibs pl.41). POV 2.2 worked fine on the UNIX box using the nasty
^^^^^^^^^^^^^^^^^^

Ok, here is why I posted this... Where to find MiNTlib >39 ??????

>Metaware High C compiler that we've got there.
:^|
>
>Dang. I rebuilt pov 2.2 for the 68k without optimisation, but that
>didn't the problem either. If anyone gets a chance (especially anyone
>with a 68k/FPU, '030, or '030/FPU) to test it please do. *sigh*
>
:^((((((((((
>I'll let you know if I can track down the problem.
>

Yes, please do so!!
>--
>-------------------==-------------------

> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

2894. michtron

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 20:22:22 UTC
From: rge@helix.nih.gov
Message-ID: <1994Feb12.202222.15859@alw.nih.gov>
Source record: 193150

Michtron used to sell a spreadsheet called 3D-calc. Are they still in
business? Does anyone know how to contact them, or know how to obtain this
spreadsheet?
thanks

2895. accelerator wanted for 520ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 20:24:10 UTC
From: rge@helix.nih.gov
Message-ID: <1994Feb12.202410.15946@alw.nih.gov>
Source record: 193051

```
title says it all
```

2896. STrip

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 21:14:27 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <2jjgrk$c84@usenet.INS.CWRU.Edu>
Source record: 193052

Does anyone have STrip that they could UUENCODE and send to me...
It is the ST RIP reader... I have NOT ben able to get ahold of the
authur via INTERNET.
--
From Benjamin Hoppe (usr1322a@tso.uc.edu), compliments of Yakko Warner:
"It's a great big universe, and we're all really puny, we're all little specks
about the size of Mickey Rooney. It's big and black and inky, and we are small
and dinky, It's a great big universe, and we're not!"

2897. Russian, Scrolling, Compression/Decompression

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 21:25:49 UTC
From: an65022@anon.penet.fi
Message-ID: <213303Z12021994@anon.penet.fi>
Source record: 193053

A couple of questions:

1] How do I display Russian text on the ST in an way that is
compatible with all ST computers ? How many different
characters does the Russian language have ?

2] How do I scroll text in a window in a way that is compatible
with Multitos ? Won't having more then 1 window open cause
problems ?

3] Is there source code in assembler for compresion/decompression
routine ? Something like LZW or Huffman. I have the unpacking
source for a couple of packers but not the compression.

Thanx for your time.

C.V>

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2898. Re: Demo Screens!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 21:34:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2jji0u$n60@golem.wcc.govt.nz>
Source record: 193054

] p.s - what there is of the demo (intro, 2 loaders, depacker and main menu)
] uite nice!!!!

Anything new or exciting? BTW - How about using 80-columns, extended
editors make reading somewhat tricky!

2899. Re: STE 1.62 Roms

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 21:42:31 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2jjig7$n60@golem.wcc.govt.nz>
Source record: 193055

] Eh what? Did I miss something? As far as I know, only the STEFIX, which
] patched the medium resolution bug, came with my atari STe. What is the
] use of POOLFIX3?

At least you got *something* with your STE, I've had (a couple of times) the message 'Out of internal memory - Use FOLDRXXX.PRG to get more' and of course, FOLDRXXX.PRG isn't on the Language disk! All there is is that pointless ST-Basic! (Although, the STE version came with pretty good instructions as compared to the STFM 'version' I got a few years ago).

POOLFIX3 is apparently the other .01 of the 1.62 upgrade, it fixes some sort of problem with memory clearing (I think). I've never had to use it as I've got 1.62, lessee, maybe I've got it on a disk somewhere.....

(Looks....)

Yep, here's the info' part of the DOC's (Apologies to the author)...

There is a rare bug in Rainbow TOS (1.4) and STe TOS (1.6) involving the way GEMDOS handles its internal memory. You probably have never seen this bug, and if you use this patch program, you never will.

The bug doesn't bite very often. You probably haven't ever seen it. It happens when programs use Malloc a lot and you have a lot of folders in your system. (Yes, this bug was introduced as part of the code which got rid of the 40-folder limit.)

The OS pool is the internal memory used by GEMDOS to keep track of directories, files, handles, and internal memory. Sometimes, GEMDOS uses only part of a block. When there are two blocks that are only partly used, and the used parts would fit into one block, the space can be compacted to create one completely used block and one free block.

Unfortunately, there's a bug in the compaction routine. This patch prevents that compaction routine from being executed, by doing the compaction (with a bug-free routine) before GEMDOS has a chance to.

This code runs before every GEMDOS call. It uses a flag to tell whether it needs to run the compaction routine before it lets GEMDOS handle the call. If the call is one of the Pterm calls, or an Mfree() call, it sets the flag so the compaction will run before the NEXT Gemdos call:

new gemdos entry point:

```
if (flag is set)
run compact;

if (call is Mfree or one of the Pterm calls)
set the flag;
else
clear the flag;

jump to the original gemdos entry point;

The compaction routine runs through GEMDOS's internal memory using
unpublished variables (don't you dare use them yourself!) and compacts
empty space out of the memory blocks, so the routine inside GEMDOS
never finds any space to compact, and the incorrect code never runs.

-- End quote

There you go! :)

Is this memory compaction some sort of memory Defragmentation? If not,
is there a memory defragmenter program which would be useful with MTOS etc.
```

2900. Re: Safe C. O. D.

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 22:02:45 UTC
From: dyson@sunfish.physics.uiowa.edu
Message-ID: <CL4t8L.M0n@space.physics.uiowa.edu>
Source record: 193056
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.amiga.marketplace

In article <2jinc1$ppo@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:
> > To my dismay, UPS accepted his personal check to collect a "CASH ONLY" COD
>
> That's too bad. I'd have a few choice words with UPS if I were you. I'm
> sure they'd like to have words with the driver that took that check. When I
> did my internet purchases, UPS themselves told me that they would NOT, under
> ANY circumstances, take a personal check when the sender had chosen "CASH
> ONLY."
>
> Either UPS was lying to me, or they have a driver that needs canned.

I have been paid with a personal check from the purchaser when I had shipped it UPS COD (Cash ONLY). I did not get burned, but I was prepared to demand compensation from UPS for breaking the contract I made with them. Remember, whey you pay them for the COD and mark it CASH ONLY (and you have copies of the reciepts to prove it!) and they don't honor that agreement, you should be able to demand they make up the difference (assuming the personal check you get is bad).

Of course, the above legal interpretation is completely without any legal basis. :) Don't quote me, it is just my opinion. :)

rick dyson

2901. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 23:01:30 UTC
From: jweis@MCS.COM
Message-ID: <2jjn4a$cdb@Mercury.mcs.com>
Source record: 193057

Donald J. Nelson (Don.Nelson@launchpad.unc.edu) wrote:
: In article <2j93nq$4ks@mercury.mcs.com>,
: Jason L. Weisberger <jweis@MCS.COM> wrote:
: >Please include the TOS version in your ad. I'm looking at your ads but
: >there is no way I am writing each of you to find out what version of TOS you
: >are running. I'm also not going to buy a machine running 1.0, I already have
: >that problem and am to lazy to just buy new chips.
: >

: What versions of TOS are there and which of them would you like????

: Seriously,

: Don Nelson

: --
: The opinions expressed are not necessarily those of the University of
: North Carolina at Chapel Hill, the Campus Office for Information
: Technology, or the Experimental Bulletin Board Service.
: internet: laUNChpad.unc.edu or 152.2.22.8

Don, I'm looking for a set of TOS 1.4 chips cheap, I guess..Rainbow TOS.
Was just thinking of buyin a whole new ST, as this one has 1.0 and is majorly
useless. Doesn't even handle a HD well, so why bother with one?

Jason

2902. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 23:28:19 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2jjomj$4bq@darkstar.UCSC.EDU>
Source record: 193058

In <2jied0INN1658@sat.ipp-garching.mpg.de> krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
>As a matter of fact, most people won't need the sound capabilities of the
>Falcon, and System 7 is a better (though slower) OS than TOS. But what you'll
>get with the Mac is better support (hardware & software) and better docs.
>(Not to speak of better free-/shareware products, at least in the scientific
> area.)

>--Cornelius.
Well, as someone who used System 7 every day for over two years, I'll take TOS 2.0 & higher over it any day. Throw in Multitos and I'll be very happy.

~Chris
>
>--
>/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
>/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
>/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2903. The Falcon, DJ550C and DSP modem

Newsgroup: comp.sys.atari.st
Date: 1994-02-12 23:46:32 UTC
From: michaelk@pacifier.rain.com
Message-ID: <CL4y1v.Lzr@pacifier.rain.com>
Source record: 193059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari Falcon which I use mainly for MIDI purposes but I have been thinking about getting th HP DeskJet 550C printer. I would lie to use it for tape cassette covers..... Does anyone have experience using the combination of the Falcon and the 550C? If so what are you opinions of drivers for best color quality? Opinions about best paper choices for rich colors? How is the banding problem when printing solid color, say, no bigger than 3"X5"?

Second, does anyone have any info regarding a DSP modem for the Falcon?

Thank you in advance,

Michael

2904. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 00:12:36 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CL4z91.HJG@ecf.toronto.edu>
Source record: 193060

I *know* I'm going to get flamed, left right and centre, but there are some
inaccuracies that need to be corrected...

In article <2jc76e$2ok@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>] >What makes people think that is because Apple has a better interface to th
>] >user. It looks better, offers more as-is and it works. Sure, we can have
>] ^^^^^^^^^^^^ ^^^^^^^^^^ ^^^^^^^^
>]
>] 1) You're kidding, right?
>] 2) Hunh? What do you mean?
>] 3) You're kidding, right?
>
>1. Questionable, TOS 4.xx in 640*480*256 mode in overscan, with a nice
>256-color deskpic sure looks a lot nicer than any Mac-System I've seen.

Not only is this totally subjective, it's pretty much irrelevant, since
both the Atari and the Mac let you customise your desktop.

>2. TOS 2.xx and upwards offer about the same.

TOS 2.06 -- the latest TOS in the TOS 2.x series -- does not offer as many
features as System 7.1. File sharing, networking, multitasking, scalabale
fonts (although SpeedoGDOS does fix this), Quicktime, and the Communications
Toolbox. While MultiTOS and SpeedoGDOS include some of these features,
they still are not as advanced as System 7. Operating system design has
always been one of Atari's weak points -- their computers have always been
quite nice hardware-wise, but TOS has fallen behind.

>3. Big deal, so does everything else. Except ST TOS is a lot more
>efficient than the mac System as far as space consumption is concerned,
>faster too!

TOS is more efficient and takes less space because it does less. System
7 takes up about 8Mb of disk space an 2Mb of RAM. If I'm not mistaken,
this is close to what MultiTOS requires in order to run decently.
If you remove non-essentials, you can reduce System 7's requirements to
about 1Mb RAM and ~3-4Mb of disk space.

>Comparing with TOS 1.xx Mac OS v6.xx.xx would beat it. Anyone using
>System 7 on a machine under 40Mhz must be mad. Stick with 6.0.8 and
>Multi-Finder!

TOS 1.x pales in comparison even to System 6. Until recently, Atari didn't
even have multitasking except in a very limited sense. Thankfully, this
has been corrected with MultiTOS.
In order to run System 7 at a decent speed, at least a 68030 is required.

But definitely not 40MHz -- if you think so, then you cannot have used
System 7 before.

--
E --------- Address replies to David Pischke (pischke@ecf.toronto.edu)
L _ | __ "Engineering is the art of moulding materials we do not fully
E (_)| / understand into shapes we cannot fully analyse and preventing
C / | / the public from realising the full extent of our ignorance."

2905. Re: Safe C. O. D.

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 00:40:05 UTC
From: lreeves@crl.com
Message-ID: <2jjst5$sc9@crl2.crl.com>
Source record: 193061
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.amiga.marketplace

Richard L. Dyson (dyson@sunfish.physics.uiowa.edu) wrote:
: In article <2jinc1$ppo@charm.magnus.acs.ohio-state.edu>,
jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:
: > > To my dismay, UPS accepted his personal check to collect a "CASH ONLY" COD
: >
: > That's too bad. I'd have a few choice words with UPS if I were you. I'm
: > sure they'd like to have words with the driver that took that check. When I
: > did my internet purchases, UPS themselves told me that they would NOT, under
: > ANY circumstances, take a personal check when the sender had chosen "CASH
: > ONLY."
: >
: > Either UPS was lying to me, or they have a driver that needs canned.

: I have been paid with a personal check from the purchaser when I had
: shipped it UPS COD (Cash ONLY). I did not get burned, but I was
: prepared to demand compensation from UPS for breaking the contract I
: made with them. Remember, whey you pay them for the COD and mark it
: CASH ONLY (and you have copies of the reciepts to prove it!) and they
: don't honor that agreement, you should be able to demand they make up
: the difference (assuming the personal check you get is bad).

: Of course, the above legal interpretation is completely without any
: legal basis. :) Don't quote me, it is just my opinion. :)

I have paid for Cash Only COD from UPS with a personal check.
It was an oversight by the driver.

I wonder if the agreement with them specifies remedies for cases
like this.

2906. Re: Russian, Scrolling, Compression/Decompression

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 00:52:37 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2jjtkl$g56@vixen.cso.uiuc.edu>
Source record: 193062

an65022@anon.penet.fi writes:

>A couple of questions:

>1] How do I display Russian text on the ST in an way that is
> compatible with all ST computers ? How many different
> characters does the Russian language have ?

Well, you could find a russian font. What do you mean by
"compatible"? I have That's Write on my MSTe, which came with a
Cyrillic font, but you'd have to buy it and it's tough to run without
a HD. I'm sure there's a GEM font out there, or you could make one,
to work in... I don't know exactly how you'd use it, though I'm
certain it'd be possible. There are 33 characters in the Cyrillic
alphabet, of which at least two can never be capitals. I guess you'd
have to eliminate some of the special characters in a normal font (you
wouldn't need an upside-down question mark or a y with two dots over
it anyway...

Later,
~Adam
--

Adam `Rad Ad' Aulick || "It is possible to rename a buffer without
a-aulick@uiuc.edu || renaming the file with which it is associated,
|| but this is usually done by mistake."

2907. Canada Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 01:14:17 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CL523u.882@uqac.uquebec.ca>
Source record: 193063

Hello,

I would like to know about the canadian atari dealer in Manitoba, or one of the middle provinces. I saw them place an ad on the net about a month ago, and I lost the e-mail address that was included in the ad. I would like to know the e-mail address that was included so I can write to them. Duty can take a toll on ones bill!!!

Thanks,

Joseph Hogan

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

2908. Re: Russian, Scrolling, Compression/Decompression

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 01:16:21 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2jjv15$jq5@agate.berkeley.edu>
Source record: 193064

```
In article <2jjtkl$g56@vixen.cso.uiuc.edu>,
Schizoid <a-aulick@ux4.cso.uiuc.edu> wrote:
> There are 33 characters in the Cyrillic
>alphabet, of which at least two can never be capitals.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This is a common error. Those two characters can never appear as the
first letter of a word. They _can_ appear as capitals in words written in
ALL CAPS.

--------------------------------------------------------------------------------
God bless America! God bless George Bush! And God bless the Panama Canal!
John Hauser---jhauser@cs.berkeley.edu
```

2909. Ghost Typing on TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 01:19:27 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CL52CF.2zy2@austin.ibm.com>
Source record: 193065

My dealer has been fixing my 1040St for the last 9 months. Because it was taking longer than I expected (perhaps that is normal turn around time for Atari repair) he lent me a nice MegaST2 with a SST030 in it. I works quickly, but I have some problems. I get a ghost typing problem. Occasionally when I type a character I get two times the character. I am running at 33MHz with 3 wait states. I guest at that clock speed, the peripheral units have problems interfacing with the CPU over the bus.

Anyways, if this is a common problem with either TOS 2.06 or SST, please tell me what the fix it for it.

By the way, does anyone else in the world have a SST? I can't get MiNT .98 to work on it and I don't have a compiler outside of MiNT to compile new versions. What can I do to get later versions of MiNT to work on this machine? I was hoping (9 months ago) to make a NeXT or XDM like login (a graphical login) to set up the default MiNT desktop and environment for a user. But my machines failure made me unable to do this.

Any help is appreciated.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

2910. Re: Mint 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 01:35:22 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0sje@outb.wimsey.bc.ca>
Source record: 193066

Thanks for the info on Mint 1.09/1.10 I think I will wait for 1.10 at this point.(Why not get the latest? :-)

2911. Re: Russian, Scrolling, Compression/Decompression

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 01:50:25 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2jk111$khq@vixen.cso.uiuc.edu>
Source record: 193067

jhauser@pine.CS.Berkeley.EDU (A Man Called John) writes:

>Schizoid <a-aulick@ux4.cso.uiuc.edu> wrote:
>> There are 33 characters in the Cyrillic
>>alphabet, of which at least two can never be capitals.
> ^^^

>This is a common error. Those two characters can never appear as the
>first letter of a word. They _can_ appear as capitals in words written in
>ALL CAPS.

DOH! I know I was missing something...
--
____
Adam `Rad Ad' Aulick || "It is possible to rename a buffer without
a-aulick@uiuc.edu || renaming the file with which it is associated,
|| but this is usually done by mistake."

2912. Re: WINX and LGselect dont get along...

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 03:25:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jk6j6$dr0@mailer.fsu.edu>
Source record: 193068
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software

Stephe Lewis Foskett (lancer@planet10.WPI.EDU) wrote:
> I have a copy of WINX running on my new MegaSTE and like it alot.
> I HATE the TOS fileselector, though, so I have tried LGSELECT.
> It seems that WINX and LGSELECT aren't compatible... When I boot with
> WINX and LGSELECT in my auto folder, I sometimes get the TOS
> fileselector, sometimes the LGselector. I believe this has to do with
> WINX's modifications of the GEM code before GEM starts...
>

Get a copy of Universal Item Selector 3.x. It is cheap (no more than $20)
and much more powerful than Little Green File Selector. It is a must-have
utilitiy, IMHO.

With that said, I must admit that I have never tried WINX, so I don't know
if UIS3 works with it. Perhaps someone could confirm this?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2913. Re: CO-Processor IN Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 03:34:05 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <138284@hydra.gatech.EDU>
Source record: 193069

In article <2jed3v$2e0@mailer.fsu.edu> boyd@math.fsu.edu writes:

>Could you elaborate on the PAL/GAL? I thought it was a drop in upgrade
>involving only a 68881. Thanks in advance.

No problem! I may not have this 100% as I am not a 100% 68k hardware hack. Basically, the 68000 communicates with the FPU through memory mapped I/O. Thus FPU registers are accessed using memory locations. I believe the PAL (or GAL, whatever it is) is needed to map these registers. Why Atari didn't include this in the Mega STE to begin with such that the 68881 was a drop in is completely beyond my comprehension (although it seems to be the the standard mode of operation for Atari).

I don't know if this chip can be purchased separately or just in the official Atari Mega STE FPU upgrade kit.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2914. who needs a set of tos 1.0 chips?

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 03:38:27 UTC
From: rge@helix.nih.gov
Message-ID: <1994Feb13.033827.22183@alw.nih.gov>
Source record: 193070

```
title says it all, I've upgraded to 1.04 (commonly called 1.4) and have
these to unload. They work fine, just hate to see them go to waste.
```

2915. Two DS/DD Floppy Drives Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 04:43:38 UTC
From: lordthan@news.delphi.com
Message-ID: <2jkb5q$lq1@news.delphi.com>
Source record: 193072

Subject line says it all. Got 'em? Leave me mail with how much you want for 'em! (Special preference to the older drives with the wide, trapeziod shaped button on the bottom of the drive!)

2916. Re: ST accelerator needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 06:35:08 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1FYLB7QN@math.fu-berlin.de>
Source record: 193073

In article <1994Feb11.161539.19914@alw.nih.gov>, rge@helix.nih.gov (roger erickson) writes:
>Can you tell me where to find an inexpensive 68000 accelerator for the
>Atari ST? Preferrably a 25 or 28 MHz 68000.

FastTech makes the Turbo25 accelerator boards. Jim Allen can be reached on GEnie.

I *THINK* his address is J.ALLEN5@genie.geis.com

I could be off on the number 5 in the address, though. Does anybody know for sure?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

2917. Re: PC Ditto sought with COM port

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 06:44:52 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <AGYLBZ2N@math.fu-berlin.de>
Source record: 193074
Cross-posted to: sfnet.atk.atari,oy.koneet.atari,comp.sys.atari.st

In article <KJA.94Feb12135602@stekt15.oulu.fi>, kja@stekt15.oulu.fi (Kari Alakuijala) writes:
>Do you have a PC emulator for Atari STe that supports the PC's COM PORT 1?
>We have a PC Ditto V2.03 that doesn't.

It's interesting that you should mention this. I used to use ProComm Plus Test Drive on my ST with PC Ditto all the time, then one day it just quit working. I have never been able to get it to work again. A friend of mine had the same thing happen to him.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

2918. Re: Safe C. O. D.

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 07:12:44 UTC
From: mschwage@next3.corp.mot.com
Message-ID: <mschwage.761123564@cssrjs>
Source record: 193075
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.amiga.marketplace

jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:

>> To my dismay, UPS accepted his personal check to collect a "CASH ONLY" COD

> That's too bad. I'd have a few choice words with UPS if I were you. I'm
>sure they'd like to have words with the driver that took that check. When I
>did my internet purchases, UPS themselves told me that they would NOT, under
>ANY circumstances, take a personal check when the sender had chosen "CASH
>ONLY."

Hehehe. Sheesh... when I bought something COD from UPS the package was
clearly marked "cash only". Well, I only had a personal check. I looked
at the driver and said, "bummer, I'll have to get some cash". To which
he promply replied, "no, I'll take a personal check". Who was I to argue?
But then, I'm an honest guy... :-) Frankly, I was rather aghast at the
man, but I'd already had a major hassle on the equipment so I just wanted
to get it and be done with it.

Cash Only, to UPS, really means "At the Driver's Discretion." Let's hope
they're good judges of character.
-Mike
Mike Schwager | Machine: Amiga :) 500 :(, 5 MB RAM/157 HD :),
Address: | WB 1.3 :(, CSA-MMR 68030/25 :), w/FPU :)
mschwage@next3.corp.mot.com | // "Practice random kindness and
Phone: (708) 576-6993 Work | \\ // senseless acts of beauty."
(312) 871-2601 Home | \X/Amiga -Anne Herbert

2919. Re: Linux for TT/Falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 08:16:54 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jknlm$7ao@harbinger.cc.monash.edu.au>
Source record: 193076

Mark Lehmann (mlehmann@austin.ibm.com) wrote:

[...]

: I believe that the home market will probably look to Linux as the solution
: to UNIX* like operating systems. I believe that companies will still prefer
: to use commercial UNIX* like operating systems. The reason is support. If
: a company basses its critical applications on Linux, it will have problems
: when it needs quick support when the software fails. If the problem is
: related to Linux, the company will likely have difficulty getting a fix for
: the problem overnight or within the same week. Also no 24 hour support phone
: lines exist. Whether the additional support really does help commercial
: customers, the customers still want that service.

My friend works for a medium sized company, offices in various states
and had their software developers install a SCO unix-based system for
them. Bad news, those guys spent an addition 4 weeks playing around
trying to get the PC->Unix networking done. It was pretty obvious they
were out of their depth. I had a poke around it seems they couldn't
even run the install scripts from their boot disks properly. Did a
bit of fiddling and fixed something that was broken. No CS/EE degree,
just B.Ec.

I reckon I could have installed the network with almost zero knowledge
of networking. How? Just drop a few questions on internet, wait a
day and collect the answers. Hey-presto, overnight support. Or a
real-time talk internet-connect with somebody who does know.

Once Linux gets stable, I can envision hacker dudes out of college
selling their linux support abilities. There are people who sell and
offer support for Linux in Australia, 9am-5pm phone support (they are
students).

With a move to client-server and peer-to-peer networks, the market
for super-computer unixes is declining. The inability of the larger
workstation to super computer markets to make a unix standard to aid
the development and porting time of applications is making software
on those platforms very expensive. There used to be several orders
of magnitude of performance of between desktop and super-computers.
The price-performance gap is closing extrodinarily fast.

: While I work in AIX development for IBM, I an pleased that Linux exists. Not
: only does Linux make customers more familiar with UNIX* like operating systems
: but it encourages the commercial vendors to strive for better features and
: better quality in their products. Realize that this is my personal thoughts
: and not speaking for anyone else but myself.

: Also, even if Linux beats the commercial market, those programmers should
: move with the tide to market applications, with good support and new features,
: on Linux.

But Linux is killing the "you pay for what you get" philosophy. Really
good free software is going to deter people from paying for software.
The only way to get ahead is to try and patent ideas, make proprietary
formats, etc. I can envision people owning computers and not buying
a single piece of software, as anything they need will legally
obtainable for nothing.

I could gather up a team of good Linux hackers and sell solutions to
the same folks who end up running SCO-unix. Might have some trouble
getting professional applications to run on Unix, as I think a lot
of software commercial developers will probably gag at supporting
Linux. The motif for Linux shennigans spring to mind, indicating that
some people are getting worried.

- Jim

2920. Thom's Little Guide to Purchasing a C O M P U T E R!

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 10:06:10 UTC
From: leavitt@armory.com
Message-ID: <CL5qqD.Fz3@armory.com>
Source record: 193077
Cross-posted to: misc.forsale.computers,misc.forsale,misc.forsale.computers.mac,misc.forsale.computers.other,misc.forsale.computers.pc-clone,comp.sys.amiga.marketplace,comp.sys.atari.st

Thom's Little Guide to Purchasing a Computer, only $3.50 inc s/h!

Covers all the basic jargon in a clear, concise manner, from harddrives
to multi-media, modems to monitors. Gives you the info to build a PC
from the ground up, or just add onto on. Special sections cover the
Aniga, Mac, and Atari. PC compatibles covered throughout.

$3.50 check/m.o.
to
Thomas Leavitt
P.O. Box 7095
Santa Cruz, CA
95061-7095

or $4.00 billed, e-mail leavitt@armory.com for details, more info

(P.S. Seeking distributors, publisher, stores to sell thru as well).

2921. Re: Panasonic CD on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 11:41:06 UTC
From: steve-j@teleport.com
Message-ID: <2jl3ki$jec@kelly.teleport.com>
Source record: 193078

In article <2d5cfb49@midinet.ct.se>,
Lars Reynold <lars.reynold@midinet.ct.se> wrote:
>Does anybody know if there is a chance to run a Panasonic 562B CD-ROM Drive on
>a Falcon? Supported software? Interface?

If the CD-ROM drive has a SCSI interface, you MIGHT be able to use it
with ExtenDOS (the driver software).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2922. Re: who needs a set of tos 1.0 chips?

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 13:07:45 UTC
From: davecook@multi.multiline.com.au
Message-ID: <1994Feb13.130745.22138@multi.multiline.com.au>
Source record: 193079

roger erickson (rge@helix.nih.gov) wrote:

: title says it all, I've upgraded to 1.04 (commonly called 1.4) and have
: these to unload. They work fine, just hate to see them go to waste.

A sadist??? (sorry! Couldnt resist!)

Dave.

---

davecook@multi.multiline.com.au

Falcon 030 4/85 Tos 4.04

2923. Re: Ispell 3.1 patches 1 and 2 available for ftp

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 13:41:33 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Feb13.134133.10502@ibr.cs.tu-bs.de>
Source record: 193080
Cross-posted to: comp.text.tex,comp.sys.atari.st

In article <1994Feb08.070041.11537@cs.ucla.edu>, geoff@ficus.cs.ucla.edu (Geoff Kuenning) writes:
|> Patches 1 and 2 are now available via ftp for Ispell 3.1.00. Ftp sites are:
|>
|> ftp.cs.ucla.edu (131.179.128.34)
|> ftp.math.orst.edu (128.193.80.160)
|>
|> Files are in the pub/ispell-3.1 directory on both sites, and are named:
|>
|> patch-3.1.00-3.1.01.gz
|> patch-3.1.01-3.1.02.gz
|>

Has someone compiled/ported ispell 3.1 to Atari (MiNT)?

I found a 2.0 Version by J. Bammi, but it is somehow dated...

I would like to compile it on my machine but i know little about
C (and have not much diskspace left)

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

2924. Re: Ghost Typing on TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 15:12:21 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CL64wL.9G6@cix.compulink.co.uk>
Source record: 193081

> I get a ghost typing problem. Occasionally when I
>type a character I get two times the character. I am running at 33MHz with
>3 wait states. I guest at that clock speed, the peripheral units have problems
>interfacing with the CPU over the bus.

Have you tried changing the keyboard response on the control panel?

IIRC, you have to drag the top slider to the right to slow down,
the lower slider controls the repeat rate, then save your preferred setting.

Barrywilsontjb@cix.compulink.co.uk

2925. Software for sale rep. tours?

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 15:15:38 UTC
From: CHRISTOPHG@BIOMED.UIO.NO
Message-ID: <2jlg6q$h4n@hermod.uio.no>
Source record: 193082

Hello,

a friend of mine is working as a sales representative. He has to travel around
by car, visiting customers. Now he is looking for some kind of software for
his Atari ST (1 MB RAM) that could help him organizing his journeys. The
software should do something like
- store addresses, names, phone-numbers, remarks
- store date of visits
- store some kind of attributes like
- average time a visit will last for a specific contact
- whether customer is sensitive of being in time or not
...
- after all it should be possible to extract the customers of a certain area
in a reasonable order (e.g. don't visit a customer that tends to exceed
the time schedule and then visit a second one afterwards who hates people
not arriving in time).

If you know of such a beast, either commercial or PD, send me a mail. As I told
you above, it's for a friend, I don't read this group regularly. In case that
you are interested in the same thing you may send me a note as well. I'll
forward the answers then.

Regards
Christoph Gartmann

+--+
| Max-Planck-Institut fuer Phone : +49-761-5108-465 Fax: -221 |
| Immunbiologie PSI : PSI%(0262)45050160374::GARTMANN |
| Postfach 1169 Internet: gartmann@immunbio.mpg.de |
| D-79011 Freiburg, FRG |
+------------- Do you know MENUE, the user environment for VMS? -------------+

+--+
| Max-Planck-Isntitut fuer Phone : +49-761-5108-465 Fax: -221 |
| Immunbiologie PSI : PSI%(0262)45050160374::GARTMANN |
| Postfach 1169 Internet: gartmann@immunbio.mpg.de |
| D-79011 Freiburg, FRG |
+------------- Do you know MENUE, the user environment for VMS? -------------+

2926. Re: Thom's Little Advert for Guide ... !

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 15:41:32 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2jlhnc$9mq@samba.oit.unc.edu>
Source record: 193083
Cross-posted to: misc.forsale.computers,misc.forsale,misc.forsale.computers.mac,misc.forsale.computers.other,misc.forsale.computers.pc-clone,comp.sys.amiga.marketplace,comp.sys.atari.st

In article <CL5qqD.Fz3@armory.com>, Thomas Leavitt <leavitt@armory.com> wrote:
>Thom's Little Guide to Purchasing a Computer, only $3.50 inc s/h!
>
>Covers all the basic jargon in a clear, concise manner, from harddrives
>
>$3.50 check/m.o.
>or $4.00 billed, e-mail leavitt@armory.com for details, more info
>
>(P.S. Seeking distributors, publisher, stores to sell thru as well).
>

I thought blatant advertizements like this were forbotten?
Is this not true???

Private, one to one used sales OK, but this kind of post is marketing
pure and disgusting.

DON'T DO IT. Everyone else - DON'T BUY IT.

The SYSop on his node should disconnect him in my opinion

Don

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2927. RSC on TeddyTERM?

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 16:23:48 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2jlk6k$bfl@csugrad.cs.vt.edu>
Source record: 193084

I just downloaded TeddyTERM 2.10 from an ftp site. It
decompressed okay, but when I load it up it tells me that it can't find a
.RSC file. When I check the zipped file, I find that that is not
included. Can anyone tell me where I could find said file? If it's modem
specific (I'm new at modem-ing) I've a US Robotics Sportster 14.4Kbd
straight (no FAX) modem. Thanks!

--
|Christopher Fuhrman +--+
|cfuhrman@csugrad.cs.vt.edu |"He's *wise* to us! Quick, download his |
+---------------------------+ video games and *Bail!*" |
|DECstation 5000/20 | -character from Doonesbury |
|Atari 520STfm +--+

2928. Atari magazines (Current Notes & ST Informer)

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 16:32:20 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2jlkmk$a7r@usenet.INS.CWRU.Edu>
Source record: 193085

Hi,

I let my subscription run out on Current Notes & ST Informer and I want to resubscribe to these publications.

Can someone send me the complete subscription information for these magazines (what subscriptions they offer), address to send money, phone number to call, etc.? Thanks!

I would also like to know if there are any other publications in the United States besides Atari Classics for Atari users?

Len

--

2929. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 16:45:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.PJEMDZXhFIM@semprini.waterloo-rdp.on.ca>
Source record: 193086

In <2j9uod$jlq@holmenkollen.ifi.uio.no>, Hallvard Tangerï¿½s writes:
>
>
> - well, why NOT Atari?

I can't speak for other parts of the world, but in North America:

1) you can't find them anywhere
2) the price/performance ratio is really bad
3) you can't find software anywhere; anyone without ftp access would
be in a real bad situation...

Another big factor is that *most* people buying computers in North
America have _no_idea_ at all about computers. They don't really know
how to use one, they don't really know what they want to do with one.
They just know that "everyone", including their office, has a DOS
machine. So, they go out, and buy a DOS machine, and never upgrade the
hardware (unless they replace the whole thing), never upgrade the OS to
something more useful (like OS/2... still almost 100% DOS compatible,
but not selling as well as it could because "it's not DOS", even though
it's a hell of a lot better).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2930. Re: pinouts for commodore 1084

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 17:18:34 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.bqSpj5pN8Js@sanity.tdkcs.waterloo.on.ca>
Source record: 193087

In <p6-LNFJ.lmcclure@delphi.com>, Lonnie McClure writes:

}
}The 1084 can, however, be used as a substitute for an SC1224 or SC1435
}in low and medium resolution on an ST.
}
}The original 1084 used a DIN-type input for RGB. If that is the model
}you have, I do not have the pinout info.
}

actually, if anyone has info on this type of monitor, I would like the
pinout myself. It's actually the Magnavox version.

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Alpine |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
----------Bleh V1.0---

2931. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 18:08:55 UTC
From: "Marc A.Lombardo"
Message-ID: <lombardo.761162935@cwis>
Source record: 193088

I have a ST with tos 1.0 and it works VERY well with a hard drive (of course, I do use Fatspeed...) I'm not about to sell this machine for anything, but just thought I would let you know that it isn't quite useless.

-marc

2932. Panasonic CD on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 18:23:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <2d5ec550@midinet.ct.se>
Source record: 193089

SJ> In article <2d5cfb49@midinet.ct.se>,
SJ> Lars Reynold <lars.reynold@midinet.ct.se> wrote:

>> Does anybody know if there is a chance to run a Panasonic 562B CD-ROM
>> Drive on a Falcon? Supported software? Interface?

SJ> If the CD-ROM drive has a SCSI interface, you MIGHT be able to use it
SJ> with ExtenDOS (the driver software).

I'm sorry to say that it's not a SCSI. Right now it's in my PC486/50 connected to a SB 16 ASP. Does any non-SCSI CD-ROM drivers work. The very same goes for tapestreamer that normally are connected to a PC floppy controller (AT-bus).

/Lars - MidiNet MIDI ONLY!

2933. CD-ROM Philips CB-50

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 18:27:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <2d5ec588@midinet.ct.se>
Source record: 193090

Has anybody tried to plug in a Philips CB-50 CD-ROM to Falcon 030. What software do I need to make it work allright?

/Lars Reynold - MidiNet MIDI ONLY!

2934. Re: who needs a set of tos 1.0 chips?

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 18:56:50 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <CL6FAr.JGJ@oucsace.cs.ohiou.edu>
Source record: 193091

In article <1994Feb13.130745.22138@multi.multiline.com.au> davecook@multi.multiline.com.au (Dave Cook) writes:
>roger erickson (rge@helix.nih.gov) wrote:

>: title says it all, I've upgraded to 1.04 (commonly called 1.4) and have
>: these to unload. They work fine, just hate to see them go to waste.

>A sadist??? (sorry! Couldnt resist!)

Actually, I can think of one non-masochistic use for them. Someone with a Gemulator card that came with TOS 2.06 installed could add the 1.0 chips for compatability with some old software. You'd have to be careful with your hard disk partition sizes, but it should work.

Or, someone very short on funds could buy a Gemulator without TOS 2.06 and just use TOS 1.0, though I think this would qualify for the "masochist" label.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

2935. Mac emulator wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 19:04:35 UTC
From: fb2390@albnyvms.bitnet
Message-ID: <1994Feb13.190435.15351@sarah.albany.edu>
Source record: 193092

Does anyone know if an Emulator for the Mac exists that will run Atari STx applications? I recently bought a Mac (my ST was stolen) and I really miss my ST software!
Thanks! Foster Bass (fb2390@uacsc1.albany.edu)

2936. Atari 520STfm, ICD ADSCSCI+, and printer for sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 20:27:53 UTC
From: yan@cpsc.ucalgary.ca
Message-ID: <CL6JIH.Es4@cpsc.ucalgary.ca>
Source record: 193093

I want to sell the following items:

Atari 520STfm with 1 Meg, 720k floppy drive for $175

ICD ADSCSI+ Host Adapter with clock for $100

Centronics GLP 9 pin dot matrix printer, fairly compact for $80

$350 for everything.

All prices are in Canadian dollars, and do not include shipping.

PS: I am posting from a friend's account, so please put Attn: Ray in the
subject line, thanks!

Ray
--
Peter Yan || When cows laugh, does milk
yan@cpsc.ucalgary.ca || come out of it's nose?
University of Calgary, Alberta ||
_____________________________||_____________________________

2937. Atari: Everything must go!

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 21:02:08 UTC
From: rjung@netcom.com
Message-ID: <rjungCL6L3K.LKE@netcom.com>
Source record: 193094
Cross-posted to: comp.sys.atari.st,netcom.software.atari.st,misc.forsale.computers.other

Okay, folks. I've got all sorts of Atari ST/STe/STfm/TT/Falcon stuff that I
can't use any more, so it's going on the selling block. Everything must go,
so make me a deal. Some of the items below may have prices listed -- I'd
like to get that, at a minimum, but again, everything is negotiable.

All software includes documentation. Send queries to rjung@netcom.com

Hardware:
========
SLM 605
- 300 dpi laser pringer
- Includes all cables, SLM interface, With extra toner cartridge
- Interface has been modified to accept power directly (the SLM can be off but DMA devices
will still work)
- 3,000 pages printed all together
- Asking price: $650 or best offer

Este cartridge clock
- Battery-powered clock, plugs into cartridge port
- Includes software

SOFTWARE: (includes all documentation)
=========
Calligrapher Gold/Calligrapher 3
- WYSIWYG word processor
- Includes all supplimentary disks and expansion packs (thesarus, grammar checker, label
printer, barcode producer, indexer, text effects, etc.)
- Asking price: $100 or best offer

Calligrapher font disks
- Typefaces for use with Calligrapher
- Century Old Style, Goudy, News Gothic, Commercial Script, Windsor, Britannica Light
- Asking price: $5 each

APPLICATIONS/UTILITIES:
MultiDesk Deluxe
HyperPaint
STalker 3.0
STeno 2.0
Warp 9 (screen accelerator)
SpeedoGDOS
Art Director/Film Director
G+Plus
Hyperfont
Laser C/Laser DB (C compiler, Debugger)

GAMES:
Castles
Dungeon Master
Chaos Strikes Back (requires Dungeon Master)
Gauntlet II
Leatherneck/Major Motion/Tanglewood/Time Bandits (4-in-1 package)
Night Shift
Oids
Populous
Populous II
Roadwar 2000
Starglider
Starglider II
Battlechess
Breach
Fiendish Freddy's Big Top O' Fun
Heroes of the Lance
Omega
Sim City
Trinity
The Zork Trilogy (Zork I, Zork II, Zork III on one disk)

Thanks for listening,

--R.J.
B-)

"I write because I am personally amused by what I do, and if other people are
amused by it, then it's fine. If they're not, then that's also fine."
Send mail to rjung@netcom.com --Frank Zappa
Newsgroups: comp.sys.atari.st,netcom.software.atari.st,misc.forsale.computers,misc.forsale
.computers.other
Subject: Atari: Everything must go!
Summary:
Expires:
Sender:
Followup-To:
Distribution:
Organization: Southern California Lynx Enthusiasts
Keywords:

Okay, folks. I've got all sorts of Atari ST/STe/STfm/TT/Falcon stuff that I
can't use any more, so it's going on the selling block. Everything must go,
so make me a deal. Some of the items below may have prices listed -- I'd
like to get that, at a minimum, but again, everything is negotiable.

All software includes documentation. Send queries to rjung@netcom.com

Hardware:
========
SLM 605
- 300 dpi laser pringer

- Includes all cables, SLM interface, With extra toner cartridge
- Interface has been modified to accept power directly (the SLM can be off but DMA devices will still work)
- 3,000 pages printed all together
- Asking price: $650 or best offer

Este cartridge clock
- Battery-powered clock, plugs into cartridge port
- Includes software

SOFTWARE: (includes all documentation)
=========
Calligrapher Gold/Calligrapher 3
- WYSIWYG word processor
- Includes all supplimentary disks and expansion packs (thesarus, grammar checker, label printer, barcode producer, indexer, text effects, etc.)
- Asking price: $100 or best offer

Calligrapher font disks
- Typefaces for use with Calligrapher
- Century Old Style, Goudy, News Gothic, Commercial Script, Windsor, Britannica Light
- Asking price: $5 each

APPLICATIONS/UTILITIES:
MultiDesk Deluxe
HyperPaint
STalker 3.0
STeno 2.0
Warp 9 (screen accelerator)
SpeedoGDOS
Art Director/Film Director
G+Plus
Hyperfont
Laser C/Laser DB (C compiler, Debugger)

GAMES:
Castles
Dungeon Master
Chaos Strikes Back (requires Dungeon Master)
Gauntlet II
Leatherneck/Major Motion/Tanglewood/Time Bandits (4-in-1 package)
Night Shift
Oids
Populous
Populous II
Roadwar 2000
Starglider
Starglider II
Battlechess
Breach
Fiendish Freddy's Big Top O' Fun
Heroes of the Lance

Omega
Sim City
Trinity
The Zork Trilogy (Zork I, Zork II, Zork III on one disk)

Thanks for listening,

--R.J.
B-)

"I write because I am personally amused by what I do, and if other people are amused by it, then it's fine. If they're not, then that's also fine."
Send mail to rjung@netcom.com --Frank Zappa

2938. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 22:41:38 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2jmab2$qor@news.dmpe.CSIRO.AU>
Source record: 193095

>Don't get your hopes up... The Doom developers are working on a Jaguar
>version, and that's it as far as Atari goes. They've ever said they
>hate the Falcon they were given to develop it on... not surprising given
>that Doom was originally developed on NeXTstep for Intel.

I think that you'll find that Doom was actually originally developed on NeXT
boxes, not NeXTstep for Intel .... Well, that's what one of the guys at ID told
me ....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

2939. Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 22:57:08 UTC
From: thn5q@Virginia.EDU
Message-ID: <1994Feb13.225708.16209@Virginia.EDU>
Source record: 193096

Hello,

CompUSA has some 64K ram cards for the Portfolio for clearance.
If anyone's interested, I can get it for them for about $7
each. Write me e-mail to thn5q@uva.pcmail.virginia.edu

.tuan

University of Virginia/Computer Science
thn5q@uva.pcmail.virginia.edu
ACC Sports #1! Go Wahoos!

2940. Re: Mac emulator wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:04:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jmbl2$rim@mailer.fsu.edu>
Source record: 193097

foster bass (fb2390@albnyvms.bitnet) wrote:
> Does anyone know if an Emulator for the Mac exists that will run Atari STx
> applications? I recently bought a Mac (my ST was stolen) and I really miss
> my ST software!

The answer is "no", though there is a MiNT port for the Mac that will
run TOS programs (no graphics, to my understanding, only pure text TOS
and TTP programs). This would probably not be of use to you.

On the other hand, why not purchase another ST? I have seen some real steals
on the used market recently. If you want it primarily for games, try to
find an STFM model with a mono monitor (you can then use your TV for color
games). Just a thought . . .

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2941. Re: Gemview & associated programs

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:05:57 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6qty.292@cix.compulink.co.uk>
Source record: 193098

>VDI_FIX.PRGpresumably fixes my VDI, but what's wrong with it?

Probably... [g]

>WINX.PRGsomething to do with having lots of GEM windows

Install this as soon as possible... you'll also need either ROMSPEED (advised) or GEMRAM (same thing but takes more memory)... just put either of these in your auto folder, *followed* by WINX and you'll be in business.

WiNX gives you 40 windows in normal applications and 8 on the desktop - in addition, it lets you do a number of things like using any window gadget that's in a *background* window, moving background windows, sending foreground windows to the background (dependent on 'proper' programming), 'solid' moving and resizing of windows (it's redrawn as you go) and loads of other stuff. It also fixes a number of bugs. Note that some of these things are dependent on having TOS2.06 or greater.

>WINNI.PRG?

Lets you check out WINX by opening windows 'til it can't open any more, etc

>GEM_VIEW.ACC?
>GEM_XACC.ACC?

These two use different 'inter-application' communication protocols to give GEMVIEW commands, like, for instance 'show this picture, guv'.

>GEMSHOW.PRG?

Unsure without reading the docs.

>Can I delete these and still get along OK?

Of a certainty - although your life will be impoverished if you don't use WINX. (and Let 'Em Fly, which you can find elsewhere).

BTW - I'm the UK registrar of GEMVIEW, so if you like it... do the decent thing [g].

GEMVIEW NEWS

v3.02 is now about, it can work as a desktop accessory again and also comes with new modules to load and save both INshape pictures and STraight Fax files, and also to load 'Arrow24' files.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2942. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:06:01 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6qu1.29v@cix.compulink.co.uk>
Source record: 193099

>Dsp uses 32k. We do not know of a way to copy normal RAm to the DSP.

You need either The Atari Compendium or Modern System Programming, both
sold by Hisoft in the UK.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2943. line drawing

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:06:04 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6qu4.2AL@cix.compulink.co.uk>
Source record: 193100

Anyone got a line-drawing routine in 68000 assembler they wouldn't mind mailing my way?

thanks,

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2944. Re: DSP RAM?

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:06:06 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6qu6.2B9@cix.compulink.co.uk>
Source record: 193001

```
>I've been reading different postings that
>says the Falcon DSP has 32K and 64K and 96K.
>
>Is there anyone who know the real value?

It has 96 Kbytes of RAM - in the standard sense. They are ordered into 24
bit words - which is where the 32K comes in.

-------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-------------------------------------------------------
```

2945. Re: Falcon Capabilities.

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:06:08 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6qu8.2Bv@cix.compulink.co.uk>
Source record: 193002

>Whoa whoa! you only have 32kwords TOTAL, the X Y and P are mapped
>onto it. that is: x:0 x:16k and p:16k are the same memory location.
>as well as y:0 y:16k and p:0.

It's when I read that (some months ago) that I decided that DSP coding was
a bit above my head [g] - that said, I'm still going to give it a go.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2946. Re: Blitter in Falcon and STe.

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:06:10 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6quA.2Cn@cix.compulink.co.uk>
Source record: 193003

>I hope to god it runs in VGA, or there will be a hell of a lot of
>Falcon owners who can't run it...

...unless they own televisions [g]

But I agree with you, demos should work on both *unless* they're doing
something really clever which just couldn't work on one or the other.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2947. Re: Falcon JPEG Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:06:12 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6quC.2DC@cix.compulink.co.uk>
Source record: 193004

>Yes, that's largely the point. Mine is intended as a serious tool for maintaining a
>large JPEG archive (I have ooh it must be 50 megs or more now) and so has a lot of
>features connected with viewing large numbers of images. In comparison, Brainstorm
>(or at least what I've seen, which might be out of date now) is run through GEM, which
>imposes a lot of contstraints on what you can do.

As Brainstorm make you pay for info on their decoder it's difficult to say
exactly how it works - but I *guess* that you send various commands to the
DSP and it sends the raw picture data back. (i'd also guess that the file
handling and probably the sending of the data to the DSP is up to the
'host' program). But I don't think it'd be confined to GEM, just a case of
'here's the raw data, stuff it where you like'.

>2.18 has 'auto-slideshow' where it goes onto the next pic as soon as it is ready (this
>was mostly intended to make it possible to compact a large number of pics at once) and

It does, I like, I'll send the cheque this week...

>I'll have a look at including timed slideshow by the next version.
>Other things that will
>be in the next one include: improved GIF support (Interlaced GIFs and oversize clipping),
>mouse-driven display routines, and possibly mouse-selectable image cutdown if I can get
>the bast working.

Nice... oh, BTW, are you going to do anything on the 'single screen'
problem? ie, if you have more picture files than are shown on a single
screen then you can't see the other ones. Or maybe I'm missing something?

Additionally, the 'half size big picture' thing doesn't seem to work
either.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2948. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:06:14 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6quE.2Dx@cix.compulink.co.uk>
Source record: 193005

>No, it means you can steal small routines from other programs. Once
>you have spent 3 years on a major application, you're in a position
>to say: I have paid my share.

I really hope that was written in jest.. let's play this like one of those
'turn to page xxx' adventure books:

If it was written in jest - well done, nice one.

If it was written in total seriousness - well done, you're my sad arsehole
of the month. And, the payment from writing a major application is
actually given to you in royalties or a set fee - not with the carte
blanche to steal other people's merchandise.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2949. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:06:16 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6quG.2En@cix.compulink.co.uk>
Source record: 193006

>You can tell them they are wrong, it's been out for a week and by the 15th
>there won't be any stock left. Also tell them that ST Review is sale or
>return so there's no excuse for not having it.

And phone up the editor, Vic Lennard, to tell him about it - he asked for
people to do this in the last editorial I read.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2950. Re: WINX and LGselect dont get along...

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:06:17 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CL6quI.2FD@cix.compulink.co.uk>
Source record: 193007
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software

>Can anyone offer some help? Is there a way to get these two programs
>to behave better?

I never found a way... so I dumped LGS in favour of Selectric... it's
much better. And don't listen to those who say that it doesn't show
enough files... the special features it has more than make up for this.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2951. Best Electronics

Newsgroup: comp.sys.atari.st
Date: 1994-02-13 23:09:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jmbv0$rim@mailer.fsu.edu>
Source record: 193008

Can someone please post the phone number for Best Electronics? Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2952. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 00:20:17 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <1994Feb14.002017.6623@osuunx.ucc.okstate.edu>
Source record: 193009

A HD w tos 1.0 only has 1 problem that cant be fixed by 3 small patches in the auto folder. After tos 1.4, the "limit" became 32Mb. And a different patch program is required. Two results of the unpatchable feature are:

1 Boot partition must be 16 meg or smaller
2 Any partitions greater than 16 meg are BGM (large cluster) partitions

I found this easy to live with. If you havn't used a HD... you really shouldn't. You couldn't bear to be without one once youve tried it.
The patches are:

PINHEAD (makes program loading faster by not forcing the ST to clear ALL your free memory before loading a program. If you have only 1/2 MB of memory, this is not a big deal, but with a meg or more....)

FATSPEED (speeds up the search for freespace on a HD. If you have only 1 or 2 megs of files on your HD, you won't notice this much. But once you have 10 or so MB of stuff in a single partition... This program helps reduce the time to open and write a file by... 5 seconds?)

FOLDERxxx (fixes a bug that causes APPARENT data loss after looking into about 40 directories after booting an ST. If "xxx" in the file name is larger than the total number of directories on your drive you'll never notice the bug. ICD's booter and some other programs seem to offer equivalent fixes. I used IDC's fix when it became available)

Once again... these are for tos 1.0 and 1.2 users. Things changed after 1.4!

jc
--
--
Test signature! Hope this works.
John Cummins Email: cummins@unx.ucc.okstate.edu
--

2953. Re: Thom's Little Advert for Guide ... !

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 00:46:11 UTC
From: nwc1@quads.uchicago.edu
Message-ID: <1994Feb14.004611.16518@midway.uchicago.edu>
Source record: 193010
Cross-posted to: misc.forsale.computers,misc.forsale,misc.forsale.computers.mac,misc.forsale.computers.other,misc.forsale.computers.pc-clone,comp.sys.amiga.marketplace,comp.sys.atari.st

I'm sorry to post this to all the newsgroups, but just to prevent more followups...

from the posting guidelines written by (?) of purdue university:

Announcement of professional products or services on Usenet is allowed; however, since someone else is paying the phone bills for this, it is important that it be of overall benefit to Usenet. Post to the appropriate newsgroup -- comp.newprod -- never to a general purpose newsgroup such as "misc.misc". Clearly mark your article as a product announcement in the subject. Never repeat these -- one article per product at the most; preferably group everything into one article. Advertising hype is especially frowned upon -- stick to technical facts. Obnoxious or inappropriate announcements or articles violating this policy will generally be rejected. This policy is, of course, subject to change if it becomes a problem.

See the part below "Usenet is not an advertising medium" in the what-is-usenet FAQ (available at rtfm.mit.edu, in the directory news.announce.newusers) for the original...

--
N.W. Choe
Beaver Consulting 5020 S. Lake Shore Drive #2311
Chicago, IL 60615
n-choe@uchicago.edu fax/voice 312.667.1690

2954. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 00:57:24 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCL6vzp.1t4@netcom.com>
Source record: 193011

In article <H.eg.PrJumd4UTGg@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>Has anyone heard of any of those TTs making it to dealers for sale as
>"normal" TTs?

Computer Studio, Asheville, NC.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2955. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 01:08:21 UTC
From: osteele@u.washington.edu
Message-ID: <2jmiu5$inh@news.u.washington.edu>
Source record: 193012

>floptical format: maybe they come preformated now, but they didn't when I
>got my floptical disks. when I look for media, I find unformatted disks
>advertised (as usual, I'm probably looking in all the wrong places)

I've been getting them formatted for over a year (1.5 if I remember
correctly) and they've always come formatted. Maybe you got them a LONG
time ago (before that). Nowadays, 3.5" floppy disk media comes
unformatted for the most part, but I haven't seen unformatted Floptical
media.

>backup support: dbII supports flopticals only by pretending they are a HD.
>there is *no* multi volume backup support. from what I hear, this will
>be corrected in DBIII.

I'm not sure I quite follow you on multi-volume backup support. Do you
mean multi-partition? If that's what you mean, then it's possible (I've
done it): backing up C,D,E, etc. to a Floptical drive. If that's not
what you mean, let me know if you feel like it.

2956. Re: pinouts for commodore 1084

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 01:11:37 UTC
From: osteele@u.washington.edu
Message-ID: <2jmj49$iol@news.u.washington.edu>
Source record: 193013

If anyone's looking for a c1084 monitor, let me know.

2957. Re: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 01:14:03 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <1994Feb14.011403.2888@osuunx.ucc.okstate.edu>
Source record: 193014

For the internal drives a 720k IBM drive works.
Tos 1.4 is easiest to work with, as tos 1.0 and 1.2 require
a "flash" on the write protect line whan swapping disks to notify the OS of a
disk swap. Kind of frustrating if you don't fix it quick. My Toshiba drive
gated the WP line with a "disk in drive" signal, so the status did not change
when a disk was removed. I GLUED the disk in drive switch down and all was
well.

jc

(Mail failed, see below)
sh: 17315 Memory fault
554 "| /waffle/bin/mailin wagner"... unknown mailer error 139

--
--
Test signature! Hope this works.
John Cummins Email: cummins@unx.ucc.okstate.edu
--

2958. How Fast

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 01:25:44 UTC
From: kfason@csn.org
Message-ID: <CL6xAy.9EA@csn.org>
Source record: 193015

Is therea newer version of how fast??? The version I have is 1.0 and its German.

I got this version from ftp.uni-kl.de. thanx!

-Kevin Fason "kfason@CSN.Org"

```
-----------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Atari Jaguar |Higher Educations Computer Source|
| Multi-Game Hunter ASIC | Proudly Supporting Atari! |
-----------------------------------------------------------------
```

2959. /|\ ST Programs For Sale -- Cheap /|\

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 02:05:07 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CL6z4J.Gx2@cs.uiuc.edu>
Source record: 193016

Atari ST Stuff for Sale
Brian Totty
totty@cs.uiuc.edu

I posted an incorrect version of this list last week. I cancelled it, but several people replied before it was killed. Sorry for the confusion!

I still have the following ST software for sale. Most of the programs still have original documentation and packaging. Many of these programs are excellent! I need to get rid of this stuff, because I am moving in a few months! All must go! Please help me find good homes for all this stuff!

I think the prices are very fair. Similar programs have been advertised recently for four times as much. But if you think the prices are too high, make an offer. Buyer pays shipping. $10 minimum order, otherwise I make too many trips to the post office!

If you are interested, email to 'totty@cs.uiuc.edu'. If you aren't familiar with the software, I'll be happy to describe it.

+--------------------+
| Atari ST Software |
+--------------------+

title	company	box	doc	media	notes	price
Balance of Power	Mindscape	E	E	512K		$5
Ballyhoo	Infocom	-	-	512K		$4
Captain Blood	Mindscape	-	E	512K		$3
Chat 2.0	SST Systems	-	-	512K	telecom.	$2
DEGAS	Batt. Incl.	-	E	512K		$2
Deja Vu	Mindscape	G	E	512K	ICOM adv.	$7
DOS Shell	Michtron	-	-	512K		$2
EZ-Score Plus (MIDI	Hybrid Arts	-	E	512K	huge manual	$6
score composer/player)					
Jewels of Darkness	Rainbird	-	G	512K	-decryptor	$2
MWC C Compiler	M. Williams	-	-	512K	+csd debug.	$15
TDI Modula-2 Compiler	TDI	-	G	512K		$15
OMEGA	Origin	E	E	512K D	DS disk	$5
Space Quest II	Sierra O-L	E	E	512K		$6
Space Quest III	Sierra O-L	-	G	512K		$5
Transylvania	Polarware	G	E	512K	gr. adv.	$2
Uninvited	Mindscape	E	E	512K	ICOM adv.	$7

+------------------+
| Atari ST Manuals |

```
+------------------+

title | notes | price
--------------------------------------+--------------------------------+-------
Atari ST GEM Programmer's Reference | Abacus Book #3 | $2

--
/ Brian Totty o o
/__ __ o Department of Computer Science o "We have corn in
/ / / / 1304 W. Springfield Ave \_/ Massachusetts too!"
/__/ / / Urbana, IL 61801
email: totty@cs.uiuc.edu
Gradual Student html: http://www-picasso.cs.uiuc.edu/People/totty
```

2960. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 02:27:16 UTC
From: James_A_Landay@cs.cmu.edu
Message-ID: <CL7088.Fs2.1@cs.cmu.edu>
Source record: 193017
Cross-posted to: cmu.misc.market.computers,comp.sys.atari.st

Atari ST Computer for Sale:

- 520 ST upgraded to 1 MB RAM
- Panasonic KX-P1091 printer with stand
- can run color software when hooked to TV set (otherwise you need
a monitor)
- mouse
- two high quality joysticks
- lots of software and books

Specs:

- Motorola MC68000 processor @ 8MHz. Fast as a Mac Classic or SE, or a '286 PC
- 1 Meg RAM, 192K ROM
- 1 360K 3.5" floppy drive
- Sound included

Software:
- Omnires (allows you to run color software on monochrome monitor)
- Phasar (home finance)
- Tempus (text editor)
- OSS Pascal compiler
- CircuitMaker (digital logic editor/simulator)
- Flash (terminal program)
- Shadow (background file transfer)
- Harrier Strike Mission
- Pro Football Wizard
- Silent Service
- Star Glider (GREAT game!)
- Hippo Computer Almanac
- ST Basic computer language
- ST Logo computer language
- lots of good public domain software

Books:
- ST Manuals
- Atari ST GEM Programmer's Reference (Abacus)
- Atari ST Machine Language (Abacus)
- Programmer's Guide to GEM (Sybex)

$250 or best offer. I'd like to sell it all as a package, but I
may bend in extreme cases.

Reply via email to landay@cs.cmu.edu

James A. Landay

--

James A. Landay
<A HREF="http://www.cs.cmu.edu:8001/Web/People/landay/landay-home.html">
landay@cs.cmu.edu</A>

2961. Re: Atari in InfoWorld

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 02:47:20 UTC
From: abarbiero@delphi.com
Message-ID: <ZE3L134.abarbiero@delphi.com>
Source record: 193018

the Inforworld article was not to be serious. At least how I read it.
Atari is selling Jaguars quite well, and within the next few months
the numbers should be increasing. Atari rectified the RF converter
problem and made some friends in the process. I spoke to someone (I cannot
mention them) but they are a chain in the NE USA, and at first they were
saying 'oh here it comes again.. Atari screwing it up again..' but when
the rapid cure for the fault was started they were very happy with the
way Atari handled it.

Andreas@AEO

2962. Help! Need ST-fixer in OH!

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 03:48:46 UTC
From: 00drcarroll@leo.bsuvc.bsu.edu
Message-ID: <1994Feb13.224846.27049@bsu-ucs>
Source record: 193019
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for someone in the Central Ohio (Columbus) area to fix my bum Mega ST4. Please send E-mail, or call Matt McCabe@(614)235-1477.

Thanks in advance!

2963. Re: I Love OXYD.

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 04:01:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2jmt29$nb@uqcspe.cs.uq.oz.au>
Source record: 193020

renfro@bnr.ca (Randy Hoekstra) writes:

>What version(s) of OXYD are you running. I tried it out with a MIDI
>link between a Falcon (v3.2) and a MegaST (v3) and it said link game
>not possible. My wife really liked it and if I could get a link game
>going then I would order the book.

Both machines need to be running in the same resolution. This means
you'll have to run the ST version on your Falcon when playing 2 players.

This is what I do between ST and TT.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2964. Re: Atari magazines (Current Notes & ST Informer)

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 04:58:22 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2jn0de$1p0@charm.magnus.acs.ohio-state.edu>
Source record: 193021

In article <2jlkmk$a7r@usenet.INS.CWRU.Edu>,
Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>
>Hi,
>
>I let my subscription run out on Current Notes & ST Informer and I want to
>resubscribe to these publications.
>
>Can someone send me the complete subscription information for these magazines
>(what subscriptions they offer), address to send money, phone number to call,
>etc.? Thanks!
>
>
>I would also like to know if there are any other publications in the United
>States besides Atari Classics for Atari users?
>
>Len
>
>--
>

(Len Stys)Writes: Hi,

I let my subscription run out on Current Notes & ST Informer and I want to
resubscribe to these publications.
[stuff deleted]

Atari support Magazines:

ST Informer Support 503-476-0071
909 NW Starlite Place Orders 800-800-2563
Grants Pass, OR 97526

RATES:
Non/PD w/PD Disk
12 months.....$22.00 $61.00
24 months.....$42.00 $118.00

Current Notes, Inc. Direct Subscription 703-450-4761
122 N Johnson Rd.
Stering, VA 20164

RATES:

12 months.....$27.00
24 months.....$48.00

2965. Re: Atari magazines (Current Notes & ST Informer)

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 05:15:38 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2jn1dq$1qs@charm.magnus.acs.ohio-state.edu>
Source record: 193022

>(Len Stys)Writes: Hi,
>
>I let my subscription run out on Current Notes & ST Informer and I want to
>resubscribe to these publications.
>[stuff deleted]
Atari support Magazines:

ST Informer Support 503-476-0071
909 NW Starlite Place Orders 800-800-2563
Grants Pass, OR 97526
RATES:
Non/PD w/PD Disk
>12 months.....$22.00 $61.00
>24 months.....$42.00 $118.00

Current Notes, Inc. Direct Subscription 703-450-4761
122 N Johnson Rd.
Stering, VA 20164

RATES:

12 months.....$27.00
24 months.....$48.00

Raymond Collins
rcollins@magnus.acs.ohio-state.edu

2966. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 05:18:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL782y.B32@cix.compulink.co.uk>
Source record: 193023

In message <1994Feb14.002017.6623@osuunx.ucc.okstate.edu>, cummins@osuunx.ucc.okstate.edu said:
>FOLDERxxx (fixes a bug that causes APPARENT data loss after looking into
> about 40 directories after booting an ST. If "xxx" in the file
> name is larger than the total number of directories on your drive
> you'll never notice the bug. ICD's booter and some other programs
> seem to offer equivalent fixes. I used IDC's fix when it became
> available)

This is not accurate. The need for the patch is not related to the total number of folders on your HD, but to the total number of folders opened in one session and also to the number of malloc() calls in that session.

Ofir ogal@cix.compulink.co.uk

2967. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 05:18:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL7832.B3n@cix.compulink.co.uk>
Source record: 193024

In message <11FEB94.20238367.0065@UNBVM1.CSD.UNB.CA>, SPAC@UNB.CA said:
>I can tell you why I like them better than DOS/Windows machines--easily.
>I put together an ST with 4 megs RAM/50 meg hard drive. It was FAST
>(with Warp 9/TOS 1.4), I had lots of drive space, and I rarely ran of
>memory, even when task-switching. Now I have a 486 (4 megs/130 meg) and
>it runs PAINFULLY slowly and ALWAYS runs out of memory. I tell you,
>if I didn't HAVE TO use some DOS and Windows applications, I would still
>be on the ST. I will NEVER get over losing UIS III!!! It's just a
>matter of the major applications (WordPerfect, LDW Power, dBMan)
>freezing at early versions that drove me away--and I'm coming BACK!

That's nice to hear :-)

Ofir ogal@cix.compulink.co.uk

2968. Falcon030 (TOS 4.04) and Storm

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 06:07:34 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2jn4f6$n2k@cxc1.cl.msu.edu>
Source record: 193025

I've been tinkering with an F030 and had a couple of questions about
various system patches when running Storm:

1) Does the Falcon require a serial fix program (such as SERFIX20.PRG)?
It was my understanding the Alan Page had indicated that such a fix
was _required_ or Storm wouldn't work. (I've been having trouble with
ZModem transfers when using Storm...)

2) Does TOS 4.04 not require FPATCH2 and/or BCONMAP? I found that I
could not get any INCOMING text to display on the screen when these
were installed, yet OUTGOING keystrokes were received by the host
machine. Is one or both of these the culprit?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2969. Falcon030 and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 06:10:43 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2jn4l3$n3j@cxc1.cl.msu.edu>
Source record: 193026

Does anybody have any hints about making PageStream v2.2 work in color
on an F030? Every time I run the program, it sets ALL the color reg-
isters to black. Setting the X-Control Panel via the Color CPX does
changes things (temporarily) but I've had no luck on either TOS 4.02
or 4.04 machines.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2970. Re: 57k bps on 1040STe serial port possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 07:20:52 UTC
From: diehl@r-node.io.org
Message-ID: <2jn8ok$qb@r-node.io.org>
Source record: 193027

>But NOT on a "normal" ST/STE or Mega ST. The MFP of these machines does not
>support more than 19.2k !! You _also_ need additional HARDWARE to get
>more than 19.2k (e.g. the "38400-patch" with a 74LS74 or "RSVE").

Funny, but where I could never use the 38.4k option in ANSITerm, I now can
with HSModem. I've also transfered text files with rates in excess of 2300
CPS.

CYOTFS!
...D.L.
...Underground

2971. Wanted: Beta testers compact disc achiving programm

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 07:27:50 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1994Feb14.082750.131768@mswe.dnet.ms.philips.nl>
Source record: 193028

Hello everybody,

I am looking for Beta testers for my compact disc (full GEM, etc.)
archiving programm. Anyone interested, mail me.

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

2972. Re: ST production to begin again!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 07:44:20 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <761458502.0@mettav.royle>
Source record: 193029

It was none other than "Ofir Gal" that wrote on the 8 Feb 94 that ,
>> UK, Mags are full of all type of Rubish, like the STE was a Amiga
>> killer..
>> There is No demand for Atari Computer products at all...
> Atari specific retailers of hardware and software in the UK are
doing
> very well these days, although they can't quite work out why
they
> are...
Could it be the marvelous effort they are putting into supporting the
line.
The Atari Show's in the UK have been a great success and long may
they
continue !

> Roger, I was hoping you'll be able to tell the difference between
ST
> Review and ST Format. The news in ST Review are normally correct
and
> are NEVER invented. I believe this item was actually supplied by
Atari
> UK.
Whilst I agree with your distinction between the two magazines It should
be
said that ST Format have exactly the same story running this month .That
is
order's/demand for STE's outwaying the supply quite considerably. Similarly
that Falcon Sales have taken a bit of an upward turn on the back of Cub-audio
complete packages from Music Tech
retailer's.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

2973. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 09:10:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jnf66$qff@percy.cs.bham.ac.uk>
Source record: 193030

dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
>Interesting-I had thought that the TT came from the factory with surface
>mounted ram(in typical Atari fashion!) and that the only Simm boards were 3rd
>party ones.

No, the soldered on RAM is only 16-bit ST RAM. FastRAM (32-bit access)
is via a daughterboard which several companies make (inc. Atari).
Daughterboards may (or may not) use SIMMs, at their discretion.

Hey, don't knock it! At least the TT *is* expandable!!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2974. Re: Kandinsky

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 09:24:44 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jng0s$qjs@percy.cs.bham.ac.uk>
Source record: 193031

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>
>In article <2jdofh$p7k@nermal.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman)
writes:
>>
>>Where can I get Kandinsky (I think I spelled that right), the new
>>shareware drawing program raved about in a recent AEO? Does anyone know
>>if it'll handle standard metafiles better than EasyDraw (for example, Opus
>>graphs)?
>>
>
>ftp.uni-kl.de has it.
>

The master ftp copy is at
ftp.e-technik.tu-muenchen.de:pub/comp/platforms/atari/incoming
(or some other subdirectory)

I've had no problems with reading different metafiles. Its big
attraction is that it uses Speedo properly! You can convert a string
of text to bezier curves, adjust the tracking/kerning, etc etc

It is great! Register it today!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2975. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 09:29:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jng9e$qm2@percy.cs.bham.ac.uk>
Source record: 193032

cherborth@semprini.waterloo-rdp.on.ca writes:
>In <cs93294.760432261@wolfcreek.cs.ualberta.ca>, Stuart David A writes:
>> umm actually they started production on the TT line again quite recently.
>> Guess that shoots that argument.
>
>Not really. Those extra TTs are just to feed the Jaguar developers,
>since the only current Jag development platfor is a TT+extra goodies.
>
>Has anyone heard of any of those TTs making it to dealers for sale as
>"normal" TTs?

Yep. I'm buying one this week.

Of course, if they slip a Jag dev kit into it for no extra cost, I
won't complain ;-)
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2976. Re: WINX and LGselect dont get along...

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 09:44:29 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jnh5t$qt7@percy.cs.bham.ac.uk>
Source record: 193033
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software

boyd@math.fsu.edu writes:
>Get a copy of Universal Item Selector 3.x. It is cheap (no more than $20)
>and much more powerful than Little Green File Selector. It is a must-have
>utilitiy, IMHO.
>
>With that said, I must admit that I have never tried WINX, so I don't know
>if UIS3 works with it. Perhaps someone could confirm this?
>

They do work together. However, UIS doesn't work with MultiTOS. Try
Selectric 1.10 (or newer) - it does, is great, etc. It will also have
support for MinixFS in the future, which makes it perfect IMHO.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2977. Re: Panasonic CD on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 10:39:50 UTC
From: steve-j@teleport.com
Message-ID: <2jnkdm$8os@elaine.teleport.com>
Source record: 193034

In article <2d5ec550@midinet.ct.se>,
Lars Reynold <lars.reynold@midinet.ct.se> wrote:
>
>I'm sorry to say that it's not a SCSI. Right now it's in my PC486/50 connected
>to a SB 16 ASP. Does any non-SCSI CD-ROM drivers work. The very same goes for
>tapestreamer that normally are connected to a PC floppy controller (AT-bus).

Well, you'll need a SCSI CD-ROM drive, so it looks like the Panasonic one is
out! CD-ROM is ONLY supported (so far) on the ST/STE via the ACSI port (using
an ACSI->SCSI host adaptor) and on the TT/Falcon via the SCSI port.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2978. Re: Falcon030 and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 10:44:30 UTC
From: steve-j@teleport.com
Message-ID: <2jnkme$8ro@elaine.teleport.com>
Source record: 193035

In article <2jn4l3$n3j@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>Does anybody have any hints about making PageStream v2.2 work in color
>on an F030? Every time I run the program, it sets ALL the color reg-
>isters to black. Setting the X-Control Panel via the Color CPX does
>changes things (temporarily) but I've had no luck on either TOS 4.02
>or 4.04 machines.

I believe you need to run PageStream v2.2b in 256 colors in order for the
color palette within PGS to work correctly. I don't remember exactly.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2979. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 11:13:02 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL7oHq.1rH@barclays.co.uk>
Source record: 193036

In article <1994Feb10.143606.17618@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> I'm ready to take the plunge and get the Falcon (just as it seems that
Do it!

|> 2) Why is there a 200GBP difference between 1Meg and 4Meg versions?
|> (According to Systems Solutions). Wouldn't I be better getting a SIMM
|> board such as FalconWing and nicking three of the four 1MB SIMMS from
|> my STe (+ one more from somewhere) to get a 4Meg machine on the cheap?
|> Is the Ste memory fast enough? (I like the idea of going down the
|> SIMM route as it aids later expansion to 14MB).
I'd say go for Wing & use your existing SIMMS> Cheaper in the long term.

|> 3) Is there any advantage in getting an internal HD drive, given that
|> I have pleny of space on SCSI externals? Apparently, most (all?)
|> Falcons in the UK get no free software as the drives are fitted by
|> the retailers, not Atari (I've already got MultiTOS and SpeedoGDOS
|> anyways).
Atari Uk will send you your free software after you've bought an HD model. I got
mine a while back from them. You only getthe software if you buy a HD machine
though. If you buy a HD-less one, add about 70 quid for MTOS & Speedo froma 3rd
party. I already had about 400Mb of external SCSI HDs but still bought an HD
Falcon. Normally, I just boot the Falcon as all my apps & prog tools are on the
internal HD. Nice & convenient. I boot with the external HD when I need to use
backups, GIFs and rarely used stuff like Ghostscript.

|> 5) The CPU timing fix is done for free, but they charge 60GPB for the
|> bass-boost/line-level fixes. That sounds like a lot of cash to me,
|> what's involved in the fixes?
Never heard of the bass boost.line fix. What is it?

--
|> David Stevenson, JET Joint Undertaking.
|> DWC, SF1L: Bromsgrove 1, Yeovil 2
|> - Disclaimer: Please note that the above is a personal view and should not
|> be construed as an official comment from the JET project.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2980. A little GCC question

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 11:21:14 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2jnmra$k3l@ccpnws.in2p3.fr>
Source record: 193037
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

Hello folks,
Avery simple question (well I hope so...) :

What do I ned to have a stable working Gnu C compiler (and assembler
+ debugger) ?
My hardware: MEGA ST4, TOS 2.06 French, 85Meg harddisk, AHDI 5.00,
monochrome monitor.

Many thanks.

PS: this include a godd shell like TCSH.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +---+
| Email: acounis@lpnhp3.in2p3.fr |
| acounis@lpnaxp.in2p3.fr |
+---+

2981. Re: New Speedo groks more fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 11:48:53 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL7q5I.37n@barclays.co.uk>
Source record: 193038

```
Get the WP 6.0 font pack - 60 fonts for 30GBP. Very cheap!
--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

2982. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 12:32:24 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jnr0o$np7@harbinger.cc.monash.edu.au>
Source record: 193039

Oscar Steele (osteele@u.washington.edu) wrote:

[...]

: I've been getting them formatted for over a year (1.5 if I remember
: correctly) and they've always come formatted. Maybe you got them a LONG
: time ago (before that). Nowadays, 3.5" floppy disk media comes
: unformatted for the most part, but I haven't seen unformatted Floptical
: media.

Um, nowadays, 3.5" floppy disk media comes pre-formatted to MS-DOS
standards.

: >backup support: dbII supports flopticals only by pretending they are a HD.
: >there is *no* multi volume backup support. from what I hear, this will
: >be corrected in DBIII.

: I'm not sure I quite follow you on multi-volume backup support. Do you
: mean multi-partition? If that's what you mean, then it's possible (I've
: done it): backing up C,D,E, etc. to a Floptical drive. If that's not
: what you mean, let me know if you feel like it.

Multi-volume backup means that if your backup fills one floptical,
it starts filling up the next one, and the next one, etc. When
restoring it, you read each disk in sequence until everything is back
on your hard-drive.

- Jim

--
I wonder if this will work

2983. Re: The Falcon, DJ550C and DSP modem

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 12:37:22 UTC
From: djs@jet.uk
Message-ID: <1994Feb14.123722.7195@jet.uk>
Source record: 193040
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CL4y1v.Lzr@pacifier.rain.com> michaelk@pacifier.rain.com (Michael Kelsey) writes:

>I have an Atari Falcon which I use mainly for MIDI purposes but I have been
>thinking about getting th HP DeskJet 550C printer. I would lie to use it for
>tape cassette covers..... Does anyone have experience using the combination
>of the Falcon and the 550C? If so what are you opinions of drivers for best
>color quality? Opinions about best paper choices for rich colors? How is the
>banding problem when printing solid color, say, no bigger than 3"X5"?
Well, my experience is ST + 550c, rather than Falcon + 550c, but the
following should still apply:

DRIVERS:
. The PageStream driver for the 550c driver is not very good (in line with
the rest of PageStream!). You get a 500c driver with v2.2, but need
2.2b for the 550c. (Of course, a 500c driver can run the 500c, but
doesn't use the black cartridge, giving a big loss in output quality).
. GhostScript v2.6.1 has an *excellent* 500c driver. From PageStream, I
do quick prints direct to the printer, or better quality prints by
using the PostScript driver and GhostScript. The main difference
between the PageStream and GhostScript drivers is in the dithering
techniques; the latter gives MUCH better output in every printout that
I have compared.
. IMGCOPY2 has an OK driver, somewhere between GhostScript and PageStream
for quality.
. GDOS drivers for the 500 work fine, but in mono of course.

PAPER:
. I do normal printouts on 100gsm photocopier paper, and it works well.
Some absorbent papers give problems with colours soaking and spreading
before they dry (unlike the HP 1200c, the 550 does not have a heater to
dry the ink). Large areas of ink can cause this paper to crinkle a little
as it dries.
. Colour output on special HP glossy paper is absolutely stunning! But,
the paper costs a pound a sheet, so don't use it all the time!
. Given half-decent paper, there is practically no banding in the output.

Possibly st only, not sure about the Falcon:
Get a printer output patch program (FPRNT, if I remember correctly). It's
only a couple of hundred bytes long, and *greatly* speeds up printing.

Conclusion: It's a good buy! Some people would recommdend that you
also look at the Canon BJC600.
--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2984. Re: Is portable 16-bit color possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 12:42:52 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2jnrkc$qau@ina.zfn.uni-bremen.de>
Source record: 193041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim Gallivan (timg@ccwf.cc.utexas.edu) wrote:
:> Hi,

:> 1.) Does all 16-bit graphics hardware represent a pixel as a single word
:> (i.e. 16 consecutive bits) of rgb information (rrrrrgggggbbbbb) and use
:> no lookup table. It seems that the 32K mode of the Crazy Dots board does
:> something different, but WHAT? Does it use some interleaved format? The
:> Crazy Dots vdi reports that there is a lookup table in this mode. Is
:> there some way to find out from the vdi what format is used?

The Crazy Dots does NOT have a CLUT in HiColor, but as the VDI cannot handle
more than 256 colors, it emulates one.
For the RGB informationn, there are two possibilities: MSB first or LSB
first. Check the Gemview docs for that.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2985. Re: Adding/Replacing HD

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 12:54:23 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2jns9v$qau@ina.zfn.uni-bremen.de>
Source record: 193042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
:> All you need to do is to remove the hard drive in the box and fit a Quatum
:> LPS type drive, but you will have to get ICD's Pro software to make this drive
:> work, Supra does not support these drives..

Or AHDI 5.0. That works quite well with Quantum.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2986. Re: Falcon030 and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 13:35:12 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CL7v2p.83K@newcastle.ac.uk>
Source record: 193043

In article <2jnkme$8ro@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <2jn4l3$n3j@cxc1.cl.msu.edu>,
>Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>>Does anybody have any hints about making PageStream v2.2 work in color
>>on an F030? Every time I run the program, it sets ALL the color reg-
>>isters to black. Setting the X-Control Panel via the Color CPX does
>>changes things (temporarily) but I've had no luck on either TOS 4.02
>>or 4.04 machines.
>
>I believe you need to run PageStream v2.2b in 256 colors in order for the
>color palette within PGS to work correctly. I don't remember exactly.
>
>

Well - yes & no. You can run it in 16 colour mode no problem, but you will
need use the colour configuration option (in the far right hand pull-down menu)
to set up the screen representations of the colour's you are using. This can then
be saved, and will come up properly next time. Don't bother with fiddling with
the colour CPX - this isn't where your problem is.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2987. Re: Mint 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 13:57:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1627@usdtsg.DaytonOH.NCR.COM>
Source record: 193044

In article <H.eg.PcUA4nkCt_Y@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>The MiNT 1.08 source code is on atari.archive.umich.edu
>atari/Mint/mnt108s.zoo or something like that. There's also a 1.08-1.09
>patch on there, which you should probably avoid if you don't know how to
>use 'patch'.

The patch file in particular is "diff1819.zoo." Actually, if you can
manage to compile 1.08 successfully, patching the source to 1.09
is no problem (assuming you use the "-l" parameter, anyways :-)
The messiest part of compiling MiNT (whichever version) is just
figuring out which archives you want to have to finish it
(GCC/libs/includes, patch, strip, etc)...

Rob

2988. GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 14:02:23 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <CL7wBz.CEG@cee.hw.ac.uk>
Source record: 193045

I have an ST with 1Mb of RAM and a hard drive. Is it worth me downloading an old version of GCC which fits into my memory? Atari Archive has a version where the executables are over 1Mb so I can't use that version but elsewhere I have seen versions (1.40 I think) where the largest binary takes up about 600K.

I've got Heat-And-Serve C just now but want GCC since they have that at University (not that I have had any problems so far between GCC at the Uni and HSC at home).

Advice appreciated.

Stuart Brown.
3rd year, BSc Computer Science,
Heriot-Watt University,
Edinburgh,
Scotland.

2989. Re: WINX and LGselect dont get along...

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 14:17:09 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb14.141709.18787@t.hfb.se>
Source record: 193046
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software

In article dr0@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Stephe Lewis Foskett (lancer@planet10.WPI.EDU) wrote:
>> It seems that WINX and LGSELECT aren't compatible... When I boot with

Don't know anything about this....

>Get a copy of Universal Item Selector 3.x. It is cheap (no more than $20)
>and much more powerful than Little Green File Selector. It is a must-have
>utilitiy, IMHO.
>
I tried them both... The advantage of LGfS is that you can call Maxifile from
it... Makes it even more powerful than UIS3... and if you have Little green
footballs shell for ARC/LZH you can call Maxifile from it...

>With that said, I must admit that I have never tried WINX, so I don't know
>if UIS3 works with it. Perhaps someone could confirm this?

No I can't... I don't use them any more... Maxifile don't work with MultiTOS
and makes LGfS of no use... I use Selectric instead, wich I KNOW works with WINX..

(UIS3 vanished after one day on my harddrive... Not as good as LGfS OR Selectric!)

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

2990. Re: STrip

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 14:24:03 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1628@usdtsg.DaytonOH.NCR.COM>
Source record: 193047

In article <2jjgrk$c84@usenet.INS.CWRU.Edu> ch866@cleveland.Freenet.Edu (Benjamin Joab Hoppe) writes:
>
>Does anyone have STrip that they could UUENCODE and send to me...
>It is the ST RIP reader... I have NOT ben able to get ahold of the
>authur via INTERNET.

Benjamin, check your email pretty soon - it should be on the
way. I'll be uploading STRIP.LZH to atari.archive as soon as I
can get on, for others that want to try it out... (it runs under
ST Mono, I believe)...

Rob

2991. Floppy window says 0 bytes 0 files Help!

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 14:55:17 UTC
From: ford@esvax.dnet.dupont.com
Message-ID: <ford-140294095145@fordt.es.dupont.com>
Source record: 193048

Alas, I saw this problem several years ago, and I can't remember how I solved it.

Both of my Master 3S floppy drives started showing no Bytes, no files last night at the same time (machine was off a few days before this). I'm running an old 520 with 2.5 Megs RAM, early TOS (1.1??).

The 520 polls the floppy drive on startup, and normal desktop appears. Double clicking on the file cabinet icon opens an empty window, on disks which I know contain lots of files.

Anybody know the cause (and solution). I've checked all connections, etc.

Please Email as I don't read this group often anymore.....

Thanks!

--
Tom Ford
Chemist@Dupont (who rarely agrees with things I post!!!)

2992. Wirring floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 15:13:00 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Feb14.151301.4900@vax.sbu.ac.uk>
Source record: 193049

I once read that it is possible to stop the floppy drive wirring while its inactive. Anyone know how to do this cos its really starting to bug me...

Del

2993. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 15:14:06 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CL7znJ.4D0@ecf.toronto.edu>
Source record: 193050

In article <2jnf66$qff@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:
>dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
>>Interesting-I had thought that the TT came from the factory with surface
>>mounted ram(in typical Atari fashion!) and that the only Simm boards were 3rd
>>party ones.
>
>No, the soldered on RAM is only 16-bit ST RAM. FastRAM (32-bit access)
>is via a daughterboard which several companies make (inc. Atari).

All RAM on the TT is 32 bits wide. The difference between ST RAM and TT RAM
is that ST RAM is shared between video and the CPU and TT RAM (which uses
the 68030's burst mode) is not accessible by video.

>Daughterboards may (or may not) use SIMMs, at their discretion.
>
>Hey, don't knock it! At least the TT *is* expandable!!
--
E --------- Address replies to David Pischke (pischke@ecf.toronto.edu)
L _ | __ "Engineering is the art of moulding materials we do not fully
E (_)| / understand into shapes we cannot fully analyse and preventing
C / | / the public from realising the full extent of our ignorance."

2994. Re: Falcon JPEG Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 15:24:38 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Feb14.152438.27568@unix.brighton.ac.uk>
Source record: 192951

magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:
> Well... Brainstorm's DECODER doesn't use GEM at all, it is an AUTO-program...
> ANY program can support the decoder and use it effectively, whether under GEM
> or TOS. The VIEWER that comes with the decoder is just a testing tool
> Brainstorm used when developing the decoder... For instance, GEM-View does
> support the decoder...Any other Slideshow program that cared could make use of
> Brainstorm's fast decoding!
>

How does one write a program to use the decoder, is the some documentation somewhere?

Tom.

2995. Re: TOS spec?

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 15:37:06 UTC
From: jeq@lachman.com
Message-ID: <1994Feb14.153706.1251@i88.isc.com>
Source record: 192952

In article <2jf5fm$p38@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1994Feb10.182505.4787@i88.isc.com>,
>Jonathan E. Quist <jeq@lachman.com> wrote:
>>Bottom line, given the surplus price of low end Sun 3
>>hardware, is there any reason someone couldn't
>>write TOS to make a Sun emulate an ST? (Bwahahaha!)
>
>Hm... No, there aren't many reasons why this couldn't be done. But still,
>why would you want to? A much more interesting project, I'd think, would be
>to port SunOS 3.5 to the ST...

Because I can get an old 3/50 for nearly nothing. Then again,
further research indicates it really wouldn't be much faster
than what I already have... Maybe a 3/60.... :')

>Hm, Lachman, eh. Any chance you can dig up the old X port and get it freed?
>(As I recall, 'way back in 1988 some guys at Lachman ported an X10 server to
>run on a 520ST. Also as I recall, it didn't use TOS at all, and whatever
>kernel it did use was proprietary, and so the code never appeared in the Free
>World... There's even a paper about it in an old Usenix Conference Proceedings,
>but I don't remember the specific reference...)

I've never heard of an X port to the ST. Two Lachman guys did do
extensive work on the ST version of UW. They didn't release the source
because they were supporting the code, and didn't want to get supporting
someone else's modifications. I've asked them about it, and eventually
expect one of them to dig up the source. I've already had a couple
of inquiries from persons who seem willing and qualified to support
and improve it... I think it may have been done in assembler,
so it may end up making more sense to rewrite in C or C++ at some point.

--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, EGFC #002, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ "I love Boris Yeltsin. He's kind of like Ted Baxter's
\/ chubby older brother." - WBEZ (Chicago) personality Aaron Freeman

2996. Re: Wirring floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 15:55:27 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL81KG.JGq@barclays.co.uk>
Source record: 192953

In article <1994Feb14.151301.4900@vax.sbu.ac.uk>, fountad@vax.sbu.ac.uk writes:
|> I once read that it is possible to stop the floppy drive wirring while its
|> inactive. Anyone know how to do this cos its really starting to bug
Apart from the odd game, I've never had a floppy do anything other than sit quietly waiting (no spinning) when it wasn't loading/saving.
This is on an STM/STe/MSTe/falcon. (Bloody hell, did I really buy every ST that appeared??) :-)

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

2997. Re: Powerbasic?

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 16:04:21 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CL81zA.HBv@newcastle.ac.uk>
Source record: 192954

Power Basic was the old cut-down cheaper version of the HiSoft Basic 1
compiler. It is a GEM program, and can be used to produce proper GEM programs,
but not Accessories).....

I used to use it, and it's OK, but not as good as HiSoft Basic 2.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2998. Atari & S.F. Chronicle

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 16:10:22 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <94045.29422.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 192955

There was an interesting article about Atari in the Sunday (Feb. 14) issue of the San Francisco Chronicle. It started out with a big headline at the top of page 1 that said "Life after Pac-Man - Atari hopes to gobble up market share with video game Jaguar." It then jumps to a big spread in the business section with the headline "Atari wants back in the game." The article is a standard Atari-attempts-to-rise-Pheonix-like-from-the-ashes-with-Jaguar rehash, but what is interesting about the article is what Sam Tramiel is quoted as saying toward the end of the article. He discusses the ups and downs of the company under the direction of his father, Jack Tramiel. There's a lot of talk about the ST line of computers. He then is then quoted: "'He (Sam Tramiel) took a company that was worth nothing, took it up to half-a-billion in sales, faced the reality of a declining PC marketplace, and backed out again,' Tramiel said." BACKED OUT AGAIN? So, don't let anyone tell you that Atari hasn't pretty much abandoned its computer business. Sam Tramiel, Atari CEO, says so.

2999. New Maine Atari User Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 16:20:31 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94045.112031STIRRE31@MAINE.MAINE.EDU>
Source record: 192956

If you are an Atarian in Maine, and are interested in an Atari user group, please respond to me at: STIRRE31@MAINE.MAINE.EDU. Recently Paul Lefebvre and I have decided to try to start a user group that would most likely meet in the Portland area (where there used to be two Atari dealers). Of course, if the interest isn't there, then it will not get off the ground. So, please e-mail me. And if you know any Atari users without internet access, tell them about it.
sincerely,
scott tirrell
stirre31@maine.maine.edu

3000. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 16:21:34 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CL82ry.Brt@cix.compulink.co.uk>
Source record: 192957

>This is not accurate. The need for the patch is not related to the total
>number of folders on your HD, but to the total number of folders opened in
>one session and also to the number of malloc() calls in that session.

Can you recommend a figure to use Ofir? At the moment I'm using the ICD
6.4.2 booter with 64 folders reserved, should this be enough?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

3001. Powerbasic? Was: Re: CV-Translator v1.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 16:36:49 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CL7n5x.In@ryn.mro.dec.com>
Source record: 192910

In article <H.eg.eqjutD75UW2@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes...

[lots a stuff about GFA-BASIC breaking... (sounds like STOS to me ;-)]

While we are on the subject of Basics, in the Feb issue of Atari ST User, there is a nice offer on Power basic. The only basics I have are interpreters of ST Basic and Omikron basic and I might have a GFA basic coverdisk somewhere and a First basic demo.
Does anyone know if Power Basic is a GEM program? I was not pleased by the interface of Omikron basic and GFA basic, and ST basic, well it's not what one would call reliable. I intend to use the basic for teaching my girlfriend program in basic, so it needs to be easy to use. Does anyone know a bit more about this basic? If so e-mail or post.

Erlend.

3002. Ishido

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 16:44:07 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2jo9on$okm@turing.fwi.uva.nl>
Source record: 192958

hi,

I just uploaded 'ishido.zoo' to a.a.u.e. It is my (old) version of
the puzzle game 'ishido', which I first played on the Lynx.
this version was gathering dust on my harddisk until some friends of
mine rediscovered it last week and played it all night. Maybe you guys
like it too. If you enjoy this game, let me know, and maybe I will write
a better/nicer version.

greetings,

Martijn Dekker
email: mdekker@fwi.uva.nl

3003. Re: Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 16:46:54 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CL7nFz.xK@ryn.mro.dec.com>
Source record: 192911

In article <2jj5lr$559@nuscc.nus.sg>, akisujar@leonis.nus.sg (SUTHIPUN SUJARITTANO) writes...

>I hope that Dave would get his Color Spectre and Spectre 3.1 out soon as
>it is pain to use Spectre 3.0 with the TT.

Two weeks ago I heard from someone at Atari that Dave is experiencing some problems with system 7, because sys7 apparrently is able to detect that it isn't running on Mac hardware. So maybe he'll have to write a sys7 patch program before we can use the new color spectre.

Erlend.

3004. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 17:04:56 UTC
From: avg@cwi.nl
Message-ID: <CL84s8.338@cwi.nl>
Source record: 192959

patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

>But why, when we already have rec.games.video.atari?

Ah, I see. OK, then let's try & persuade posters of articles about non-GEM games to do this on rec.games.video.atari. I agree that we must not create a group with too big an overlap with an existing one. There are already far too many usenet groups as it is.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3005. Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 17:11:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d5fb0aa@troed.ct.se>
Source record: 192960

Anyone else but me having problems running "Blackhole", the Falcon game, written by someone on ... umm .. CompuServe I THINK .... I've seen it up on atari.archive so I guess several people must have tried it ...

My problem: When ran it displays an alert box saying "Needs to be run in 640*480*256" ... so? I've tried 640*480*256 .... same thing ... doesn't matter if you do a "clean boot" or a normal boot ... I've even tried 1024*768*256 to no avail ....

Ofcourse I'm trying on a Falcon .. ;) ... but I just can't get it to start ... it keeps telling me to use 640*480*256 ..

Anyone?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

3006. Re: Falcon030 and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 17:44:07 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2jod97$4da@charm.magnus.acs.ohio-state.edu>
Source record: 192961

In article <2jn4l3$n3j@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>Does anybody have any hints about making PageStream v2.2 work in color
>on an F030? Every time I run the program, it sets ALL the color reg-
>isters to black. Setting the X-Control Panel via the Color CPX does
>changes things (temporarily) but I've had no luck on either TOS 4.02
>or 4.04 machines.

It's a bug in PageStream. On my plain jane STacy and STf, it sets any color higher than number 3 to black and you have to change it manually. Saving the default configuration does not work. This is most likely what is happening on your Falcon.

There is no fix that I know of. SoftLogik isn't interested in fixing the bug either.

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3007. Re: Ispell 3.1 patches 1 and 2 available for ftp

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 17:46:52 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CL7q8H.31I@ryn.mro.dec.com>
Source record: 192914
Cross-posted to: comp.text.tex,comp.sys.atari.st

In article <1994Feb13.134133.10502@ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes...
>Has someone compiled/ported ispell 3.1 to Atari (MiNT)?
>
>I found a 2.0 Version by J. Bammi, but it is somehow dated...
>
>I would like to compile it on my machine but i know little about
>C (and have not much diskspace left)

The major problem when porting Ispell is RAM. This is because the building of the dictionary (hashlist) is very memory intensive, especially for decent dictionaries (>60K words). Even building them an a UNIX box is tricky because the format of the file is machinedependent (AFAIK).

Erlend.

3008. Re: Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 18:17:22 UTC
From: pagan@meiko.co.uk
Message-ID: <2jof7i$p5@bart.meiko.com>
Source record: 192962

```
-=>>I hope that Dave would get his Color Spectre and Spectre 3.1 out soon as
-=>>it is pain to use Spectre 3.0 with the TT.
-=>
-=>Two weeks ago I heard from someone at Atari that Dave is experiencing some
-=>problems with system 7, because sys7 apparrently is able to detect that it
-=>isn't running on Mac hardware. So maybe he'll have to write a sys7 patch
-=>program before we can use the new color spectre.
-=>
-=>Erlend.

Call me old fashioned but I would rather hack my legs off than use sys7.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods
```

3009. Re: Atari & S.F. Chronicle

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 18:42:55 UTC
From: bjgrier@bnr.ca
Message-ID: <CL89Bp.M6I@nrtpa22.bnr.ca>
Source record: 192963

In article <94045.29422.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>,
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
|> So, don't let anyone tell you that
|> Atari hasn't pretty much abandoned its computer business. Sam Tramiel, Atari
|> CEO, says so.

Well now there's a news flash!!! I think we had all figured that one out.
If the Atari line survives it will be because of third party developers
creating clones similar to the Eagle, and Medusa, as well as new applications.

Brian

Hint: Be on the look out for programs that will allow Atari computers
to be able to use non-Atari specific CD-Roms :)
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3010. looking for Of Lasers & Men

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 18:43:00 UTC
From: bundy@informatik.uni-rostock.de
Message-ID: <CL89Br.CKC@informatik.uni-rostock.de>
Source record: 192964

I heart about the game "Of Lasers and Men" for the Falcon. It should
be like Wolfenstein (I think so). Please, would somebody send me a mail
and tell me where I can get (I hope it is Shareware) it.
Thank's a lot.

Holger Janz
bundy@informatik.uni-rostock.de

3011. Wanted Calamus & C++ to Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 19:18:08 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <761267093.AA04720@byte.bbs.no>
Source record: 192944

>If someone has Calamus and/or a C++

You could use GNU GCC, its got C++, and it's free..

3012. Re: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 19:25:59 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2joj87$aee@golem.wcc.govt.nz>
Source record: 192965

] I was wondering what type of interface the Atari 1040ST used for floppy
] drives? Does it use the 34 pin IBM floppy drive interface (still don't
] know what they call that interface)? A friend of mine wants to replace

Essentially you can use a standard PC-Drive!

Watch out though, as some drives can't handle 81 or 82 tracks, some
(I had one), can't even manage 10 sectors per track!

A friend stuffed a 1.44meg drive into his ST (They were cheaper than a
720k would you believe), and he's had no complaints!

3013. Re: Panasonic CD on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 19:45:03 UTC
From: erlingh@idt.unit.no
Message-ID: <2jokbv$kb0@ugle.unit.no>
Source record: 192966

In article <2jl3ki$jec@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> In article <2d5cfb49@midinet.ct.se>,
|> Lars Reynold <lars.reynold@midinet.ct.se> wrote:
|> >Does anybody know if there is a chance to run a Panasonic 562B CD-ROM Drive on
|> >a Falcon? Supported software? Interface?
|>
|> If the CD-ROM drive has a SCSI interface, you MIGHT be able to use it
|> with ExtenDOS (the driver software).

Tell us more about ExtenDOS !
Who makes it ?
What does it cost ? PD/Shareware/Commercial ?
Which machines (ACSI/TT/Falcon) ?
Auto-folder TSR style program or mint .XFS or both ?

|> --
>	Steve Johnson	"People will always be tempted to wipe
>	Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
>	or steve-j@teleport.com	written on it." -- Andy Partridge

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

3014. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 20:34:34 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2jon8q$lhp@cismsun.univ-lyon1.fr>
Source record: 192967

In article <CL7wBz.CEG@cee.hw.ac.uk> sbrown@cee.hw.ac.uk (Stuart Brown) writes:
>
>I have an ST with 1Mb of RAM and a hard drive. Is it worth me downloading
>an old version of GCC which fits into my memory? Atari Archive has a
>version where the executables are over 1Mb so I can't use that version but
>elsewhere I have seen versions (1.40 I think) where the largest binary
>takes up about 600K.

Even if it takes "only" 600 Kb, it still allocates huge amounts on memory
during the parsing... And you must add the size of the shell, that is almost
necessary to be user-friendly. GCC 2.5.8 executables take (for the C compiler)
1.2 Mb, and on my Mega STE 4, it sometimes eats all the memory and says 'out of
memory' !!!

I doubt you'll be able to do any good job with this :-(...

>
>I've got Heat-And-Serve C just now but want GCC since they have that at
>University (not that I have had any problems so far between GCC at the Uni
>and HSC at home).

If it works, then even don't try to switch to GCC, on my mind... Lots of pain
for a few results !
>
>Advice appreciated.
>

Glad to help you
Regards,

patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

3015. Re: speedy coms ports..

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 20:48:12 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2joo2d$30v@mailer.fsu.edu>
Source record: 192968

Rob Adams TopFM (roba@nutmeg.ntu.edu.au) wrote:

> My problem is that I dont speak a single word of German so can some german speaking person please tell me which one I should/could use.

Can't help you there. If you have not already, you might want to check out 38400.lzh on atari.archive.umich.edu. It has English instructions.

> BTW I run a BBS on this system so using something that 'this piece of software' recognises is not what I need...

Many of these serial hacks come with software that will remap the standard baud rates up, so the 9600 baud button becomes 57600, or whatever. Thus, you should not have problems with programs not supporting the higher baud rates, as they can be "forced" to (not to say that this is guaranteed to work or anything).

Please post your results. I am toying with the idea of speeding up the serial port on my Mega4.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3016. WANTED: Info on BAREFOOT(Hybrid Arts) ATARI Support STATUS

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 21:01:29 UTC
From: rwn@cbnewsd.cb.att.com
Message-ID: <CL8Fqo.D0E@cbnewsd.cb.att.com>
Source record: 192969
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,comp.sys.atari.advocacy,comp.sys.atari.st.tech

I am looking for information on the current status of the BAREFOOT
SOFTWARE Company, who marketed Music Sequencing and Editing software
previously developed by HYBRID ARTS. The current phone numbers
for BAREFOOT are:

Voice: 818-727-7143
Midi BBS: 818-996-7659
FAX: 818-727-0632

For the past few years I have been using Stefan Daystrom's
"SMPTETRACK" professional music sequencing software with
SMPTE lock-up. I've finished moving and re-building my
studio and am looking to upgrade and add components to this
system. (Possibly upgrading my 1040 ST to a Falcon or ??, etc).

I have tried contacting the above three phone numbers and have received
"no answer", including no answering machine for the voice hotline.

What's the scoop ? Hopefully they have only suffered temporary
problems due to the recent earthquakes and will be back soon.

Any information would be appreciated.

Thanks,

Bob Neumann
ihlpf!rwn
708-257-6289

3017. Where to buy Atari??

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 21:23:59 UTC
From: dwm003@acad.drake.edu
Message-ID: <1994Feb14.152359.1@acad.drake.edu>
Source record: 192970

Where can I purchase a Atari TT, or perhaps a comparable system in the U.S.??
I can't find any atari publications anywhere!!
Please help me!!
DWM003@acad.drake.edu

3018. Re: WINX and LGselect dont get along...

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 22:03:34 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2josfm$1s2@news.dmpe.CSIRO.AU>
Source record: 192971
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software

>Get a copy of Universal Item Selector 3.x. It is cheap (no more than $20)
>and much more powerful than Little Green File Selector. It is a must-have
>utilitiy, IMHO.

What about using Selectric!? Very Nice, adapts itself to the screen size,
SHAREWARE.

It's on ftp.uni-kl.de I think.

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

3019. Re: WINX and LGselect dont get along...

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 22:03:34 UTC
From: karlm@highettmel.dbce.csiro.au
Message-ID: <2josfm$1s2@news.dmpe.CSIRO>
Source record: 192972
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software

>Get a copy of Universal IteSelector 3x. It is cheap (no more than $20)
>and much more powerful than Little Green ile Selector. It is a must-have
>utilitiy, IMHO.

Wha about using Selectric!? Very Nice, adapts itself to th screen size,
SHAREWARE.

It's on ftp.uni-kl.de I think.

Karl.
--
| Karl Meyland CSIRO Division of Buildg, Construction and Engineeing |
| Post Office Bo 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 52 622 H: +61 3 853 962 Fax: +61 3 252 6244 |
! rnews 1573
Pat: pagesat.net!o

3020. Re: Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 22:19:54 UTC
From: <>
Message-ID: <CL8JD7.7G8@cid.aes.doe.ca>
Source record: 192973

In article <CL7nFz.xK@ryn.mro.dec.com>, nagel_e@cecehv.enet.dec.com (Besiktas...) writes:

|> Two weeks ago I heard from someone at Atari that Dave is experiencing some
|> problems with system 7, because sys7 apparrently is able to detect that it
|> isn't running on Mac hardware. So maybe he'll have to write a sys7 patch
|> program before we can use the new color spectre.
|>
|> Erlend.

So according to your info, Spectre 3.1 would support System 7 _and_ colour??

That would be great, but what I have been hearing all along in the Gadgets by Small areas in GEnie and CIS, is that Spectre 3.1 is strictly an intermediate version that is more TT-friendly
than 3.0.

But hey, maybe Dave will surprise us... (naah!)

Cheers,

Yves
--

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
****

3021. Request: database/spreadsheet advice

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 22:34:34 UTC
From: bula@snoopy
Message-ID: <2jou9q$g1q@tribune.usask.ca>
Source record: 192974

Hi,
A couple of weeks ago I posted a request for some advice/recommendations.
I spotted no response, so I am assuming that somehow my article did
not reach its destination. Anyway, I am persistent.

I will be looking for the following software that will run on Atari Mega ST,
4 MB RAM + a small and slow hard drive.

1. A relational single-user database system with some
programming capabilities (e.g. a macro language)
2. A spreadsheet with a macro language.

The above two programs must be able to import/export data from each other.
It is important that the programs are intuitive (easy to use by inexperienced
people).

I have no idea what is on the ATARI software market; myself I am not an
ATARI user and I am doing this research for my friends only.

COULD YOU PLEASE ADVISE ME WHAT IS AVAILABLE ON THE MARKET.
I will be grateful for your opinions, advice, recommendation, warnings and the
like.
If this is a FAQ, please give me coordinates to the ftp site.

Please respond by e-mail to
bula@snoopy.usask.ca

If there are more people interested in this subject, I will compile and post
the answers.

Greetings,

Witold Bula

Dept. of Math. and Stats.
University of Saskatchewan
Saskatoon, SK, Canada <- this is north from North Dakota
but still in Southern Canada...

3022. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 23:13:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.QDw4nWOsW4M@yonder.equinox.gen.nz>
Source record: 192975

In <1994Feb7.201501.17150@bradford.ac.uk>, Steve Taylor writes:
>Craig Shore writes:
>
>: Ain't it amazing how such an old program is still pretty much up with
>: the times. There's not many features that program doesn't have.
>: The only thing that's really lacking is an autodialer.
>
>The version I use, which I think is the latest (2.0e) certainly does have
>an autodialer. Unfortunately, probably due to my modem, it does not seem
>to be able to recognize when a connection has been made, so keeps dialling
>and dialling. So I use the Function key method anyway.

Okay, what I really meant is it needs a good auto-dialer. The one in
it is very very basic.
BTW: A couple of questions about it that someone might know the answer
to... How do you stop the dialer once you've started it?
How do you stop an ascii-upload once you've started it?
How do you stop a file replay once you've started it?

Please post your answer, don't mail it :-)

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

3023. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-14 23:51:07 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CL8nL8.EuA@cix.compulink.co.uk>
Source record: 192976

>I have an ST with 1Mb of RAM and a hard drive. Is it worth me downloading
>an old version of GCC which fits into my memory? Atari Archive has a

No. I would be very suprised if you can find *any* version of GNU C which
ran (usefully) in 1Mb.

>elsewhere I have seen versions (1.40 I think) where the largest binary
>takes up about 600K.

Well I tried 1.37 in 1Mb under MINIX. I had 789K free at the prompt, but
GCC couldn't even compile the basic "Hello World" program. 'printf()' was
too big for it!

Now I'm having trouble even with 4Mb. My copy of GCC 2.4.5 is most unhappy
with such limited memory ;-). GCC 2.3.3 is the last version I have
sucessfully used.

Roland.

@CiX

3024. Re: Old Atari games (Ballblazer et al) for

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 00:19:35 UTC
From: jeff@leda.Arizona.EDU
Message-ID: <2jp4en$fqu@auggie.CCIT.Arizona.EDU>
Source record: 192977

I realize this may be of extremely limited interest to others, but I was wondering if any permutation of MULE made it out of the 8-bit regime? I know Electronic Arts is still alive and releasing some of the old 8-bit games for the IBM.

Even if you don't remember MULE, but know something about reaching Electronic Arts, please let me know.

Thanks!
Jeff

P.S. Just to point out something obvious that I found works great.... Since there are still dealers supporting the 8-bit machines, and you can get a used 8-bit for under $100, I think it makes a great game machine!

I still think the feel of the old 8-bit games beat out those of almost any other computer.

(Note that I used the word "almost", thus making this post completely uncontroversial)

3025. Re: pd chess program for atari ste on internet?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 00:33:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2jp59h$mei@uqcspe.cs.uq.oz.au>
Source record: 192978

patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

>... Warwick Allison ... is working on a much enhanced version of GNU
>Chess 2.0 and it should be fully GEM compatible.

Sorry this one is taking so long. It's really a matter of me finding time
to put it all together. Not being a Chess player myself, I'm 100 times more
likely to be found working on GEM NetHack than on GEM GNUChess!

(Now, if everyone had 4Mbyte machines and ST-Low didn't exist, there
would be no problem of making multiple configurations)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3026. Eastern Iowa Computer Fair

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 04:00:00 UTC
From: leland@ins.infonet.net
Message-ID: <2jphc0$6mi@insosf1.infonet.net>
Source record: 192979

On Saturday March 5, 1994 the Commo-Hawk Computer Users Group of Cedar Rapids, Iowa will hold our eleventh (11) annual Eastern Iowa Computer Fair.

This year the fair will include displays by computer user groups, retailers of computers and computer accessories, retailers of computer software, shareware distributors, and much more.

There will be hourly door prizes given away in addition to the GRAND PRIZE, which is a LASER PRINTER. You don't need to be present during the grand prize drawing to win the laser printer.

The following is information for the fair:

Saturday March 5th from 8:00 AM - 6:00 PM
IBEW Hall, 1211 Wiley Blvd SW, Cedar Rapids, Iowa

Everyone older than 14 years will be asked for a
strictly voluntary donation of $2 at the door.

For more information, you can e-mail to me: leland@ins.infonet.net
You could also call me, Leland (319-365-9627 please before 10:30 PM central time) or Linda (319-366-2347 please before 10:00 PM central time).

The following are directions for how to get to the fair (note: if you want me to e-mail you either a PostScript file containting a map, or a uuencoded file containing HP laserjet printer codes to print out the map, send me e-mail asking for it). The PostScript file is 136403 bytes, and the uuencoded HP laserjet file is 301646 bytes.

- Take I-380 to exit 20 (1st Ave West in Cedar Rapids).
- Go West on 1st Ave.
- After about a mile the road curves left (SW) and becomes Williams Blvd (highway 151). Be careful to NOT go straight and stay on 1st Ave when that happens; you want to curve left onto Williams Blvd.
- After about 1.5 miles you will come to 16th Ave SW (just past the Holiday Inn on the left). Turn right (west) on 16th Ave.
- Once you are on 16th Ave, the second stop light will be Wiley Blvd. Turn right (north) on Wiley Blvd.
- After about half a block the driveway into the IBEW Hall will be on the right (east).

Note that Cedar Rapids streets are not always aligned according to compass directions. For instance, when you turn onto 1st Ave you will actually be going more SW than west for the first half mile or so (then it curves around so that you actually are going west (until it curves off to become Williams Blvd).

Hope to see you at the fair. :-)

Leland D. Hosford | I have enough trouble just explaining what's on my own
leland@ins.infonet.net | mind. How could I presume to speak for anyone else?
----------------------+--
?daeh ym no gnidnats m'I evorp uoy ot nwod-edispu raeppa I gnitressa seoD (-:

3027. Re: Mega 2 ST power supply

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 04:10:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jphut$5q5@mailer.fsu.edu>
Source record: 192980

Anestis Papoutsis (apapouts@realm.tdkcs.waterloo.on.ca) wrote:
> Has anyone had any problems with the Mega power supplies. It all started
> when the fan wouldn't turn and i had to flick it to get it going, and then
> the computer would go on. Well it took longer and longer to get going until
> it would take about 30-40 minutes to 'boot up' I believe my power supply is
> shot. I tested the fan and it works and i can't seem to find where on the
> power supply the problem is. I'm reluctant to send my computer to atari in
> canada, or the states, because i've heard horror stories about not getting
> them back!
> If anyone has any suggestions, retailors, places that deal with atari's
> still, please let me know.

You can probably purchase a new power supply and install it yourself, if you
are leery of sending you machine off (though I have never had problems with
D&P or Toad). Best Electronics will probably have the part. Their number
is (408) 243-6950. I don't know of a source outside the US.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3028. Re: TOS spec?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 04:14:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jpi7r$5q5@mailer.fsu.edu>
Source record: 192981

Jonathan E. Quist (jeq@lachman.com) wrote:
>
> I've never heard of an X port to the ST. Two Lachman guys did do
> extensive work on the ST version of UW. They didn't release the source
> because they were supporting the code, and didn't want to get supporting
> someone else's modifications. I've asked them about it, and eventually
> expect one of them to dig up the source. I've already had a couple
> of inquiries from persons who seem willing and qualified to support
> and improve it... I think it may have been done in assembler,
> so it may end up making more sense to rewrite in C or C++ at some point.

It would be great if the source were released to the public domain! ST
Unix Windows (the two versions I have worked with) are very nice but somewhat
buggy. Please do attempt to get the source.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3029. speedy coms ports..

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 04:16:37 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2jpib5$t0n@pellew.ntu.edu.au>
Source record: 192917

I have a small problem..

I have an STe 2Meg Tos 1.60...

I have looked at Fser, RSVE, HSModxx....etc...

My problem is that I dont speak a single word of German so can some german speaking person please tell me which one I should/could use.

BTW I run a BBS on this system so using something that 'this piece of software' recognises is not what I need...

Rob.

3030. Re: Old Atari games (Ballblazer et al) for

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 04:33:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jpjbd$5q5@mailer.fsu.edu>
Source record: 192982

Jeff Diamond (jeff@leda.Arizona.EDU) wrote:
> I realize this may be of extremely limited interest to others,
> but I was wondering
> if any permutation of MULE made it out of the 8-bit regime? I
> know Electronic
> Arts is still alive and releasing some of the old 8-bit games for the IBM.
> Even if you don't remember MULE, but know something about reaching
> Electronic Arts,
> please let me know.

I believe the answer is no at this point. However, I remember reading about a game in the works in Germany that is based on M.U.L.E. This is a great game! I don't know if EA is going to release M.U.L.E. for anything (and almost certainly not for ST/Falcon), but they have just recently released an updated Archon clone. I hear it is excellent.

Incidentally, I think quite a lot of folks that read c.s.a.st would love to see M.U.L.E. for the ST.

> P.S. Just to point out something obvious that I found works
> great.... Since there
> are still dealers supporting the 8-bit machines, and you can
> get a used 8-bit for
> under $100, I think it makes a great game machine!
> I still think the feel of the old 8-bit games beat out those of almost
> any other
> computer.

I tend to agree, for a rather large number of classic games. Go figure. All the power of newer machines, and 90% of the games are terrible (IMHO). Perhaps it is now too easy to add some glitzy graphics and call it "done" before the playability is there.

> (Note that I used the word "almost", thus making this post completely
> uncontroversial)

Ha! I'll fix that! Nintendo games suck balls, IMHO. In fact, one of the few Nintendo games I have seen that was halfway interesting was (wait for it) M.U.L.E.!! There exists a port of this great game for Nintendo. It can be found quite cheap, as it is old (even for a Nintendo game). I did not get a chance to actually play it, but the graphics looked like a faithful reproduction.

--
****
* Mickey Boyd *

* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3031. Re: Where to buy Atari??

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 04:54:48 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2jpkio$6tb@charm.magnus.acs.ohio-state.edu>
Source record: 192983

In article <1994Feb14.152359.1@acad.drake.edu>,
Duncan W. McQueen <dwm003@acad.drake.edu> wrote:
>Where can I purchase a Atari TT, or perhaps a comparable system in the U.S.??
>I can't find any atari publications anywhere!!
>Please help me!!
>DWM003@acad.drake.edu
>

Mailorder Atari:

D & P Computer Orders (800) 535-4290 9am-9pmEST
P. O. Box 811 Tech info & FAX (216) 926-3842
Elyria, Ohio 44036

Toad Computers Orders 800-448-8623
570-F Gov. Ritchie Hwy. Info 410-544-6943
Severna Park, Maryland 21146 FAX 410-544-1329
BBS 410-544-6999

Micro Computer Depot Orders 800-845-3070 Mon-Fri 9am-6pmEST
741 Bultman Drive Tech support 803-775-5165 Sat 10am-2pmEST
Sumter, South Carolina 29150

Computer Studio Orders 800-253-0201
Westgate Shopping Center Phone 704-251-0201
40 Westgate Parkway, Suite D
Asheville, NC 28806

Front line support for the Atari platform.
Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

3032. GEM Blackjack

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 05:19:07 UTC
From: bossoj@aix02.ecs.rpi.edu
Message-ID: <2jpm0b$pn0@usenet.rpi.edu>
Source record: 192984

Does anyone know where I can get a good PD GEM Blackjack program?
I have found a good TOS one but really want a GEM one; one with
multiple players and settable options (# of decks, etc.).

thanks in advance!

--
Joe
bossoj@rpi.edu

3033. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 07:32:03 UTC
From: osteele@u.washington.edu
Message-ID: <2jptpj$md6@news.u.washington.edu>
Source record: 192985

>Um, nowadays, 3.5" floppy disk media comes pre-formatted to MS-DOS
>standards.

Shows you when the last time I bought a 3.5" floppy disk was ;-) A LONG time ago. I have bought Flopticals lately, so I obviously am more in tune with those...

>Multi-volume backup means that if your backup fills one floptical,
>it starts filling up the next one, and the next one, etc. When
>restoring it, you read each disk in sequence until everything is back
>on your hard-drive.

I see... this can be worked around (counting the size of partitions, etc.) but I can see where this would be a bigger pain than normal, and I hadn't tried this (20 MB compressed with Diamond back is quite a bit of stuff, and I didn't backup originals since the original software disks are good enough for backups)...

3034. G++ problem

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 07:39:36 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CL99A0.Bv4@freenet.carleton.ca>
Source record: 192986

I'm having a bit of trouble getting G++ to work on my Atari ST. I figured out (in the face of a total lack of documentation) that I should put the compiler binary in with my GCC binaries, but when I tried to compile a program like "main(){}" it complained (at the linking stage) about being unable to resolve the symbol "___main". I've tried setting every environment variable I can think of, to no avail. (I put g++.olb in the same directory as the GCC libraries.)

Has anybody managed to get it working?

Stephen

3035. Re: Is portable 16-bit color possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 08:49:29 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jq2ap$det@percy.cs.bham.ac.uk>
Source record: 192987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

g02o@zfn.uni-bremen.de (Mark-Oliver Wolter) writes:
>The Crazy Dots does NOT have a CLUT in HiColor, but as the VDI cannot handle
>more than 256 colors, it emulates one.

Why? The VDI can only handle the concept of up to 256 *pens* (Ok, it
is a horrible kludge), but that's no reason to emulate a LUT in
HiColour ("HiColor" if you're American :-) or higher modes.

Is that Crazy Dots behaviour with NVDI-ET4000, or out-of-the-box?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3036. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 09:01:09 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jq30l$dkk@percy.cs.bham.ac.uk>
Source record: 192988

avg@cwi.nl (A.V. Groenink) writes:
>patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>>But why, when we already have rec.games.video.atari?
>Ah, I see. OK, then let's try & persuade posters of articles about
>non-GEM games to do this on rec.games.video.atari. I agree that we must
>not create a group with too big an overlap with an existing one. There
>are already far too many usenet groups as it is.
>

I agree with persuading people to post to r.g.v.a -- actually I didn't
even realise there *was* 'rec.games.video.atari', that's how
interested I am in games...

Perhaps the "Welcome to c.s.a.s" postings could mention r.g.v.a?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3037. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 09:57:31 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL9Fnv.t7@barclays.co.uk>
Source record: 192989

In article <2jrgin$1p0@pellew.ntu.edu.au>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
|> Is there anyway possible of convincing an STx to have more than 4 Meg of memory.
In the UK, a firm called marpet (marpet@cix.compulink.co.uk) do a board that allows some STs to go to 12Mb. The extra 8Mb looks like TT RAM AFAIK. It needs TOS 2.06 to work properly. The board is very cheap if bought unpopulated.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3038. Overscan on Falcon desktop

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 10:03:18 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2jq6l6$8el@crocus.csv.warwick.ac.uk>
Source record: 192990

How do I get overscan on the desktop on my Falcon?

I know you have to change a line in NEWDESK.INF, but I don't
know which one, or what to change it to.

Paul
csulw@csv.warwick.ac.uk

3039. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 10:09:05 UTC
From: djs@jet.uk
Message-ID: <1994Feb15.100905.12350@jet.uk>
Source record: 192991

In <CL7oHq.1rH@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>In article <1994Feb10.143606.17618@jet.uk>, djs@jet.uk (David Stevenson) writes:
>|> I'm ready to take the plunge and get the Falcon (just as it seems that
>Do it!

>|> 2) Why is there a 200GBP difference between 1Meg and 4Meg versions?
>|>...
>I'd say go for Wing & use your existing SIMMS> Cheaper in the long term.
Agreed, but my specific question was about RAM speeds; does anyone know
if my STe SIMMs will be fast enough?

>|> 3) Is there any advantage in getting an internal HD drive, given that
>|> I have pleny of space on SCSI externals?...
>|>(I've already got MultiTOS and SpeedoGDOS anyways).
>Atari Uk will send you your free software after you've bought an HD model. I got
>mine a while back from them. You only getthe software if you buy a HD machine
>though. If you buy a HD-less one, add about 70 quid for MTOS & Speedo froma 3rd
>party.
As I said, I've already got Speedo + MTOS. What else can you get from
Atari if you buy the right machine? They original claimed to ship AtariWorks
and D2D, but I'm not sure that's still the case.

>|> 5) The CPU timing fix is done for free, but they charge 60GPB for the
>|> bass-boost/line-level fixes. That sounds like a lot of cash to me,
>|> what's involved in the fixes?
>Never heard of the bass boost.line fix. What is it?
The line-level fix lets you plug line-level inputs into the Falcon instead
of mic levels. This is important for recording from DAT/CD/Synth/Almost
Anything. And even for microphone recording, I suspect that my existing
mic preamps are better than the Falcon ones. The bass-boost fix removes
the bass boost (funnily enough) which is built into the audio out on Falcons.
--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3040. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 10:23:08 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.761307788@acp5>
Source record: 192992

roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:

>Is there anyway possible of convincing an STx to have more than 4 Meg of memory.

Only with appropriate hardware, not by software.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3041. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 10:28:52 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CL9H45.L83@cs.vu.nl>
Source record: 192993

Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:

>Even if it takes "only" 600 Kb, it still allocates huge amounts on memory
>during the parsing... And you must add the size of the shell, that is almost
>necessary to be user-friendly. GCC 2.5.8 executables take (for the C compiler)
>1.2 Mb, and on my Mega STE 4, it sometimes eats all the memory and says 'out
>of
>memory' !!!

Can anyone explain why gcc needs so much memory and other c-compilers don't...

>I doubt you'll be able to do any good job with this :-(...

>>I've got Heat-And-Serve C just now but want GCC since they have that at
>>University (not that I have had any problems so far between GCC at the Uni
>>and HSC at home).

Me too. Only you have to be very careful when porting stuff from gcc to
hsc, because gcc uses 32-bit integers and hsc 16-bit.

Bye,
IvO+> van Poorten.

3042. Re: Large Hard drives..

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 10:39:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL9HM9.434@barclays.co.uk>
Source record: 192994

In article <2jrppj$1v1@pellew.ntu.edu.au>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
|> I have an opportunity to buy a 600Meg SCSI drive at a good price..
|>
|> My System is STe 2Meg TOS 1.60.
|>
|> What I am curious about using my ICD utilities 5.x.x (when will ICD allow
|>Internet access to their software :( ) can i use it as one large partition.
|>Or should I use MetaDos drivers for it and treat it like a writable CDRom??
AFAIK, ICD allows upto 512Mb partitions. Why not have a 100Mb boot drive and then 512Mb for the rest?
Why do you want one big partition anyway? if you get any corruption, you will be more likely to loose the lot, if you have seperate partitions, it makes for easier file finding, quicker access (one BIG dir structure will slow it down) and easier backup management.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3043. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 10:48:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL9I01.4ox@barclays.co.uk>
Source record: 192995

In article <CL9H45.L83@cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van
|> Can anyone explain why gcc needs so much memory and other c-compilers don't...
Basically, all GNU stuff is originated on big Unix systems with tons of HD &
RAM. Hence they are written to be good and easily portable. They are not written
to be able to fit onto the lowest common denominator platform.
C compilers written especially for the ST are written from the ground up to be as
compact as possible and in this respect, most are pretty damned good.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3044. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 11:12:36 UTC
From: diehl@r-node.io.org
Message-ID: <2jqan4$1n8@r-node.io.org>
Source record: 192996

According to Bob Brodie, both on the AtariNet Atari Explorer conference anda t
a fairly recent RTC on GEnie, Atari are LOOKING at the PPC601 line of chips,
but they havn't gone any further than to look and consider; nothing solid,
nothing planned, just some ideas floating around is all.

_____ ______ _____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
___________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
__________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

3045. Re: G++ problem

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 11:13:06 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb15121307@issan.informatik.uni-dortmund.de>
Source record: 192997

In article <CL99A0.Bv4@freenet.carleton.ca>, am136@FreeNet.Carleton.CA (Stephen Mulrine) writes:

|> I'm having a bit of trouble getting G++ to work on my Atari ST. I figured
|> out (in the face of a total lack of documentation) that I should put the
|> compiler binary in with my GCC binaries, but when I tried to compile a
|> program like "main(){}" it complained (at the linking stage) about being
|> unable to resolve the symbol "___main". I've tried setting every
|> environment variable I can think of, to no avail. (I put g++.olb in the
|> same directory as the GCC libraries.)

Looks like your version of gnu.olb/mint.olb is out of date. The
definition of ___main (which is generated internally by gcc) has been
moved from g++.olb into the C library, where it belongs to.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3046. Re: MUSIC PROG NEEDED!

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 11:23:04 UTC
From: diehl@r-node.io.org
Message-ID: <2jqbao$1qv@r-node.io.org>
Source record: 192998

As a personal preference, I'm getting thoroughly sickof soundchip music and effects. Even my ANSI editor has sampled sounds at occasional points (when error alerts pop up and whatnot) simply because I'm getting sick of chip sound. I'd much prefer to hear some naff digital music while I play. (actually I prefer no music at all during gameplay, but if there's to be music, I'd prefer it to be digital)

_____ ______ ____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

3047. Re: Falcon030 (TOS 4.04) and Storm

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 11:25:05 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2jqbeh$18t@nasim.sta.sub.org>
Source record: 192999

Michael Olin (molin@cxc1.cl.msu.edu) wrote:

: 1) Does the Falcon require a serial fix program (such as SERFIX20.PRG)?
: It was my understanding the Alan Page had indicated that such a fix
: was _required_ or Storm wouldn't work. (I've been having trouble with
: ZModem transfers when using Storm...)

There is no such Fix required, but recommended. You can choose between FastSer 0.96 (fast, reliable, does not support FALCON's LAN-Port, works fine with MiNT, XSDD) or HSMODEM (HSMODA02.LZH, fast, does support FALCON's LAN-Port with CoNnect > 2.4x, possible problems with MiNT, RSVF). FastSer includes FPATCH2, HSMODEM doesn't because there is no need for.

: 2) Does TOS 4.04 not require FPATCH2 and/or BCONMAP? I found that I
: could not get any INCOMING text to display on the screen when these
: were installed, yet OUTGOING keystrokes were received by the host
: machine. Is one or both of these the culprit?

FPATCH2 is recommended for TOS 4.01-4.04. If a program works without FPATCH2, it's a feature (sometimes intended, sometimes not). If a program does not work with FPATCH2 it's a bug! If a program only works with BMAPFIX2, it's a bug, too, because FPATCH2 is just a workaround for those (like Rufus 1.35). FPATCH1 is not recommended in any case.

Remember: If you don't use one of FPATCH2, BMAPFIX1/2, FastSer 0.96 or HSMODEM, it will not be possible to use the LAN-Port of the FALCON!

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3048. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 11:41:42 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb15.114142.4503@unix.brighton.ac.uk>
Source record: 193000

One would question the sense behind producing these machines...given that Atari are pretty much abandoning the computer scene, why on earth produce a clone, even with great specs. Its all well and good having a superb piece of hardware but if Atari are uninterested, even in their latest products (the Falcon) how long before eveyone else goes, and the software is non-existant.

When I brought my Falcon030 I really believed that Atari would put some work into it and I would have machine I could be proud of. Well, once again they let me down. I am a great fan of the Falcon, don't get me wrong, but this sort of thing really annoys me.

I did not pay all that money mere months ago to have the company just turn their back on me for a games console.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3049. Mintlibs

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 11:55:15 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <CL9L44.Mw1@dcs.ed.ac.uk>
Source record: 192901

Hi There,
does anyone know of any versions of the Mintlibs newer than v39? If so, where are they?

Thanks in advance,
Cheers,
Joe.

3050. Re: New Speedo groks more fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 12:09:04 UTC
From: dan@ecs.soton.ac.uk
Message-ID: <dan.761314144@orca>
Source record: 192902

In <CL7q5I.37n@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>Get the WP 6.0 font pack - 60 fonts for 30GBP. Very cheap!
I've had trouble finding this. Where can we get it?

Denis Nicole
University of Southampton
dan@ecs.soton.ac.uk

3051. Re: New Speedo groks more fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 12:21:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL9MC0.Av5@barclays.co.uk>
Source record: 192903

In article <dan.761314144@orca>, dan@ecs.soton.ac.uk (Denis Nicole) writes:
|> In <CL7q5I.37n@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|>
|> >Get the WP 6.0 font pack - 60 fonts for 30GBP. Very cheap!
|> I've had trouble finding this. Where can we get it?
Mainstream Software Solutions. 0242 227377. 2 Court Mews, London Road,
Charlton Kings, Cheltenham, Gloucs. GL52 6HS.

Very helful - they know about Speedo on Falcons! They can send you a catalogue
of all fonts. The WP6.0 is an extra flyer so make sure you mention it if you
want info in the font list they send out.

WP 6.0 Pack - 29.95+VAT+delivery. 50 fonts including Allegro, Staccato,
Thunderbird, VAG, Vineta, Garamond, Slabserif, Gothic, Freehand, Fraktur,
Calligraphic and more.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3052. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 12:24:54 UTC
From: whitema@rtsg.mot.com
Message-ID: <2jqeum$768@delphinium.cig.mot.com>
Source record: 192904

In article <CL9Fnv.t7@barclays.co.uk>, <Iain.Laskey@barclays.co.uk> wrote:
>In the UK, a firm called marpet (marpet@cix.compulink.co.uk) do a board that
>allows some STs to go to 12Mb. The extra 8Mb looks like TT RAM AFAIK. It needs
>TOS 2.06 to work properly. The board is very cheap if bought unpopulated.
>
>--
>+-------------+---+
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>| |Laserdisc & Pro-Logic - The only way to watch movies at home|
>| |Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+

I sent email to that address asking for info (price, etc..). No response.
Are they still in business? Or do they not do business outside Europe?

Michael
whitema@rtsg.mot.com

3053. For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 12:26:54 UTC
From: whitema@rtsg.mot.com
Message-ID: <2jqf2e$76c@delphinium.cig.mot.com>
Source record: 192905

I've got the following ST stuff for sale, some at lower prices, some new software. It's all in good shape and all the boxes and manuals are included (except where noted). If you don't like the prices, make me an offer.

- Magnavox 1CM135 14" stereo color monitor. Includes cables for the ST. For ST low and medium resolutions. Great for STe's. Also can be used with a VCR, video game, etc... (it has composite inputs). Can also handle digital RGB input. $175
- Atari SM124 Hi-Res monochrome monitor. $75
- Several Atari manuals, including Mega ST, SH Hard Drive, Megafile Hard Drive, and ST BASIC Sourcebook. FREE
- Populous and The Promised Lands Data Disc. Not for STe's. $5
- Timeworks Word Writer ST $10
- ST Copy - FREE (NB)
- Warhead - excellent space flight simulation/adventure. Works on TOS 1.62, but not 2.06. $10
- Powerdrome - 3d racing game. Two players with two STs or an Amiga. $5
- Space Harrier. Works on TOS 1.62, but not 2.06. $5
- Sky chase. Great head to head jet battle on a single ST. Works at 16 MHz (superfast) and on TOS 1.62, but not 2.06. $10

NB = No Box

I can be reached at home in the evening at (708)882-5418, or reply to this message.

Michael White
whitema@rtsg.mot.com

3054. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 13:43:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL9q4I.H6x@barclays.co.uk>
Source record: 192906

In article <2jqeum$768@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White) writes:
|> In article <CL9Fnv.t7@barclays.co.uk>, <Iain.Laskey@barclays.co.uk> wrote:
|> >In the UK, a firm called marpet (marpet@cix.compulink.co.uk) do a board that
|> >allows some STs to go to 12Mb. The extra 8Mb looks like TT RAM AFAIK. It needs
|> >TOS 2.06 to work properly. The board is very cheap if bought unpopulated.
|> I sent email to that address asking for info (price, etc..). No response.
|> Are they still in business? Or do they not do business outside Europe?
They are still in business but by their own admittance, don't log on to read
their mail that often. Mail me at ilaskey@cix.compulink.co.uk and I'll look up
their address/UK telephone number.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3055. MY DRAW 1.14 URGENT

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 13:49:46 UTC
From: mpellegrino@ge-serveur.insa-lyon.fr
Message-ID: <mpellegrino.9.2D60D2FA@ge-serveur.insa-lyon.fr>
Source record: 192907

I DO NEED MYDRAW 1.14 ? BUT I DON'T KNOW WHERE TO FIND IT ?

PLEASE HELP ME !!!!!!!!!!!!!!!!!!!!!!!!

THANKS IN ADVANCE !!!!!!!!!!!!!!!!!!!!!!

3056. Re: TOS spec?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 14:13:56 UTC
From: erlingh@idt.unit.no
Message-ID: <2jqlb4$e14@ugle.unit.no>
Source record: 192908

In article <2jpi7r$5q5@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
|> Jonathan E. Quist (jeq@lachman.com) wrote:
|> >
|> > I've never heard of an X port to the ST. Two Lachman guys did do
|> > extensive work on the ST version of UW. They didn't release the source
|> > because they were supporting the code, and didn't want to get supporting
|> > someone else's modifications. I've asked them about it, and eventually
|> > expect one of them to dig up the source. I've already had a couple
|> > of inquiries from persons who seem willing and qualified to support
|> > and improve it... I think it may have been done in assembler,
|> > so it may end up making more sense to rewrite in C or C++ at some point.
|>
|> It would be great if the source were released to the public domain! ST
|> Unix Windows (the two versions I have worked with) are very nice but somewhat
|> buggy. Please do attempt to get the source.

The source for a monochrome version of UW used to be included in the the
source for gemlib (the one for gcc). Check if it is still in there, if not
I think I have it somewhere at home, and can upload it to a.a

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

3057. Re: Large Hard drives..

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 14:20:36 UTC
From: walra@moacs11
Message-ID: <pvlb7lz1_3a@moacs11>
Source record: 192909

In <CL9HM9.434@barclays.co.uk>, Iain.Laskey@barclays.co.uk wrote:

> In article <2jrppj$1v1@pellew.ntu.edu.au>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
> |> I have an opportunity to buy a 600Meg SCSI drive at a good price..
> |>
> |> My System is STe 2Meg TOS 1.60.
> |>
> |> What I am curious about using my ICD utilities 5.x.x (when will ICD allow
> |>Internet access to their software :( ) can i use it as one large partition.
> |>Or should I use MetaDos drivers for it and treat it like a writable CDRom??

> AFAIK, ICD allows upto 512Mb partitions. Why not have a 100Mb boot drive and then
> 512Mb for the rest?

I experienced that Gemdos in TOS 3.06 does not support partitions > 256MB,
I'm afraid it will be the same for TOS 1.06. The Gemdos in TOS 4.0x (Falcon)
does support bigger partitions.

> Why do you want one big partition anyway? if you get any corruption, you will be
> more likely to loose the lot, if you have seperate partitions, it makes for
> easier file finding, quicker access (one BIG dir structure will slow it down)
> and easier backup management.

In addition: a 512MB partition ==> 16KB clustersize ==> wasting lots of
hd space. Of course this does not apply to minix filesystems, but keep in
mind that the number of inodes is limited to 65536.

Regards,
Waldi (walra%moacs11@nl.net)
--
Kijk niet te vaak achterom
Wat achter ons ligt werd te licht,
soms te zwaar gewogen
is in en buiten ons om voorbij gegaan -- Hannie Rouweler

3058. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 14:43:08 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <ae8_9402162017@dswhq.omahug.org>
Source record: 192912

In a message of <09 Feb 94 01:24:36>, "Daron Brewood" (1:286/2) writes:

"B> From this am I correct in saying that the original memory was
"B> actually 6 megs, with 4 mb accessable, or is the missing 2 megs of
"B> memory used to keep
"B> track of the rest of the new memory?

The Falcon has a 16 mb linear address space that is used by the system. Part of this is used for RAM and part is used for the OS ROM and I/O address space. The 2 mb that you loose is the memory space that is reserved for the OS ROM and I/O space. This is akin to 320k that you loose on a PC's 1 meg address space, or the 16k that you lost on the old Atari 8-bits.

Later,
Gizmo

3059. Cubase question

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 14:53:47 UTC
From: dwallace@wam.umd.edu
Message-ID: <2jqnlr$cjn@cville-srv.wam.umd.edu>
Source record: 192913

I have recently been having a frustrating time trying to integrate my
MIDI equipment with ST-sampled sound. If I am using a MIDI sequencer like
KCS, I can't use sampled sound. If I am using the sequencer on my drum
machine to play samples through Replay 4, I have to switch samples manually,
which is very sloppy.
Anyway, I recently read a writeup of Cubase for the Macintosh in a magazine,
and it sounds pretty nifty; it apparently lets you do _real_ sequencing with
both MIDI and sampled audio. My question, which I ask with crossed fingers,
is will the ST version of the program allow this miracle to be performed?
In particular, how well does Cubase Lite (or whatever its called) function
in such a capacity? Replies via email would be sincerely appreciated, as this
all sounds too good to be true. Also, any general info people could give me
about the capabilities of Cubase would be great. Thanks!

3060. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 15:02:00 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2d60e47f@p4.troed.ct.se>
Source record: 192915

In a message of <14 Feb 94 18:11:04>, Rickard Troedsson (2:200/612.0) writes:

> Anyone else but me having problems running "Blackhole", the Falcon game,
> written by someone on ... umm .. CompuServe I THINK .... I've seen it
> up on atari.archive so I guess several people must have tried it ...
>
> My problem: When ran it displays an alert box saying "Needs to be run
> in 640*480*256" ... so? I've tried 640*480*256 .... same thing ...
> doesn't matter if you do a "clean boot" or a normal boot ... I've even
> tried 1024*768*256 to no avail ....

Hmm... Now this is VERY strange! On my Falcon I get the very weird alert
saying: "This program can only be run on a Falcon030" or something similar...
???? I HAVE a Falcon030, I'm USING a Falcon030... I've tried all kinds of
configs but it always tells me that it can only be run on a Falcon030...

Anyone who can help me as well?

Greetz, magnus_thylander@p4.troed.ct.se...

```
_______________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

3061. Re: Cubase question

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 15:04:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL9tvs.Gv@barclays.co.uk>
Source record: 192916

In article <2jqnlr$cjn@cville-srv.wam.umd.edu>, dwallace@wam.umd.edu (He whose name must not be spoken...) writes:
|> Anyway, I recently read a writeup of Cubase for the Macintosh in a magazine,
|> and it sounds pretty nifty; it apparently lets you do _real_ sequencing with
|> both MIDI and sampled audio.
|> This sounds like Cubase Audio which only does sampling with the Falcon. It performs multitrack direct to HD sampling in conjunction with it's sequencing abilities which are, as you say, very good indeed. Cubase Audio is not cheap though - you'll need 700GBP for the software and then need a big hard disk to sample to - 1Gb is reasonable.

|> My question, which I ask with crossed fingers, is will the ST version of
ST Version??? Cubase originated on the ST!

|> the program allow this miracle to be performed?
Not on a normal ST

|> In particular, how well does Cubase Lite (or whatever its called) function
Cubase lite is a cut down version of Cubase. Basically there are three versions. Cubase is the standard one. Expensive but good. Cubase lite is cut down and much cheaper and Cubase Audio adds direct to HD sampling on a Falcon.

|> about the capabilities of Cubase would be great. Thanks!
Cubase is very, very powerful, easy to use and not very cheap. It's really aimed at the pro musician. Maybe you ought to consider something a little more downmarket? Pro 24 III is good for the price - I have seen it sold very cheaply - 40GBP in the UK - it used to be over 250GBP at one time. It's the predecessor to Cubase but works in a totally different way.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3062. 1040ST system, very cheap. $300/bo

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 15:50:01 UTC
From: ckb@world.std.com
Message-ID: <CL9vzF.G6v@world.std.com>
Source record: 192918
Cross-posted to: comp.sys.atari.st,misc.forsale.computer.other

It must go.. no room left in my new place. :-(

1040ST, 1MB RAM, TOS in ROM, Internal Power Supply, Internal DS Drive.
External Atari DS disk drive
SC1224 Color Monitor
Mouse Master - Allows easy switching between mouse and joystick.
Wico Trackmouse - Trackball-type mouse workaround. Mouse port in
back so you can use mouse, too.
Wico Bathandle Joysticks (2)
Supra 2400bps modem, Hayes Compat (no compression)
Synchro Express Hardware/Software copier with software. Copies most
things.

Bought Software, with original boxes and manuals (usually)
Summer Challenge
Populous
Klax
Dragons of Flame
PowerMonger
PowerDrome
DeathBringer
Indiana Jones and the Last Crusade

20-30 disks of graphics, Spectrum pics, etc.
More than 150 disks total, with all kinds of software, plus a couple
of disk holders for them.

$300 or best offer. Send me offers or questions. Computer is
located in Central Coastal New Jersey.

3063. TOS Error #34

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 16:02:34 UTC
From: Ronald.Hartwig@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Feb15.160608.18808@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 192919

What is TOS Error #34 about ?

It appears when I try to remove a directory from my sh204 Harddisc,
and I am denied to remove that directory ....

What can I do to get around this ?

Ronald

ps: Please answer per EMail.. I would not find your answer in this
group ;-)

--
+- *** If you know women, you WILL prefer computers ! ***---+ __ // _ __
| Ronald Hartwig, Haareneschstr.2,26121 Oldenburg,0441-71590 /\ / // | \ /
| EMail: Ronald.Hartwig@informatik.uni-oldenburg.de |--| __ -/ |_/ __
+- *** I am sleeping my day away. (DAD) *** -------WWWF--- /

3064. Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 16:04:42 UTC
From: Ronald.Hartwig@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Feb15.160835.19101@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 192920

Hi,

I am looking for a working HardDisc TuneUp Program, which
simply put all Files together to get rid of the partitioning
into small pieces, slowing down the whole thing.

The Program should be PD and avaiable per InterNet. (ftp)

Ronald

ps: Please answer per EMail, as I would not find your answrs
here ...

--
+- *** If you know women, you WILL prefer computers ! ***---+ __ // _ __
| Ronald Hartwig, Haareneschstr.2,26121 Oldenburg,0441-71590 /\ / // | \ /
| EMail: Ronald.Hartwig@informatik.uni-oldenburg.de |--| __ -/ |_/ __
+- *** I am sleeping my day away. (DAD) *** -------WWWF--- /

3065. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 16:09:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL9wvB.LL1@cix.compulink.co.uk>
Source record: 192921

In message <2jrgin$1p0@pellew.ntu.edu.au>, roba@nutmeg.ntu.edu.au said:

>Is there anyway possible of convincing an STx to have more than 4 Meg of memory.

Yes. Phone Marpet at +44 423 712600

Ofir ogal@cix.compulink.co.uk

3066. Re: Safe C. O. D.

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 16:16:02 UTC
From: jtrascap@nyx10.cs.du.edu
Message-ID: <1994Feb15.161602.16961@mnemosyne.cs.du.edu>
Source record: 192922
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.amiga.marke

A really good COD plan is to use FedEx. I'm not sure if this has been covered, but FedEx has some really good security measures, for BOTH sides:

* When you set up a FedEx next day delivery, they ask for payment style and ask for an inventory of the items shipped.

* When it arrives next day, exact payment is the ONLY option (very cool). Cash means cash, not personal checks, not money orders, nothing else. So any means of payment can be requested.

* The purchaser can INSPECT THE ITEMS before paying, and make sure nothing is amiss.

* The COD arrives back to YOU through FedEx delivery to your door the DAY AFTER! Sure beats waiting 10 business days through UPS or the Mail.

Well,at least that's how it all works here in denver. I'm using it every chance I can..

Jim
jtrascap@nyx.cs.du.edu * IRA, NRA..what's the difference? Guns is guns.. *

3067. MEGA STE/4 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 16:24:42 UTC
From: ad533@yfn.ysu.edu
Message-ID: <2jqt0b$a5n@news.ysu.edu>
Source record: 192923

The following system is for sale, the price is negotiable. Please
e-mail me with offers, inquiries, etc. at ad533@yfn.ysu.edu.

Mega STE/4-2 years old-excellent condition-no problems
*4 megs RAM
*TOS 2.05
*runs at 8Mhz or 16Mhz
*Seagate ST157N internal 50 meg hard drive-no bad sectors
*internal DSDD floppy drive
*the Link-connect any SCSI peripheral to the Mega

Monitors-
*SC1224 color monitor
*SM124 mono monitor
*monitor master to switch between monitors

external GTS-100 external DSDD floppy drive

Again, my e-mail address is ad533@yfn.ysu.edu Thank you
Kevin

3068. Re: Atari & S.F. Chronicle

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 16:42:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d60fb58@troed.ct.se>
Source record: 192924

In a message of 14 Feb 94 19:42:55, Brian Grier Perpk wrote:

BG> |> So, don't let anyone tell
BG> you that
BG> |> Atari hasn't pretty much abandoned its computer business. Sam Tramiel,
BG> Atari
BG> |> CEO, says so.
BG>
BG> Well now there's a news flash!!! I think we had all figured that one out.
BG> If the Atari line survives it will be because of third party developers
BG> creating clones similar to the Eagle, and Medusa, as well as new
BG> applications.

Why compete with the PC?

Why not let Atari make a PowerPC, running MultiTOS and Windows NT?

That will fit in in the above quote ... "backed out" .. backed out from trying to convince people a computer NOT running Windows CAN be useful ... let the people have what they want, and then give us what WE want .. a Falcon "compatible" "jaguar-chip-expanded" PowerPC ..

Daydreaming as always .. ?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

3069. PageStream 3 for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 17:07:08 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CL9zJx.B96@undergrad.math.uwaterloo.ca>
Source record: 192925

Soft-Logik is currently working on PageStream 3 for that other machine 8-)
and will be making a decision on an Atari version in the future.

They currently have only about 30 letters expressing an interest
in the Atari version ... so send those letters now to:

Soft-Logik Publishing
Attn: Ellen Kazmaier, Marketing
11131F South Towne Sq.
St. Louis, MO 63123

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

3070. Falcon & Ethernet

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 17:47:54 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb15.174754.8934@bradford.ac.uk>
Source record: 192926

I have a friend who is considering going to St. Andrews University, Scotland next year. He has a Falcon with 4 meg, internal and External Hard drives. At St. Andrews, he has the option of a room with an Ethernet port in the wall.

Will it be possible (with or without additional hardware) to connect the Falcon into this network?

Also, if anyone reading this is at St. Andrews University, please could you send me any info. you have on the computing capabilities there? Particularly, is FTP, IRC, UseNet, E-mail, FSP, 'talk'ing possible?

As this is not really general interest (or atari interest) please follow up via E-mail.

Many thanks,

Steve Taylor.

3071. Press Release: CWCII Update

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 17:48:48 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb15.174848.12378@newshost.lanl.gov>
Source record: 192927

Kindly forgive the following announcement but some folks wanted to know...

==========
PRESS RELEASE
==========

Missionware Software and Fair Dinkum Technologies are pleased to announce
the immediate availability of a significant upgrade to the popular Atari
utility, 'Crossword Creator II' (aka, CWCII).

Among other enhancements, Release 1.73 includes the following new features:

*** Selectable fill patterns for unused puzzle squares in both
draft and final quality print modes (save on ink and toner!).

*** Selectable puzzle border widths.

*** Editable credits text (e.g., "Puzzle designed by John Doe").

*** The Print Word List option now prints alphabetized listings
of both used and unused words.

*** User defined minimum acceptable word fit percentage feature.

*** Add words from a Word List to an existing puzzle.

*** Duplicate used or unused words are now caught and eliminated.

*** Enhanced final quality print modes for Epson FX, HP LaserJet,
and HP DeskJet compatible printers.

*** Improved performance on TT and Falcon030 computers.

*** International Mode may be toggled on and off with a keypress.

*** Delete all unused words with a single keypress.

*** Plus other minor enhancements and improvements.

'Crossword Creator II', the easiest-to-use and most capable crossword
puzzle generation utility for all Atari ST/STe/TT/Falcon (mono or color)
computers, is now even better with the availability of Release 1.73.

CWCII is still just $34.95 + $3 shipping & handling (foreign orders extra).

Available directly from the exclusive distributor:

Missionware Software, 354 N. Winston Dr, Palatine, IL 60067
(24 hour order line 708-359-9565 or on GEnie: J.TRAUTSCHOL)

Upgrades (for registered CWCII owners only!) may be ordered directly from:

Fair Dinkum Technologies, P.O. Box 2, Los Alamos, NM 87544
(24 hour order line 505-662-7236 or on GEnie: HUTCH)

For more information contact:

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov or GEnie: HUTCH _____

3072. Help - Short Ste brain damage demo needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 17:56:36 UTC
From: kebl0011@black.ox.ac.uk
Message-ID: <1994Feb15.175636.791@black.ox.ac.uk>
Source record: 192928

Hi there! I am trying to get hold of a copy of the brain damage demo for the Ste. However, all of the FTP sites that I have tried only have files that are over 720K, so I can't fit them onto my floppy disks. Could someone please direct me to an FTP site that has them in a more useable form. (or could they even post me an MSA version that is split into smaller chunks?)

Thanks very much.

Andrew Sage

3073. Thanks, Steve! Was: DOS-Emula

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 18:55:00 UTC
From: Michael_Eibl@k.maus.de
Message-ID: <A17012@K.maus.de>
Source record: 192929

S.P.Taylor@bradford.ac.uk wrote:

SP> Joachim Schulz writes:
<Some lines in German deleted.>
SP> Which roughly translates as 'Send me Email about the PC emulators which
SP> are available'. It's great the German language, don't you think? :-)

Yes, this is dear Master Steven, just as I like him.
He provides us with another masterpiece of his fine sense of
humour. Which is in most beautiful harmony with his
courtesy, the astounding maturity of his convictions,
and the depth of his knowledge, as we could see many
times.
At last, I understand! Colonialism is charity: redeeming
those barbarians from their inferior cultures (if they
deserve that name at all).

SP> Anyway, that's not why I posted.
Well done! Just like the old Cato: "Ceterum censeo..."

SP> Steve Taylor.

Thank you so much for enlightening us.
Yours
/Michael/

Please don't send anything larger than 64K to my Mausnet address.
Use eibl@thp.uni-koeln.de instead. Thank you.

Please don't send anything larger than 64K to my Mausnet address.
Use eibl@thp.uni-koeln.de instead. Thank you.

3074. Mint library update

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 18:55:12 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Feb15185512@mole.gnu.ai.mit.edu>
Source record: 192861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Patchlevel 43 of the MiNT library is now available on
atari.archive.umich.edu in atari/Mint/Lib.

mntlib43.zoo ...the library source
mntinc43.zoo ...the includes
mlib40d.zoo, mlib41d.zoo, mlib42d.zoo, mlib43d.zoo ...patches since
the last release

The compiled .olb library (mntolb43.zoo) will be available soon if
there are no major problems with this release.

As usual, mail about the mint library goes to
entropy@terminator.rs.itd.umich.edu. Mail sent to the address from
which this message was posted will be ignored. Or flamed. Or
something. Just don't do it. Really. Thanks.

Cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu
```

3075. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 19:00:23 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb15.190023.18946@bradford.ac.uk>
Source record: 192930

(We're talking about UniTerm by the way)

Craig Shore writes:
: How do you stop an ascii-upload once you've started it?
: How do you stop a file replay once you've started it?

And another one:

What is the difference between these two???

From someone who can't be bothered printing out the manual.

Steve Taylor.

3076. "Hatter" please reply!

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 19:03:35 UTC
From: an18359@anon.penet.fi
Message-ID: <191303Z15021994@anon.penet.fi>
Source record: 192931

Could "The hatter", who sent me a message the other day, please reply, as my mail has suffered a small disaster!

<Genie!>

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

3077. Re: Old Atari games (Ballblazer et al) for MSDOS??

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 20:00:23 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Feb15.200023.5541@apgea.army.mil>
Source record: 192932
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.misc

>
>As for Wizard of Wor, I have not seen a decent new clone of that for anything.
>However, there is now an Archon for the PC (Archon Ultra, I think is the
>name). It was just released recently, and is supposed to be good.

There is a good Wizard of Wor verson for os/2.

Rob Merritt
my opinions are my own

3078. CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 20:15:44 UTC
From: hicksm@hindmost.lpl.arizona.edu
Message-ID: <2jrahg$dje@auggie.CCIT.Arizona.EDU>
Source record: 192933
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

After following Atari as is went from about $.50 a share
to peak at over $15 a share over the course of last year
(what the hell was happening, anyway?), I wonder if
Commodore could undergo similarly spectacular gyrations.

As you may know, CBM, which has the ticket symbol CBU,
is trading around 3-3.5 after a slump down to 2 last
year.

It is very clear that glory days of early eighties are
quite over (but the same can be said for Atari Corp).

Is there any reason to believe that Commodore can make
money for the speculator in the short-term? I would
like to hear your opinions.

I heard a rumur that the AAA chipset is set to be
bought out by Hewlett-Packard. I believe if this is
true than the price of the stock could easily rise
by a factor of two to three upon any official announcement.

Is now the time to buy?
-Michael

3079. Re: Cubase question

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 20:34:00 UTC
From: dwallace@wam.umd.edu
Message-ID: <2jrbjo$ip6@cville-srv.wam.umd.edu>
Source record: 192934

In article <CL9tvs.Gv@barclays.co.uk>, <Iain.Laskey@barclays.co.uk> wrote:
>In article <2jqnlr$cjn@cville-srv.wam.umd.edu>, dwallace@wam.umd.edu (He whose name must not be spoken...) writes:
>|> Anyway, I recently read a writeup of Cubase for the Macintosh in a magazine,
>|> and it sounds pretty nifty; it apparently lets you do _real_ sequencing with
>|> both MIDI and sampled audio.
>|> This sounds like Cubase Audio which only does sampling with the Falcon. It
>performs multitrack direct to HD sampling in conjunction with it's sequencing
>abilities which are, as you say, very good indeed. Cubase Audio is not cheap
>though - you'll need 700GBP for the software and then need a big hard disk to
>sample to - 1Gb is reasonable.
>

I don't need direct-to-disk recording - I already have a very nice 4-track.
What I'd like is means of doing MIDI sequences with integrated samples on
the ST. I have KCS Level 2, which is quite nice for straight MIDI, but it
irks me having a nice sampler on the ST, and not being able to use it at
the same time. The only things I've seen which integrate MIDI and ST samples
are Quartet (which is useless for any real applications) and a program which
appeared on a magazine cover disk, which I think was called Superconductor,
which did a really bad job of handling samples.
It seems to me that there really ought to be a program SOMEWHERE that can
do what I need without making me have to go buy a Falcon (if it came down
to that, I'd just opt for a nice Akai sampler instead). I don't even absolutely
need polyphonic sample playback, although that would certainly be preferred...
Does anyone have any suggestions?

3080. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 20:57:17 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLAA7I.CG8@watserv2.uwaterloo.ca>
Source record: 192935
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to everyone who replied on this. The problem is solved.
The LINK requires termination power, the Advantage+ doesn't.
BOTH require disabled parity (this was not my problem).
It seems that the 85meg drive was the only one supplying the TERM POWER
(although it had no jumper to select this). Both the 105 and 213 weren't
supplying it. I didn't have jumper specs for either drive, so I just
tried all the jumpers that I didn't know on the 213 (non SCSI-ID, parity,
or spin-up) until I found the one that worked. This solved the problem,
the Link works fine.

Thanks again to everyone for the suggestions,
Sam

+--+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+
| Is anybody there? Oh, I need somebody tonight. To care, I'm feeling alone |
| and it just don't seem right. Is anybody there? Oh, I need somebody to be. |
| To know that I'm good enough for love to walk beside me. |
| - John Hiatt, _Is Anybody There?_ |
+--+

3081. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 21:20:47 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb15.212047.6171@bradford.ac.uk>
Source record: 192936

Michael A. White writes:
: In article <CL9Fnv.t7@barclays.co.uk>, <Iain.Laskey@barclays.co.uk> wrote:
: >In the UK, a firm called marpet (marpet@cix.compulink.co.uk) do a board that

: I sent email to that address asking for info (price, etc..). No response.
: Are they still in business? Or do they not do business outside Europe?

They are still in business. Maybe they don't read their E-mail very often.
E-mail me if you want to know their land address and/or telephone #. Its
something like:

Marpet Developments,
* Farm, (i.e. I don't know)
Pateley Bridge,
N. Yorkshire,
<postcode here>
England.

Steve Taylor.

3082. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 21:46:29 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Feb15.214629.29526@apgea.army.mil>
Source record: 192937
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <2jrahg$dje@auggie.CCIT.Arizona.EDU> hicksm@hindmost.lpl.arizona.edu (Mike Hicks x2692) writes:
>
> After following Atari as is went from about $.50 a share
> to peak at over $15 a share over the course of last year
> (what the hell was happening, anyway?), I wonder if
> Commodore could undergo similarly spectacular gyrations.

Well With the Jag selling faster than they can make it, expect it to go up even more.

> It is very clear that glory days of early eighties are
> quite over (but the same can be said for Atari Corp).
>
> Is there any reason to believe that Commodore can make
> money for the speculator in the short-term? I would
> like to hear your opinions.
>
> Is now the time to buy?
> -Michael

First off, with CBM stock low and with them selling 400,000 CD 32 units in Europe, yeah its time to buy.

Now I'm a bit disagreeing with your second paragraph. The glory days are not over, for either atari nor commodore. Why?
1. They both have systems that are flying off the selves. They are both good game systems with solid 3rd party support for atari and decent for CBM
2. They are both "hungery". They've been at the bottom for close to 8 years now. (since 86) While they both have been dropping the ball, I don't think they will do it again.
3. They both have "next generation" systems out long before anyone else does.
a. Ok, there is the 3DO. Its overpriced and over rated. The consumer sees this are all sales reports are that they staying away.
b. Nintendo is promishing the SGI based system in 95. First off, the relationship between the two are strained and SGI isn't happy. Second, they are showing off a 10,000 work station and saying their system will have the same graphics for $250. Alot of people are going to be dissapointed.
c. Sega has asked Microsoft to write the os for their Saturn system due out in 95. Yes, Microsoft. So assuming it sees light by 96, it'll be out classed.
d. The Sega CD, while selling well, isn't doing that hot. (I've noticed that almost all the CD ads have stopped) The point is, they aren't

that great. The 64 color restriction hurts with movie type games. The general push seems to be towards a cable chanel.
4. Assuming that they both do well and keep their computer lines (atari is looking like they will back out of it) they might still have a chance there too. The dos/intel computer powerhouse (market wise only) is fragmenting. By 95, dos will only be a bit player in the intel market being split by NT, Windows, Unix, Chicago, OS/2 and some Mac os due out for intel. PLUS new power pcs and risc computer to fragment the market. The niche (and a rather large one) of home computer is being ignore. A new Risc based Amiga or PPC based Atari in 95 under $1000 could draw alot of attention.

Rob Merritt
opinions are my own

3083. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 21:58:47 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2jrgin$1p0@pellew.ntu.edu.au>
Source record: 192879

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
: >In <h54118.759738063@sakura>, Christian_Goltz writes:
: >> I know about VRAM 030 and Outside

: >Does either one work with MiNT/MultiTOS?

: Outside works fine with MiNT.

: Of course, memory protection gets turned off (only one program can have the
: MMU --- yet another reason to add virtual memory to the OS (MiNT)).

Is there anyway possible of convincing an STx to have more than 4 Meg of memory.

Just what is stopping it???? Xtended Memory???

Rob.

3084. Atari Clone

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 22:55:30 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.CDOXtCpgu6U@yonder.equinox.gen.nz>
Source record: 192938

Noone else seems to have posted this info here (just bits of it),
so here goes.... (I wouldn't have a clue where it came from)

Craig.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~

<====================>

PANDORA/MEDUSA T40

================================

The first 68040 Based Atari Clone, now available at LEXICOR SOFTWARE CORP.

PANDORA/MEDUSA T40

MC 68040 at 64 Mhz
Internal FPU and PMMU
Performance is around 26 MIPS, 4.5 MFLOPS

Main bus is:
32 Bit Data, 32 Bit Address
Bus Clocked at 32 Mhz
Full Bus snooping read and write

Atari bus is:
16 bit Data, 24 bit Address
Bus snooping, write
Own ACSI Address for full 32 Bit Address

Fast RAM
Can hold 8-128 Megabtes on board
Write 73 Mbyte/sec
Read 85 Mbyte/sec

EPROM is
2 MByte on board
32 Bit Wide

TOS 3.06 modified slightly

- ST I/O Board

-DMA
-MIDI
-SERIAL
-PRINTER
-KEYBOARD
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

-FLOPPY DD, HD, ED
-2 SERIAL PORTS (like TT Modem) (upto 115KBaud)
-IDE Bus (12 Mb/sec)
-ISA Bus (for own custom Graphics Board)

(This ISA Bus will work with any ET-4000 Based Graphics Board on PC Platfor
with the NVDI ET-4000, however NVDI ET-4000 only supports upto max. 32,000
colors as of this date)

Additionally you can get:

-VME Bus
VME Bus 16bit
Laser Printer Port (?)
ROM-Port
Mega Bus
-SCSI Board
TT SCSI
SCSI II
TT Lan
-DSP Board
DSP96002

and an MC68060 Board is sceduled for the year 1994

LEXICOR SOFTWARE CORPORATION

(510) 848-7621 - (510) 848-7613

Here's a Price Breakdown in United States Dollars, users in North America
will have the main parts assembled in the U.S.A. as parts are a lot cheaper
here.

The MEDUSA T40 is ideal for the high-end Atari User. Based around TOS 3.06
is very compatible. Following this message will be a short list of working
programs.

- Basic Motherboard 68040/64
- Tower Housing
- ST Input/Output Board

Cost is: 2,490 U$D (Cost can vary depending on the exchange rate)

Availability: NOW, Transport time should take no longer than 2 Weeks!

Additionally you may purchase an ET-4000 Graphics Board 15/16bit Color
onboard for about another 100 U$D + NVDI ET-4000.

A VME Bus Multiple Bus Board (see description above) for another 400 U$D

8, 16, 32, 64 or 128 Megabytes on board, price depending on SIMMS, current
price is around 40 U$D per megabyte.

IDE Internal Drive will cost depending on drive size. Internal IDE, no
external casing required.

NOVA VME 16M Graphics Board when purchased with VME Bus (for 24bit Color)
costs 489 U$D.

All prices given are Recommended Retail, shipping not included!

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

3085. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 23:05:22 UTC
From: zor@csd4.csd.uwm.edu
Message-ID: <2jrkfiINNoej@uwm.edu>
Source record: 192939
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

From article <2jrahg$dje@auggie.CCIT.Arizona.EDU>, by hicksm@hindmost.lpl.arizona.edu (Mike Hicks x2692):
> I heard a rumur that the AAA chipset is set to be
> bought out by Hewlett-Packard. I believe if this is

I heard that Hewlett-Packard was buying AGA chips to produce a cable box, for that interactive cable thing that supposed to be coming, maybe they just switched to AAA...

3086. JOYSTICK WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 23:31:47 UTC
From: havok@eskimo.com
Message-ID: <CLAHD3.6Ft@eskimo.com>
Source record: 192940

Wanted: The "ERGOSTICK" by WICO Manufaturing.. Will pay top dollar for one.

Reply to my address (havok@eskimo.com) Thanks Dan Stanley
--

\\\\\\\\\\\\\\\\\\\ havok@eskimo.com
/////////////////// HAVOK ///////////////////

3087. Imagewriter II for sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 23:38:02 UTC
From: kris@media.mit.edu
Message-ID: <1994Feb15.233802.2285@news.media.mit.edu>
Source record: 192941
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.amiga.marketplace

I'm selling an Imagewriter II in good condition. $125 obo.

=Kris Thorisson
kris@media.mit.edu
(617) 253-9896 w
(617) 266-8148 h

3088. Re: Can objects be hidden from objc_find?

Newsgroup: comp.sys.atari.st
Date: 1994-02-15 23:52:17 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2jrn7h$elo@geraldo.cc.utexas.edu>
Source record: 192942

Hi,

In article <hjv.761009676@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>As far as I know, objc_find() should *not* find objects that were hidden by
>setting the HIDETREE flag in ob_flags. If you have encountered something
>different, I would be _very_ curious to hear so -- but I can hardly imagine
>that to be true...

Such a limited imagination ... from a philosopher no less :-). HIDETREE
prevents the object from being drawn, but not from being found by
objc_find. At least that is the behavior on my system (TOS 1.0).

>Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy

Immanuel Kant was a real piss ant ... (If you don't know, don't ask :-).
Sorry, I am in a silly mood, and I don't like Kant.

Tim Gallivan
timg@landau.ph.utexas.edu

3089. Re: Speccy Emulators...

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 00:03:10 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <761458502.1@mettav.royle>
Source record: 192943

While waiting for a No.19 bus, on 13 Feb 94, Paul Civati said...

PC> I can't remember which emulator it was but there is one that you
can
PC> make a lead for, from cassette to printer port to transfer the
PC> software.
PC> There was just a slight problem with this though, that if you had
the
PC> tape volume too high then you risked blowing your printer port,
which
PC> has happened to serveral people.

I managed to transfer Manic Miner but i've dumped it now, 'cause it
ran too slow... so it does work, however the serial port thing is a little
worrying...

Still, you could always try and get a second hand speccy ;-))

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org <----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10 |
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10 |
+----> A rumour has it that rumours are just rumours. <----+

* Origin: STeve's Cyber-Island (100:1011/0.10)

3090. Large Hard drives..

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 00:36:03 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2jrppj$1v1@pellew.ntu.edu.au>
Source record: 192894

I have an opportunity to buy a 600Meg SCSI drive at a good price..

My System is STe 2Meg TOS 1.60.

What I am curious about using my ICD utilities 5.x.x (when will ICD allow Internet access to their software :( ) can i use it as one large partition. Or should I use MetaDos drivers for it and treat it like a writable CDRom??

Rob.

3091. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:13:30 UTC
From: warner@zeus.seaspace.com
Message-ID: <2jrrvq$5pr@zeus.seaspace.com>
Source record: 192945
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

b. Nintendo is promishing the SGI based system in 95. First off, the relationship between the two are strained and SGI isn't happy. Second, they are showing off a 10,000 work station and saying their system will have the same graphics for $250. Alot of people are going to be dissapointed.

I'm wondering where you heard this?? Could you point me to an article or news item describing this situation???

Ken

3092. Re: cli with cat for atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:19:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.fS2G2YjmwTs@semprini.waterloo-rdp.on.ca>
Source record: 192946
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2jdfpr$799@karhu.Helsinki.FI>, Markku Luoto writes:
> hello,
> anybody know a "cli" (command line interpreter) for atari st/TT
> that would have a "cat" (catenation of files) in it...
>
> other unix type thingies wouldn't hurt either...
>
> hurry...
>
> pd/sw/fw ofcourse... preferably obtainable via FTP or just uuencode it
> and mail it to me !!!

Mupfel (part of the Gemini 1.x desktop replacement; it's also a separate
shell in that package) has a cat, but it's very (VERY!) slow for
concatenating files.

The venerable gulam has a cat (and a MicroEMACS built-in), but I don't
know anything about that, since I don't use it.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3093. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:23:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3Of42eotgEI@semprini.waterloo-rdp.on.ca>
Source record: 192947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Feb8.200907.5455@news.csuohio.edu>, Jason Baker writes:
> There is a function in mintlibs called tfork. It takes a
> pointer to a function and a long as arguments. It will start another
> process using the same code and data. The child will start at the
> function you provide and be given the long argument you provide.
> There are just two problems. Files opened by the parent won't be
> opened for the child. And, the mintlib readme file says that some
> library calls such as malloc need to be wrapped in semaphores.

I thought the tfork() call didn't actually do anything... Am I wrong,
and MiNT has actual, working threads? If so, I've got some interesting
playing to do... I was thinking of a really groovey way of implementing
PBM-Plus using named pipes or sockets and threads...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3094. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:27:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Mxd2PB1qWdg@semprini.waterloo-rdp.on.ca>
Source record: 192948
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2jh74n$6dp@usenet.INS.CWRU.Edu>, jaszcz writes:
> ok, but how do i get mint to code share? is there a call that does this?

If you're using GNU C, -mbaserel will make your code sharable... ex:

gcc -mbaserel -O -o hello.tos hello.c

will create a sharable hello.tos; multiple copies in memory at the same
time will use the same code and have separate data areas.

> i'd really like the programs to share memory. pexec mode 104 should do this
> properly, but i get crashes (when i try it)... i guess i should: open a pipe,
> pexec the other process, have it allocate its memory and pass the address
> through the pipe....
>
> has anyone done anything similar to this and is willing to share the code?

Hmm, sounds like you want to use shared memory then... ;-) Check the
shared memory docs in the MiNT distribution. (I'd give you an example,
but I haven't used it yet...)

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3095. Re: FTL/ Software Haven

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:29:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.re7jXMDAReU@semprini.waterloo-rdp.on.ca>
Source record: 192949

In <2jdodk$3qd@news.tamu.edu>, Jeff M Bilger writes:
> Does anybody know if FTL has gone out of business, and if so , would they
> still hold the rights to dungeonmaster?

FTL is still around; I'm pretty sure they develop PC games these days.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3096. Lexicor List Info Update

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:40:16 UTC
From: Lexicor@world.std.com
Message-ID: <CLAnB6.7x6@world.std.com>
Source record: 192950

I haven't been posting lately about the list..so here I go again! <g>

Yat

ps: It's kinda long

**********cut here if you want to***************

UPDATE February 1994 LEXICOR LIST

To join email >>>>>>lexicor-request@lexicor.com<<<<<<

You can email to the old address to join the Lexicor-list or you can
email to:

%
% lexicor-list@lexicor.com %
%
% lexicor-graphics-support-list@lexicor.com %
%

to send Mail to the list.

You can get the admin of the list at: admin@lexicor.com

!!This list is to discuss everything on or about Atari Graphics and related!!

==========

Information from December 1993 about LEXICOR-LIST

%*

****
* WELCOME to the Lexicor & Graphics List *
* ---------------------------------- *
* Name and Email of list are the following: *
* *
* lgsl@world.std.com *
* lexicor-graphics-support-list@world.std.com *
* lexicor-list@world.std.com *
* *
* AT "The World" in Boston *
****

* INFORMATION ABOUT SUBSCRIBING AND IDEA *

to subscribe to this forum you need to request to lgsl-request@world.std.com
and type the following:

subscribe email.address.com firstname lastname

to unsubscribe you can do the same except just do unsubscribe etc. etc., if
you need help with certain files then just type at the request:

<Product Name> request info

and information on that product will be emailed to you privately providing
we have it...a list of the products of which we have information shall
follow soon. This will at least ensure that not everbody will want to get all
the product info and are forced to get it too.

* INFORMATION ABOUT SUBSCRIBING AND IDEA *

This is a new mailing list, and is meant to combine all user's on every service
may it be free or commercial in one bundle, so GENIE user's, Compuserve, cix,
maus, fido, delphi etc. all with internet connections to a general Atari
Graphics Forum...sponsored by Lexicor Software Corporation.

This mailing list is now officially opened at the 4th October 1993, many thanks
go to the staff at world.std.com, the oldest public internet service in the
U.S.A. for their support.

* TO THE LEXICOR AND GRAPHICS MAILING LIST *

Welcome to the Lexicor Software and general Atari Graphics
Information Mailing-List.

I welcome you all to this new mailing list which will discuss
the new graphics hard & software that is available for the old as well
as the new Atari Hardware.

Of course, Lexicor hard & software products will be discussed, as well
as other hard & soft products for Atari. It matter's not that a Lexicor
has opened this general mailing list, as the other members of
the graphics list are there to shift and talk to whatever field they
like (on and around Atari Graphics).

By Atari Hardware I mean from the old 520 STFM line, 1040 STE upto
the MEGA STE's, TT'030's and naturally Falcon'030's. I will try to
scoop up the newest information I can get, as well as I will be
relying a little on what you might dig up, and discuss about the latest
Atari Events concerning graphics around the Atari World.

But Atari Graphics goes also into the realms of general graphics
question and answer painting tools, about discussions of rendering
and raytracing techniques, and consequently about the production of
faster machines (much needed for fast raytracing) such as the TT-Clone
from GeSOFT called the "Eagle" or the Medusa both from Europe which
have 50 MHZ 68030 and/or even 68040.

Atari Graphics is also about Desktop Video, Genlocking, Desktop
Publishing, 2D or 3D Animation, rendering, raytracing, pixel painting,

drafting, there are so many of them...I could never list them all.

We might even be discussing the potential of the Jaguar as a future external graphics tool..controlled via th Falcon as the ultimate low-cost graphics workstation! (Optimist I am!) Future plans..and ideas are welcomed!

I hope you enjoy this new experimental mailing list.

Have fun!!

Yat Siu
Lexicor Software Corporation Europe

y.siu@lexicor.com <--- Personal Internet Address

3097. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:43:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wi16EPtpaOs@semprini.waterloo-rdp.on.ca>
Source record: 192851

In <2d56736e@troed.ct.se>, Rickard Troedsson writes:
> In a message of 07 Feb 94 01:44:31, Dan Aylward wrote:
>
> DA> If Atari came out with a PowerPC machine that also had the
> DA> features of the Falcon/Jaguar and that could run any PowerPC
> DA> OS (including, of course, TOS for PPC), it would be great, but
> DA> it doesn't look like that'll happen in the near future...
>
> Don't wanna spread rumors, and don't put your hopes up too high, but this is
> exactly what I've heard Atari will do ... (and I've heard it from usually very
> reliable sources .. ;)

But then, look at it this way:

1) Can Atari produce a PowerPC-based machine and sell it cheaper than either IBM, Compaq, Apple, or any of the other houses building PPC machines (for example, Dell might be one of them, and I'm sure other mail-order clone houses will follow). Atari used to be "Power Without The Price!" but they certainly can't claim that these days, and there's no way they can compete with much larger clone makers.

2) Can Atari build something decent? I mean, when you look at it, TOS isn't very suitable for such a high-powered machine. As far as TOS is concerned, the 68030 is just a fast 68000... it doesn't make any use of the MMU, for example. It'd be about as bad as running DOS on a Pentium system; oh, I guess people like to do that too. :-(

3) How will Atari differentiate its systems from the other ones? The Apple systems will be Macs, with those weird floppy drives and that simple (non-preemptive, non-protected) OS/GUI. IBM systems will probably be in really ugly PS/2 cases (like the RS/6000) :) and run AIX and eventually Workplace OS (OS/2's successor). What will make Atari's machines stand out? Drop a DSP into it? Gee, Apple's machines will have those. For it to be worth their while, there has to be a _reason_ for people to buy Atari instead of Brand-X; brand-loyalty has only sold ~20,000 Falcons... it probably hasn't paid for the R&D Atari had to lay out.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3098. Re: gcc2.5.3 under MiNT on 4Meg ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:45:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.kHdbhkt1jYU@semprini.waterloo-rdp.on.ca>
Source record: 192852

In <1994Feb7.185324.17061@esca.com>, Steven Woodford writes:
> Yes on both counts. However, I'd rather go back to 2.4.x, _if_ I can
> find an archive site with the source! Help anyone?

Hmmm... There might be a 2.4.x or 2.3.x version in the MiNT
Distribution Kit but most FTP sites are all current with 2.5.8 and they
don't keep any older versions.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3099. Re: Top 10 List

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:46:43 UTC
From: Lexicor@world.std.com
Message-ID: <CLAnLw.9py@world.std.com>
Source record: 192853

In article <2j1es2$l5m@charm.magnus.acs.ohio-state.edu>,
Daniel D Ackerman <dackerma@magnus.acs.ohio-state.edu> wrote:

>7 Speed of Light 3.0 Graphic Utility Commercial
>8 Phoenix 1.0 Art Package Commercial
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

That btw (also known as Xenomorph 3D in Europe) is updated to version
2.0 and has been greatly improved, it boasts some great new features.
It is a 3D Rendering Package, art package is sort of misleading :)

Thanks for the time in creating this list :)

Regards,

Yat @ Lexicor

>9 EdHak Text Editor Commercial
>10 Script 3.0 Word Processor Commercial
>
>Graphics/Art Packages

3100. Re: GCC2.5.8 Problems w/ MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 01:49:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.X&GusfgtAcg@semprini.waterloo-rdp.on.ca>
Source record: 192854

In <2jbehu$ku1@cismsun.univ-lyon1.fr>, Patrice.Lacouture writes:
> Did you ever note that the GCC 2.5.8 compiler released recently in the binary
> form at a.a.u.e does NOT correctly cope with MinixFS long filenames ? (Older
> versions may not too, but I didn't notice it, as I just installed my Minix
> partition yesterday)...
>
> What's wrong ?

I've noticed this too, mostly with my C++ code, since I tend to have
files like:

Class.h
Class.cc
testClass.cc

When I compile, for example, "testClass.cc", I'll end up with
"testClas.o" instead of "testClass.o"... This is more noticable on
things like "testDiceRange.cc", which comes out like "testDice.o", just
like "testDice.cc"...

I think if we ask bammi nicely, he'll fix it... ;-)

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3101. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 02:03:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8JP&Qj&aK6s@semprini.waterloo-rdp.on.ca>
Source record: 192855

In <2d545777@p2.stacken.ct.se>, Patrik Sanfridsson writes:
> > From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
> >
> > I really don't think Atari will ever release another computer.
>
> Chris, just how many times do you have to repat this same statement?

Have you been keeping track?

> THE WHOLE WORLD MUST KNOW WHAT YOU THINK BY NOW !!!

I'm famous!

> Maybe you're right but enough is enough!

Actually, I'm going to stop saying that, and I'm going to stop screaming
every time someone claims the Medusa is a 64Mhz machine...

Can I still complain about GFA-BASIC programs? :-)

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------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3102. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 02:06:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xIO9ZnTrA5E@semprini.waterloo-rdp.on.ca>
Source record: 192856

In <2d569d50@troed.ct.se>, Rickard Troedsson writes:
> In a message of 06 Feb 94 23:04:20, Chris Herborth wrote:
>
> CH> That's news to me. Care to tell us the name of the CD-ROM, or perhaps
> CH> an FTP site, where we can find 'em? If they're PD, why don't you send a
>
> I said a *USER* uploaded them, I don't know their personal life actually!
>
> CH> few to atari.archive.umich.edu for the rest of us to check out?
>
> Sure, as soon as my SysAdm can get FTP up and running!

You could probably email them to Jeff Weiner
(weiner@atari.archive.umich.edu) if you wanted to... Howard Chu might
not mind, either.

I may be out of love with Atari, but I *LOVE* fonts!

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3103. Re: UnZip/UnArc???????????????

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 02:16:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Shx3xZQVKJ2@semprini.waterloo-rdp.on.ca>
Source record: 192857

In <2jcbi1$57n@telerama.lm.com>, Joe LeSesne writes:
> Ok here is another clueless newbie question. How does one unzip or unarc
> the programs on the atari.archive? I downloaded ARC.TTP but have no idea
> how it is to be used. Please send email to set me straight.

Well, if you're comfortable with command-line programs, you can use
UnZip 5.1... A new (and improved!) version of a free program, I've just
uploaded the Atari port to a whole bunch of ftp sites. Look for
unzip51b.tos for a self-extracting archive full of everything you need.

Alternatively, Vincent Pomey's ST-ZIP (which should be available in a
.TOS self-extractor too) has a nice GEM point-n-click interface for
making/unpacking ZIP files.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3104. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 02:24:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.d0wD6&5wOqE@semprini.waterloo-rdp.on.ca>
Source record: 192858

In <2jc76e$2ok@golem.wcc.govt.nz>, Steve Wells writes:
> 1. Questionable, TOS 4.xx in 640*480*256 mode in overscan, with a nice
> 256-color deskpic sure looks a lot nicer than any Mac-System I've seen.

Is it possible to change those TOS 4.x colour icons yet? It's easy as
pie on a Mac (or a PC using OS/2).

> 2. TOS 2.xx and upwards offer about the same.

NO way, in the Desktop, to change icons... you have to add them with a
RSC editor, and then hope that process didn't mess up your other icon
assignments, etc...

> 3. Big deal, so does everything else. Except ST TOS is a lot more
> efficient than the mac System as far as space consumption is concerned,
> faster too!

True, true.

> Comparing with TOS 1.xx Mac OS v6.xx.xx would beat it. Anyone using
> System 7 on a machine under 40Mhz must be mad. Stick with 6.0.8 and
> Multi-Finder!

System 7 is fine on any system 33Mhz '030 or faster (ie, any '040
varient, and all Macs currently for sale, unless they still have the
wimpy 16Mhz '030 machines)... The only thing you have to watch out for
are those few Macs with no VRAM, since VIDEO CONTENTION (can you hear
me, Falcon owners?) can slow those machines down tremendously.

Personally, I don't like the Mac; there's no way you can tell me that
any compiler's "integrated development environment" is going to be more
productive than a good shell, make, and tools like sed, etc.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3105. Re: Where to buy Atari??

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 02:44:53 UTC
From: abarbiero@delphi.com
Message-ID: <hyxKeIN.abarbiero@delphi.com>
Source record: 192859

Duncan W. McQueen <dwm003@acad.drake.edu> writes:

>Where can I purchase a Atari TT, or perhaps a comparable system in the U.S.??

You can call STeve's Software at 1-800-487-7753 He can set you up
with info on a TT030 or get you the Atari mags you need!

Toad and Computer STudio have them too. B&C Computervisions and
TCN (818-500-3900) should have them too.

Andreas@AEO
ABARBIERO@Delphi.com

3106. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 02:48:01 UTC
From: abarbiero@delphi.com
Message-ID: <hy5JOqJ.abarbiero@delphi.com>
Source record: 192860

Doom should be about done from what I have heard, I hope it is as slick as an arcade game needs to be to run.

Andreas@AEO

3107. Re: Atari Clone

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 03:11:20 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CLArIz.75o@ecf.toronto.edu>
Source record: 192862

```
In article <H.eg.CDOXtCpgu6U@yonder.equinox.gen.nz>,
Craig Shore <craig@yonder.equinox.gen.nz> wrote:
>Noone else seems to have posted this info here (just bits of it),
> so here goes.... (I wouldn't have a clue where it came from)
> PANDORA/MEDUSA T40
>
> MC 68040 at 64 Mhz
> Internal FPU and PMMU
> Performance is around 26 MIPS, 4.5 MFLOPS
>
> Main bus is:
> 32 Bit Data, 32 Bit Address
> Bus Clocked at 32 Mhz
^^^^^^^^^^^^^^^^^^^^

I thought the 68040 used an asynchronous bus?

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."
```

3108. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 03:11:44 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.wMfWQD2S0jc@harvee.billerica.ma.us>
Source record: 192863

In <2jmiu5$inh@news.u.washington.edu>, Oscar Steele writes:
>>floptical format: maybe they come preformated now, but they didn't when I
>>got my floptical disks. when I look for media, I find unformatted disks
>>advertised (as usual, I'm probably looking in all the wrong places)
>
>I've been getting them formatted for over a year (1.5 if I remember
>correctly) and they've always come formatted. Maybe you got them a LONG
>time ago (before that). Nowadays, 3.5" floppy disk media comes
>unformatted for the most part, but I haven't seen unformatted Floptical
>media.

whoops, I stand corrected! I looked on my floptical boxes and to my
surprise it stated it had a low level format (in very tiny print)

>>backup support: dbII supports flopticals only by pretending they are a HD.
>>there is *no* multi volume backup support. from what I hear, this will
>>be corrected in DBIII.
>
>I'm not sure I quite follow you on multi-volume backup support. Do you
>mean multi-partition? If that's what you mean, then it's possible (I've
>done it): backing up C,D,E, etc. to a Floptical drive. If that's not
>what you mean, let me know if you feel like it.

multiple target volumes. for example, If I tell it to back up a 32meg
partition, it backs up about 20 meg (i.e. size of floptical) and then
gives an out of media error. I expect it to prompt me for a second disk.

clearer?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3109. Re: Floptical drive on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 03:17:08 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.KmHszjNbrd6@harvee.billerica.ma.us>
Source record: 192864

In <2jptpj$md6@news.u.washington.edu>, Oscar Steele writes:
>I see... this can be worked around (counting the size of partitions,
>etc.) but I can see where this would be a bigger pain than normal, and I
>hadn't tried this (20 MB compressed with Diamond back is quite a bit of
>stuff, and I didn't backup originals since the original software disks
>are good enough for backups)...

gack have you ever tried to restore a compressed DBII saveset? I did and I found that I had lost *all* of my data in that saveset. the media and the high level format checked out just fine also. my uncompressed savesets made the same day restored just fine. I will *never* compress a backup saveset again! (unless I'm using gtar and gzip on a unix box :-)

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3110. Re: Atari & S.F. Chronicle

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 03:42:20 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <CLAsyK.KDC@news.chalmers.se>
Source record: 192865

In article <94045.29422.L676791@lmsc5.is.lmsc.lockheed.com>,
<L676791@LMSC5.IS.LMSC.LOCKHEED.COM> wrote:
>There was an interesting article about Atari in the Sunday (Feb. 14) issue of
>the San Francisco Chronicle. It started out with a big headline at the top
.
.
>He then is then quoted: "'He (Sam Tramiel) took a company that was worth
^^^^^^^^^^^
>nothing, took it up to half-a-billion in sales, faced the reality of a
>declining PC marketplace, and backed out again,' Tramiel said."
>BACKED OUT AGAIN? So, don't let anyone tell you that Atari hasn't pretty
>much abandoned its computer business. Sam Tramiel, Atari CEO, says so.

English is not my native language, but to my best knowledge Sam Tramiel was
refering to his father Jack Tramiel and not to himself.

/Patrick

3111. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 04:12:43 UTC
From: hgm@sparc01.cc.ncsu.edu
Message-ID: <hgm.761371963@news.ncsu.edu>
Source record: 192866
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

Folks, I am reponding to the original poster, and a followup. Watch for
the attributions.

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>In article <2jrahg$dje@auggie.CCIT.Arizona.EDU> hicksm@hindmost.lpl.arizona.edu (Mike
Hicks x2692) writes:
>>
>> After following Atari as is went from about $.50 a share
>> to peak at over $15 a share over the course of last year
>> (what the hell was happening, anyway?), I wonder if
>> Commodore could undergo similarly spectacular gyrations.

Videogames, multimedia and Cable Television are hot, hot commodities. Atari
cashed in on this when selling their Jaguar system to investors. Commodore
is hoping to cash in with their not quite finalised deal with HP to license
the AGA chipset for a set top converter.

>Well With the Jag selling faster than they can make it, expect it to go up
>even more.

That is open to interpretation. There is an opposing opinion that Jaguar
shortages are due to Atari being strapped for cash, and unable to pay to have
more made. The CNBC report didn't help matters.

>> Is now the time to buy?

Only if you lead a boring life, and have money to burn.

>First off, with CBM stock low and with them selling 400,000 CD 32 units in
>Europe, yeah its time to buy.

I have heard anywhere from a low of 140,000 to 400,000 quoted.

>Now I'm a bit disagreeing with your second paragraph. The glory days are
>not over, for either atari nor commodore. Why?
>1. They both have systems that are flying off the selves. They are both good
> game systems with solid 3rd party support for atari and decent for CBM

Both companies can produce impressive lists of developers, but many of these
developers are taking a "wait and see" attitude before commiting resources
to long term projects.

This hurts the Jaguar more than the CD32, at least initially. The Jaguar has
4 titles available, and that is likely to remain the case for another 2-3
months. Even then, it will be a trickle of new software -- a title or two a
month. Atari absolutely needs "the killer app" to keep the Jaguar in the news.
Perhaps Alien vs. Predator will be it.

The CD32 benefits from being based on a existing platform, thus the glut of "shovelware" titles available. This makes for decent software sales numbers, but doesn't necessarily show the system in the best possible light. Only until software is developed expressly for the platform does this change.

>2. They are both "hungery". They've been at the bottom for close to 8 years
> now. (since 86) While they both have been dropping the ball, I don't
> think they will do it again.

Let's hope. Keep in mind, though, that the same people are in charge that put these companies where there are now.

>3. They both have "next generation" systems out long before anyone else does.
> a. Ok, there is the 3DO. Its overpriced and over rated. The consumer sees
> this are all sales reports are that they staying away.

The 3D0's price will be cut 34% in the next few months. This means that you will probably be able to pick up a 3D0 for $450.00 soon. This is the cost of the Jaguar + CDROM, and $100.00 more than the CD32. However, I expect that the retail on the CD32 will drop to $300.00 by late fall. The Jaguar's price will remain constant. The $200.00 Jaguar will be a system with no pack in game. Atari needs cash, and they aren't going to get it solely from software sales. They can't afford to sell the Jaguar as a break even proposition.

> b. Nintendo is promishing the SGI based system in 1995.

Like they promised a CDROM drive for the SNES for $200.00. They are 2 years away from a shipping system -- the "Reality Engine" won't be a reality until 1996. By then, there will be the Sony PlayStation-X and Sega's Saturn to contend with.

> c. Sega has asked Microsoft to write the os for their Saturn system due out
> in 95. Yes, Microsoft. So assuming it sees light by 96, it'll be out
> classed.

A leap of logic. Not everything that Microsoft does is junk. And Sega is a marketing powerhouse at the moment.

> d. The Sega CD, while selling well, isn't doing that hot.

The SegaCD flopped in Japan, but it actually has sold okay here, considering it's cost and capabilities. This bodes well for the CD32.

>4. Assuming that they both do well and keep their computer lines (atari is
> looking like they will back out of it) they might still have a chance there
> too. The dos/intel computer powerhouse (market wise only) is fragmenting.
> By 95, dos will only be a bit player in the intel market being split
> by NT, Windows, Unix, Chicago, OS/2 and some Mac os due out for intel.
> PLUS new power pcs and risc computer to fragment the market. The niche
> (and a rather large one) of home computer is being ignore. A new Risc
> based Amiga or PPC based Atari in 95 under $1000 could draw alot of
> attention.

Dream on. With all the nice, alternative OS's available for Intel based machines, most continue to use Dos/Windows. It's application driven. Most people could give two hoots about what OS they are using. They are only concerned with compatability. And if the OS is too slow for their needs, they simply buy a faster machine. People will buy PowerPC based machines if they are marketed as systems that can run Windows based applications faster.

--hal

--
//
~~~~//~~~~~~
\\// hgm@unity.ncsu.edu "Fried Ice Cream is a Reality"
--VV--
~~~~

3112. Re: Old Atari games (Ballblazer et al) for MSDOS??

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 04:19:53 UTC
From: dkoster@rainbow.sosi.com
Message-ID: <2js6t9$79h@rainbow.sosi.com>
Source record: 192867
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.misc

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
: >What was that game by LucasFilm where you had to wander through a maze
: >collecting powerups and fighting dragons at the end of each maze. I always
: >thought that game was a lot of fun, but its name keeps escaping me. Wait...
: >The Eidelon?

: The three singing flowers are the best part of any game I've ever seen -
: apart from possibly the big scary alien smashing your screen in Behind
^^
: Jaggi Lines/Escape from Fractulus.

First time this happened to me, I soiled my pantaloons.

The best of this series, IMHO, is Koronis Rift. It's a great mix
of action and strategy, if not a little hard.

Dave Koster, dkoster@sosi.com
Colorado Springs, Colorado

3113. Re: Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 04:48:31 UTC
From: paul@jupiter.ame.Arizona.EDU
Message-ID: <2js8iv$o84@auggie.CCIT.Arizona.EDU>
Source record: 192868

In article xK@ryn.mro.dec.com, nagel_e@cecehv.enet.dec.com (Besiktas...) writes:
>
> In article <2jj5lr$559@nuscc.nus.sg>, akisujar@leonis.nus.sg (SUTHIPUN SUJARITTANO) writes...
>
> >I hope that Dave would get his Color Spectre and Spectre 3.1 out soon as
> >it is pain to use Spectre 3.0 with the TT.
>
> Two weeks ago I heard from someone at Atari that Dave is experiencing some
> problems with system 7, because sys7 apparrently is able to detect that it
> isn't running on Mac hardware. So maybe he'll have to write a sys7 patch
> program before we can use the new color spectre.
>
> Erlend.

Spectre 3.0-->3.1 has nothing to do with color, it only fixes a few TT bugs, ie., the use of TT-RAM, and SCSI hard drives, which we currently can't do. As of last summer this was at least in beta tesing (Dave himself actually posted on the net looking for testers--fool that I was I didn't say I would), but nothing has been heard of since.

A color Spectre is a MAJOR upgrade, since this means emulating a Mac II instead of a Mac+. This would require not only new software, but new Mac ROMs, since Mac+ ROMS (which all Spectre owners have) do not support color. This may also require a new GCR cartrige, since the color ROMS are >128k.

Running System 7 with new software may be possible, but I haven't a clue why anyone would want it. If I were to buy a new Mac out of the box I'd take System 7 off and put 6 on, first thing (just my opinion...).

However, at present I don't care about Sys 7 or color and would be happy if I could just get my hands on Spectre 3.1 for my TT. I wrote (ie., with real paper and everything) Gadgets a few weeks ago about it, and have yet to hear anything back.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

3114. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 05:25:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A13577@MS.maus.de>
Source record: 192869

In article <H.eg.PrJumd4UTGg@semprini.waterloo-rdp.on.ca>, Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>Not really. Those extra TTs are just to feed the Jaguar developers,
>since the only current Jag development platfor is a TT+extra goodies.

Then why do I hear from PC based jaguar development systems????

>Has anyone heard of any of those TTs making it to dealers for sale as
>"normal" TTs?

Yes. Here in Germany.

3115. Re: Falcon030 and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 05:46:43 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb16.054643.10483@mnemosyne.cs.du.edu>
Source record: 192870

In article <2jn4l3$n3j@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>Does anybody have any hints about making PageStream v2.2 work in color
>on an F030? Every time I run the program, it sets ALL the color reg-
>isters to black. Setting the X-Control Panel via the Color CPX does
>changes things (temporarily) but I've had no luck on either TOS 4.02
>or 4.04 machines.

I'll assume you mean 16-color mode, I haven't used this fix in 256
color mode, and unsure if it would work there...

Load up Pagestream. After it turns the screen black, reset via the
"Control Panel" -> Color Setup -> Reload route (which I guess you
already have done).

Then, open up the Global -> Change Screen Colors box under Pagestream
- it should give you a color editing box that looks similar to the
Control Panel Color Editing box. Click on a pagestream color - the
the world will turn black again. Edit the color to be the same as the
control panel color (you did look at the color values for that box
before you clicked on the pagestream box, right? Make this color
choice the default, then repeat until all of the pagestream colors
match the control panel colors. Now, the next time you load up
pagestream all of those colors should be the defaults, and nothing
will alter.

What I would like to be able to do in Pagestream is actually see color
pictures in color. Oh Well. I don't have a color printer anyway, and
I don't do anything color anyway, so I guess I don't need it...

Enjoy,
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

3116. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 06:20:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2jsdvl$rlv@usenet.INS.CWRU.Edu>
Source record: 192871
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In a previous article, hicksm@hindmost.lpl.arizona.edu (Mike Hicks x2692) says:

>
> After following Atari as is went from about $.50 a share
> to peak at over $15 a share over the course of last year
> (what the hell was happening, anyway?), I wonder if
> Commodore could undergo similarly spectacular gyrations.

For one thing, Atari's stock never hit $15 a share. It didn't get past $13.
$2 is A LOT!

>
> Is there any reason to believe that Commodore can make
> money for the speculator in the short-term? I would
> like to hear your opinions.
>
> I heard a rumur that the AAA chipset is set to be
> bought out by Hewlett-Packard. I believe if this is
> true than the price of the stock could easily rise
> by a factor of two to three upon any official announcement.
>
> Is now the time to buy?

You wouldn't by chance be one of those shareholders that bought Commodore's
stock at $15 when there was rumors HP was going to buy them out before.
And then there was rumors Nintendo was looking at their technology.

No, nothing is going to happen and the stock is still going to sit around
$3.00 until it is over!

Len
>

--

3117. Re: Thom's Little Advert for Guide ... !

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 06:21:23 UTC
From: khe@ringer.cs.utsa.edu
Message-ID: <1994Feb16.062123.20445@ringer.cs.utsa.edu>
Source record: 192872
Cross-posted to: misc.forsale.computers,misc.forsale,misc.forsale.computers.mac,misc.forsale.computers.other,misc.forsale.computers.pc-clone,comp.sys.amiga.marketplace,comp.sys.atari.st

Hayes 2400 bps standalone modem, PC to modem cable included, shipping included,
Asking for $35 or OBO.

K. He

3118. NEC 3D MONITOR FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 06:49:00 UTC
From: Rob-G@cup.portal.com
Message-ID: <103890@cup.portal.com>
Source record: 192873
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

```
NEC 3D Monitor For Sale
=======================

- Just over 1 year old
- All digital controls
- Screen position memory
- Tilt/swivel stand
- 0.28 mm dot pitch
- Horizontal Sync: 15.5 - 38 kHz
- Vertical Sync: 40 - 80 Hz
- Perfect for Amiga (regular or AGA) or Atari ST/TT/F030 owners
- For PC users, will do 800x600 NI @ 60 Hz, or 1024x768 interlaced
- Original box and manual
- $310 INCLUDES shipping

Sorry, no COD. The reason is that I just ordered a used 17" and I
need to get the money here for this one in time to pay for the new
monitor. I moved from an Amiga to a PC and don't need the low scan
rate of this monitor. It works perfectly and has an excellent picture.

Please send Email to ROB_G@Delphi.com or 74103.140@compuserve.com.

Thanks!

Rob
```

3119. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 07:15:20 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CLB2tK.36s@freenet.carleton.ca>
Source record: 192874

In a previous article, rickard.troedsson@troed.ct.se (Rickard Troedsson) says:

>Anyone else but me having problems running "Blackhole", the Falcon game,
>written by someone on ... umm .. CompuServe I THINK .... I've seen it up on
>atari.archive so I guess several people must have tried it ...
>
When I tried it out on my Falcon STZIP said it wasn't a zip file...
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3120. Re: Looking for German software authors!

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 08:17:53 UTC
From: biot004@wrzx13.rz.uni-wuerzburg.de
Message-ID: <2jskrh$4a9@winx03.informatik.uni-wuerzburg.de>
Source record: 192875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys.atari.software

Stephe Lewis Foskett (lancer@wpi.WPI.EDU) wrote:
: I love the utilities I have downloaded from tu-berlin and paderborn
: and clausthal, but sadly, much of the docs (indeed the programs
: themselves) are in german!

: Please let me know if you know of these authors or how I can get in
: touch with them!

: Danke!

: Stephen Foskett
: lancer@wpi.wpi.edu

Hi Stephen,

I'll look for a list of the german software authors. Most of them
are reachable on Internet! They participate on the MAUS-Net.

I will post the list inhere.

bye

Joachim

3121. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 08:46:35 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2jsmhb$1frb@info2.rus.uni-stuttgart.de>
Source record: 192876

```
Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: My problem: When ran it displays an alert box saying "Needs to be run in
: 640*480*256" ... so? I've tried 640*480*256 .... same thing ... doesn't matter
: if you do a "clean boot" or a normal boot ... I've even tried 1024*768*256 to
: no avail ....

I have the same problem.
Somebody must have played this game already, because there is one which has
mailed me the informations about this game for my "Falcon Games List"...

(I have tried RGB and VGA with 256 colors - no chance).

Ciao, Heiko.

+-------------------------------------------------------------------------------+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+-------------------------------------------------------------------------------+
```

3122. Gribnif

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 08:58:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2jsn6q$mur@golem.wcc.govt.nz>
Source record: 192877

Help..

If the Gribnif chap reads this could he Please E-Mail me....

Thanks..............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3123. Profi-Hilfe gesucht: FALCON Festplatte hinueber

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 09:25:15 UTC
From: aim09@rrz.uni-koeln.de
Message-ID: <2jsoprINN1e77@rs3.rrz.Uni-Koeln.DE>
Source record: 192878

Beim Schreiben auf eine Partition hat mein Freund die folgende Partition
ueberschrieben. Toll, ne? Gut.. Ich habe mich ueber den Root-Sektor und die
verketteten Hilfsrootsektoren (die Partition war zu allem Uebel auch noch
eine aufgeteilte Partition -> XGM-Kennung) bis zu der Stelle durchgehangelt
wo die Partition anfangen muesste. Da steht natuerlich nichts mehr. 86
Sektoren weiter steht jedoch noch das Directory.
MEIN PROBLEM: in diesen 86 Sektoren muessten doch 2 FATs Platz finden. Nun
ist/war die Partition aber eine 20MB Partition und eine andere 10MB
Partition hat pro FAT alleine schon 41 Sektoren!?!

Also:
1) Wo kann ich beim Berechnen des Startsektors Fehler gemacht haben?
2) Hat die Partition etwa nur eine FAT?
3) Haben 20MB-Partitions bereits 1024 Byte-Sektoren?

Jeder Tip ist willkommen!
Bitte alles direkt per E-Mail schicken!!!
An: uli@biometrie.uni-koeln.de

Danke Leute!!!

3124. Re: Safe C. O. D.

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 09:34:03 UTC
From: sharley@nyx.cs.du.edu
Message-ID: <1994Feb16.093403.22005@mnemosyne.cs.du.edu>
Source record: 192880
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.amiga.marke

jtrascap@nyx10.cs.du.edu (Jim Trascapoulos) writes:
[re: FedEx COD services]
> * The COD arrives back to YOU through FedEx delivery to your door the DAY
> AFTER! Sure beats waiting 10 business days through UPS or the Mail.

in my experience UPS has at least three times taken 4 to 6 weeks
to return the payment. don't use it if you're in a hurry.
heck, just don't use it.

steve harley sharley@nyx.cs.du.edu

3125. Re: Cubase question

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 09:49:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLB9yq.8rF@barclays.co.uk>
Source record: 192881

In article <2jrbjo$ip6@cville-srv.wam.umd.edu>, dwallace@wam.umd.edu (He whose name must not be spoken...) writes:
|> It seems to me that there really ought to be a program SOMEWHERE that can
|> do what I need without making me have to go buy a Falcon (if it came down
|> to that, I'd just opt for a nice Akai sampler instead). I don't even absolutely
|> need polyphonic sample playback, although that would certainly be preferred...
|> Does anyone have any suggestions?
There is a sequencer in the UK that allows you to play Replay type samples
along with a fairly good set of sequencing functions. It used to cost about
100GBP. There was either a cut down version or the real thing on a cover disk
a while back. I can't remember the name of the damned thing though. mail me at
ilaskey@cix.compulink.co.uk and I'll look it up.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3126. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 09:51:39 UTC
From: odonneln@dcs.glasgow.ac.uk
Message-ID: <CLBA23.FuG@dcs.glasgow.ac.uk>
Source record: 192882
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

>Well With the Jag selling faster than they can make it, expect it to go up
>even more.

??? What, they've made 5 and sold them already??? Amazing!

Nick

3127. Re: Can objects be hidden from objc_find?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 10:40:22 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.761395222@groucho>
Source record: 192883

timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

>In article <hjv.761009676@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>>As far as I know, objc_find() should *not* find objects that were hidden by
>>setting the HIDETREE flag in ob_flags. If you have encountered something
>>different, I would be _very_ curious to hear so -- but I can hardly imagine
>>that to be true...

>Such a limited imagination ... from a philosopher no less :-).

Hmmm... make that 'a logician'. They don't need a strong imaginatin :-).

>HIDETREE
>prevents the object from being drawn, but not from being found by
>objc_find. At least that is the behavior on my system (TOS 1.0).

Ok, that may be on your system, but I'm 99.9% sure that on 1.2 and 1.4 HIDETREE
indeed prevents the object from being found by objc_find().
Oh, change 99.9 to 100 btw. :-)
In general when you hide an object you don't want to use it, right? So an
implementation of objc_find that would find hidden objects *would* be silly
imo. Not that Atari never did silly things, but still...

>Immanuel Kant was a real piss ant ... (If you don't know, don't ask :-).
>Sorry, I am in a silly mood, and I don't like Kant.

Me neither. Yet reading Kant in German is much better than reading Habermas
in German :-). And don't ask me who Habermas is, you don't want to know.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

3128. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 10:52:55 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb16.105255.27863@unix.brighton.ac.uk>
Source record: 192884

Maybe it needs to be run on a vga or tv only. ie only tv not vga, or vga and not tv.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3129. MIGRAPH

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 11:14:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2jsv6e$nlu@golem.wcc.govt.nz>
Source record: 192885

Hi is Migraph still active, if so can some one give me
there current Address..

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3130. Galactic Empire, a comms game.

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 11:22:11 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CLBE90.E7v@festival.ed.ac.uk>
Source record: 192886

Does anyone know where I can get "Galactic Empire", a (null) modem game that I have seen in a PD distributor. I have looked but can not find the afore mentioned game.

BTW can anyone tell me anything about Storm the new licenceware game that's supposedly like Gauntlet but in a Alien atmosphere?

Alan Swanson Email: emdu02@castle.ed.ac.uk

"Under the most rigorously controlled conditions of pressure, temperature, volume, humidity and other variables, the computer will do as it damn well pleases."

3131. Re: Cubase question

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 11:34:17 UTC
From: djs@jet.uk
Message-ID: <1994Feb16.113417.18268@jet.uk>
Source record: 192887

In <2jrbjo$ip6@cville-srv.wam.umd.edu> dwallace@wam.umd.edu (He whose name must not be spoken...) writes:

> I don't need direct-to-disk recording - I already have a very nice 4-track.
>What I'd like is means of doing MIDI sequences with integrated samples on
>the ST. I have KCS Level 2, which is quite nice for straight MIDI, but it
>...
> Does anyone have any suggestions?
Sounds like you're looking for Breakthrough Plus. It's produced by
Software Technology (nee Gadjits Software). It's a sequencer that
supports ST samplers. I do not have more info to hand.

--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3132. Re: PageStream 3 for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 11:36:53 UTC
From: djs@jet.uk
Message-ID: <1994Feb16.113653.18390@jet.uk>
Source record: 192888

In <CL9zJx.B96@undergrad.math.uwaterloo.ca> daroloso@math.uwaterloo.ca (Dani A. Roloson) writes:

>Soft-Logik is currently working on PageStream 3 for that other machine 8-)
>and will be making a decision on an Atari version in the future.

>They currently have only about 30 letters expressing an interest
>in the Atari version ... so send those letters now to:
> (Address deleted).
Except that having used PageStream for some time, and having tried using the Falcon version, I'm not sure that I do want another version. I think it's time to switch to something else.

It may be worth noting that SoftLogik have said that the cost of producing the Atari version can not be met by upgrades alone, and that they would need to expect *new* sales in order to go ahead. So it looks pretty unlikely to me.
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3133. Re: Falcon030 and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 11:44:54 UTC
From: djs@jet.uk
Message-ID: <1994Feb16.114454.18496@jet.uk>
Source record: 192889

In <2jod97$4da@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:

>In article <2jn4l3$n3j@cxc1.cl.msu.edu>,
>Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>>Does anybody have any hints about making PageStream v2.2 work in color
>>on an F030? Every time I run the program, it sets ALL the color reg-
>>isters to black. Setting the X-Control Panel via the Color CPX does
>>changes things (temporarily) but I've had no luck on either TOS 4.02
>>or 4.04 machines.

> It's a bug in PageStream. On my plain jane STacy and STf, it sets any color
>higher than number 3 to black and you have to change it manually. Saving the
>default configuration does not work. This is most likely what is happening on
>your Falcon.

> There is no fix that I know of. SoftLogik isn't interested in fixing the
>bug either.
On the Falcon, PageStream 2.2b does not really recognise a screen config with more than 16 colours. If using 256 colour mode, all screen colours except the first one are set to black, and the `edit screen colours' option is grayed out.

In 16 colour mode, it works fine, including the `save as defaults' option.

I suspect that the reason that it does not work for > 16 colours is that the dialogue that edits the screen colours only has 16 boxes, and they couldn't be bothered to redo the dialogue. That would fit in with SoftLogik's approach quite well.

And, bitmaps are only displayed in mono regardless of your screen mode :-(
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3134. Re: installing apps in NewDesk?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 11:51:41 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xy5oW+N.lmcclure@delphi.com>
Source record: 192890

Stephe Lewis Foskett said:

"How do I install an application in newdesk?

Specifically, I want to install file uncompressors to run
when I click on a compressed file... ie: lharc.ttp runs
with the argument -x on file foo.lzh when I click on foo.lzh..."

I do not recall exactly what I put in the install application dialog.
I do have something like you are looking for set up (notice the 'xh'
on the ARC.TTP line). Here is the 'installed applications' section of
my NEWDESK.INF:

#G 03 04 301 F:\FLASH160.PRG@ *.DO@ @
#P 03 04 305 F:\ARC\ARC.TTP@ *.ARC@ xh @
#G 03 04 302 D:\NEODESK3\NEOLOAD.PRG@ *.@ @
#G 03 04 20A E:\ARCHIVE\STZIP\STZIP.PRG@ *.ZIP@ @

The 'xh' was obviously typed in on the 'arguments' line of the "Install
Application" dialog, but I cannot recall if I typed anything else.
All I can be certain of is that it worked for me without problems.

3135. Re: Falcon query.

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 11:55:08 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xyxpekM.lmcclure@delphi.com>
Source record: 192891

Cyrille Dupuydauby said:

"By the way, there is a way for accessing the lost 2Mbytes !

YES, the blitter should have full access to this memory zone.
So you can use it for a RAMDISK or a cache disk, or even
directly with a MMU manager (a bit like virtual RAM, but with
real RAM)."

Back before the Falcon was released, I asked in one of Atari's online conferences if the "missing" two meg of RAM on a fully expanded Falcon could be accessed via the blitter. The answer was "No". It was mentioned in way of explanation that the blitter needed access to the I/O and ROMs that overlaid the 2meg space.

It is unfortunate Atari did not see fit to spend a bit more and add a software controlled hardware switch so that the blitter could be switched between the ROM/I/O space and the 2meg of RAM at will.

3136. Sparcles while booting

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 12:14:24 UTC
From: a99524@pbhrzx.uni-paderborn.de
Message-ID: <a99524.761400864@pbhrzx.uni-paderborn.de>
Source record: 192892

Hello.

I've got problems with by 1040 STF with a TOS 2.06-Card and a IMEX II memory expansion card. This has been working for a long time, but now, when I switch it on, there is the ATARI-Logo but on the right side of the screen, there are some sparcles. It looks like a small 'mirror-picture' of the Atari-Logo, because when the boot-text comes, there are more sparcles on the right side. And the Bott-Menu will never come.
While using the old TOS, the desktop will come, but never looks fine, because there is the same phenomena, as described above.

How can help me ?

Bye, Tichel.
--
a99524@pbhrzx.uni-paderborn.de is Dirk Stichling (Tichel)			
Wilhelm-Busch-Str.7 Geroldstr.32			
D-59269 Beckum D-33098 Paderborn /	\

3137. Re: installing apps in NewDesk?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 12:35:58 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb16.123558.1543@t.hfb.se>
Source record: 192893

In article lmcclure@delphi.com, Lonnie McClure <lmcclure@delphi.com> () writes:
>
> Stephe Lewis Foskett said:
>
> "How do I install an application in newdesk?
>
> Specifically, I want to install file uncompressors to run
> when I click on a compressed file... ie: lharc.ttp runs
> with the argument -x on file foo.lzh when I click on foo.lzh..."
>
>I do not recall exactly what I put in the install application dialog.
>I do have something like you are looking for set up (notice the 'xh'
>on the ARC.TTP line). Here is the 'installed applications' section of
>my NEWDESK.INF:
>
> #G 03 04 301 F:\FLASH160.PRG@ *.DO@ @
> #P 03 04 305 F:\ARC\ARC.TTP@ *.ARC@ xh @
^^^
It's here the problem usaly is... Theres got to be a space after the xh...
Some well written .TTP's care about this some don't!!

> #G 03 04 302 D:\NEODESK3\NEOLOAD.PRG@ *.@ @
> #G 03 04 20A E:\ARCHIVE\STZIP\STZIP.PRG@ *.ZIP@ @
>
>The 'xh' was obviously typed in on the 'arguments' line of the "Install
>Application" dialog, but I cannot recall if I typed anything else.
>All I can be certain of is that it worked for me without problems.
>
You may have typed a SPACE after the arguments!!!

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

3138. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 12:54:35 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CLBIJ0.6Au@newcastle.ac.uk>
Source record: 192895

When I ran the Blackhole program it came up with "You must run this program
on an atari Falcon 030".

I was running it on my Falcon030 4/65 ? There seems to be some trouble here....

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3139. PD/Shareware on CD-ROM ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 13:19:26 UTC
From: jdd@rd.eng.bbc.co.uk
Message-ID: <CLBJoF.62z@bbc.co.uk>
Source record: 192896

HI

Does anybody know of a CD-ROM containing PD/Shareware files for ATARI st
range of computers

It seems a shame if not because there are roms for most others

Thanks in advance John Derbyhire
--

The Stickiest Situation Since ~~~
Sticky The Stick Insect Got Stuck On A Sticky Bun o o
^
\-/ Regards
Old computers never die they just get slower J.D

Email john.derbyshire@rd.eng.bbc.co.uk
ea868@freenet-in-a.cwru.edu

3140. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 13:39:32 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Feb16.133932.5880@apgea.army.mil>
Source record: 192897
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

>>Well With the Jag selling faster than they can make it, expect it to go up
>>even more.
>
>That is open to interpretation. There is an opposing opinion that Jaguar
>shortages are due to Atari being strapped for cash, and unable to pay to have
>more made. The CNBC report didn't help matters.
>

??? Funny, the people at IBM haven't said anything about it. Since the 500
million dollar agreement was set up that IBM only got paid after the units
sold. (atari has only like 30 million in cash, probably half that now)

>>> Is now the time to buy?
>
>Only if you lead a boring life, and have money to burn.
>

If you don't have money to burn, stay out of the stock market. I know
its radical, but I count every dime of stock I have as a 100% loss.
So far I've made money off of everything but if it all falls apart, so
what, it was fun playing the game.

>
>>Now I'm a bit disagreeing with your second paragraph. The glory days are
>>not over, for either atari nor commodore. Why?
>>1. They both have systems that are flying off the selves. They are both good
>> game systems with solid 3rd party support for atari and decent for CBM
>
>Both companies can produce impressive lists of developers, but many of these
>developers are taking a "wait and see" attitude before commiting resources
>to long term projects.

Yes, this was true for all game systems. However in the stores that I
have talked too, they are very excited on how well the Jag is doing.

>
>This hurts the Jaguar more than the CD32, at least initially. The Jaguar has
>4 titles available, and that is likely to remain the case for another 2-3
>months. Even then, it will be a trickle of new software -- a title or two a
>month. Atari absolutely needs "the killer app" to keep the Jaguar in the news.
>Perhaps Alien vs. Predator will be it.
>

Thats true. But the Jag will get more titles before the CD 32 even shows up so
its probably going to be a fair fight.

>
>>2. They are both "hungery". They've been at the bottom for close to 8 years
>> now. (since 86) While they both have been dropping the ball, I don't
>> think they will do it again.
>
>Let's hope. Keep in mind, though, that the same people are in charge that
>put these companies where there are now.
>
No, Atari is now headed by Sam Tramiel not Jack. Sam is younger and
appears to have a clue.

>>3. They both have "next generation" systems out long before anyone else does.
>> a. Ok, there is the 3DO. Its overpriced and over rated. The consumer sees
>> this are all sales reports are that they staying away.
>
>The 3D0's price will be cut 34% in the next few months. This means that
>you will probably be able to pick up a 3D0 for $450.00 soon. This is the cost
>of the Jaguar + CDROM, and $100.00 more than the CD32. However, I expect that
>the retail on the CD32 will drop to $300.00 by late fall. The Jaguar's
>price will remain constant. The $200.00 Jaguar will be a system with
>no pack in game. Atari needs cash, and they aren't going to get it solely from
>software sales. They can't afford to sell the Jaguar as a break even
>proposition.
>
1. 3DOs price cut was based solely on supply and demand. Since the supply is
high and demand low, I don't expect to see any sort of price cut.
Especially when the other hardware makers appear to be backing out.
(ei Sanyo)
2. The Jag is already probably a break even propsition.

>> b. Nintendo is promishing the SGI based system in 1995.
>
>Like they promised a CDROM drive for the SNES for $200.00. They are 2 years
>away from a shipping system -- the "Reality Engine" won't be a reality until
>1996. By then, there will be the Sony PlayStation-X and Sega's Saturn to
>contend with.

Sony has annouced 4 game systems since 81, none made it out. I doubt play will
see the light of day. Sega's system will not probably be out till 96 either.

>
>> c. Sega has asked Microsoft to write the os for their Saturn system due out
>> in 95. Yes, Microsoft. So assuming it sees light by 96, it'll be out
>> classed.
>
>A leap of logic. Not everything that Microsoft does is junk. And Sega is a
>marketing powerhouse at the moment.

I was reefering to microsoft's OSes. (and 95% of everything else they make is
crap too) And I remember everyone writing of Sega Genesis because Nintendo has
all the add dollars.

>
>> looking like they will back out of it) they might still have a chance there
>> too. The dos/intel computer powerhouse (market wise only) is fragmenting.
>> By 95, dos will only be a bit player in the intel market being split
>> by NT, Windows, Unix, Chicago, OS/2 and some Mac os due out for intel.
>> PLUS new power pcs and risc computer to fragment the market. The niche
>> (and a rather large one) of home computer is being ignore. A new Risc
>> based Amiga or PPC based Atari in 95 under $1000 could draw alot of
>> attention.
>
>Dream on. With all the nice, alternative OS's available for Intel based
>machines, most continue to use Dos/Windows. It's application driven. Most

Yes and everyone said the samething about dos 3 years ago, and 3 years
before that, it was the Commodore 64.. etc,etc..
Markets changes.

>people could give two hoots about what OS they are using. They are only
>concerned with compatability. And if the OS is too slow for their needs, they
>simply buy a faster machine. People will buy PowerPC based machines if they
>are marketed as systems that can run Windows based applications faster.

PPC are likely to run Windows slower since it'll be emulating it.
I think your assuming too much. Business wise, yes thats true, but in the
private sector, its a different ball game. In case you haven't noticed, most
Intel owners HATE windows. (even though they might have 3 or 4 copies)
Out of the 50 mill copies out there, only like 10 million are in use. Since
there are 100 million dos machines out there.. wonder what everone is using..

Rob Merritt
opinions are my own

>
>--hal
>
>--
> //
>~~~~//~~~~~~
> \\// hgm@unity.ncsu.edu "Fried Ice Cream is a Reality"
>--VV--

3141. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 13:53:06 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CLBL8J.Mt4@hermes.hrz.uni-bielefeld.de>
Source record: 192898

In article <...>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

|> No, the soldered on RAM is only 16-bit ST RAM.

Hmm, not _exactly_ :-) The ST-RAM is not only not 16 bit wide (say 32),
but in fact - physically - 64 bit wide, because the shifter can/must read
8 bytes at a time. it's 'funnel'ed to 32 bit after the shifter, of course...

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

3142. Re: Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 14:10:47 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2jt9h7$dsr@charm.magnus.acs.ohio-state.edu>
Source record: 192899

In article <1994Feb15.160835.19101@arbi.Informatik.Uni-Oldenburg.DE>,
Ronald Hartwig <Ronald.Hartwig@arbi.informatik.uni-oldenburg.de> wrote:
>Hi,
>
> I am looking for a working HardDisc TuneUp Program, which
>simply put all Files together to get rid of the partitioning
>into small pieces, slowing down the whole thing.
>
> The Program should be PD and avaiable per InterNet. (ftp)
>
>Ronald
>
>ps: Please answer per EMail, as I would not find your answrs
>here ...
>

I would also be interested in this! I am interested in all utilities that work
and are free ;)

Michael Steve jr.
The Sequel

3143. Looking for Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 15:11:46 UTC
From: troyc@bnr.ca
Message-ID: <1994Feb16.151146.22606@bnr.ca>
Source record: 192900

I am looking for the following files which were discussed in a recent
issue of AEO magazine (I think issue 3.1):

3dicons - some 3d icons
gram_140 - a grammar checker
qvfix1 - a utility (read: fix) by Atari for multitasking environments
runner - another DESKTOP replacement (not the game...I have found that)

I could not locate these via archie, so if anyone has these files or knows
where to get access to them, please let me know.

BTW: has anyone else noticed that not all the freeware/shareware listed in
"The unabashed Atariphile" is freely available.

BTWA: TOWERS is GREAT! Get it!

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3144. Towers Help

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 15:23:21 UTC
From: troyc@bnr.ca
Message-ID: <1994Feb16.152321.22815@bnr.ca>
Source record: 192801

Ok, Towers is a great game, very much like Ultima Underworld but with clunkier controls and an almost intuitive interface, that is if you have played Underworld at all.

I am kinda stuck, however, on Level 2, just before going up to level 3. I walked a bit too far and fell off the ledge down below to where the shaggy warewolf/caveman thing was. I got the ring from there, but I don't know how to get back up. I spent maybe a total of 10 minutes looking at the problem, but maybe I missed something. I kinda thought that the ring would be a levitate ring and I would levitate out.

Also, does anyone know if the following controls are available (all ala Ultima Underworld - yes, I was spoiled with that game:)

Head tilt to see up/down? (would allow to see into pits and know if there are monsters down there before going)
Jumping
Mapping - to see where you have been and where you are (this is automatic in underworld, but you can only map where you have been)

Is there a way to determine the quality of the armor and weapons you are using? This would allow you to switch weapons as yours wears out...or is this an issue in Towers?

Any hints would be appreciated. Seeing how things are going, I will probably register this game when I get to the point where it makes me. I like it.

Thanks
Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3145. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 15:26:09 UTC
From: "Yat Siu"
Message-ID: <CLBpJM.JCK@world.std.com>
Source record: 192802

SPeaking of which....I have a TT which appears to have 1 Meg socketed RAM on it, and a 3 Meg Expansion Board on it (isn't that an odd number? <g> oh well..)

NOW! if I remove this ST expansion board, I still have my TTRAM...and if I use an SLM Laser Printer that has no RAM, it uses DRAM. Now...1 Meg is hardly enough...once the STRAM Expansion is removed...so...

....how can I, if possible, redirect or make the GDOS driver for SLM load it's document into TTRAM...?

Thanks for any info...

Yat

3146. Re: Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 16:08:11 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CLBrHn.L1J@ecf.toronto.edu>
Source record: 192803

In article <2js8iv$o84@auggie.ccit.arizona.edu>,
Paul Harris <paul@jupiter.ame.Arizona.EDU> wrote:
>In article xK@ryn.mro.dec.com, nagel_e@cecehv.enet.dec.com (Besiktas...) writes:
>Running System 7 with new software may be possible, but I haven't a clue
>why anyone would want it. If I were to buy a new Mac out of the box I'd
>take System 7 off and put 6 on, first thing (just my opinion...).

New MACs have ROMs which require System 7. If you try to boot them up with
anything prior to that, they will refuse to run.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

3147. Re: Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 16:26:31 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <94047.30392.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 192804

---------- Original Article ----------
if I could just get my hands on Spectre 3.1 for my TT. I wrote (ie., with
real paper and everything) Gadgets a few weeks ago about it, and have yet
to hear anything back.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

Don't expect to hear anything, either. Gadgets by Small is notorious for
ignoring its customers, and potential customers. Spectre is a handy product,
ingeniously allowing my ST to interface with my Mac at work, but as for
customer support - - - YECCCCH!!! ---Mark van Wyk

3148. WANTED: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 16:48:43 UTC
From: williams@manna-machine.com
Message-ID: <williams.618.761417323@manna-machine.com>
Source record: 192805

hello,

anyone have a ST mouse they want to get rid of?

--
Kennen Sie eine Merle? Kennen Sie eine Merle? Das ist gut...zu gut.

Robert Williams</>MANNA-MACHINE<\>fEEd</>Hellsville noise
williams@manna-machine.com OR williams@mr.net

gerade sie..sie ist mein Opfer. Schad um sie....
sie wird's..ach, nicht lange durchhalten....

3149. Re: Can objects be hidden from objc_find?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 16:56:41 UTC
From: avg@cwi.nl
Message-ID: <CLBtqH.I0x@cwi.nl>
Source record: 192806

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>>HIDETREE
>>prevents the object from being drawn, but not from being found by
>>objc_find. At least that is the behavior on my system (TOS 1.0).

>Ok, that may be on your system, but I'm 99.9% sure that on 1.2 and 1.4 HIDETREE
>indeed prevents the object from being found by objc_find().
>Oh, change 99.9 to 100 btw. :-)

May it's because I am a logician (and Dutch, for that matter) as well,
but my system can't find hidden objects either. As far as I know (make
that 80%), objc_find takes account of all properties of an object, including
flags like HIDDEN, but there are slight differences concerning borders
being noticed or not (I noticed a difference when using a prerelease of
MultiTOS).

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3150. Re: Can objects be hidden from objc_find? -- YES!

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 17:03:06 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2jtjka$a9v@geraldo.cc.utexas.edu>
Source record: 192807

Hi,

>In article <hjv.761009676@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>
>>As far as I know, objc_find() should *not* find objects that were hidden by
>>setting the HIDETREE flag in ob_flags. If you have encountered something
>>different, I would be _very_ curious to hear so -- but I can hardly imagine
>>that to be true...

I appologize for the inaccuracy in a response I posted to this
statement. HIDETREE does indeed keep objc_find from finding the
associated object.

I had made a programming error which was causing only part of the
object to be hidden. Again, sorry for the error.

-Tim Gallivan
timg@landau.ph.utexas.edu

3151. Re: PD/Shareware on CD-ROM ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 17:11:50 UTC
From: walra@moacs11
Message-ID: <eq1slhtlrna@moacs11>
Source record: 192808

In <CLBJoF.62z@bbc.co.uk>, John Derbyshire wrote:

> Does anybody know of a CD-ROM containing PD/Shareware files for ATARI st
> range of computers

Walnut Creek CDROM announces the release of the GEMini CDROM for Atari Computers. The CDROM contains 616 MB, and 2872 public domain programs, shareware programs and commercial demos for the Atari ST, TT, and Falcon Computers plus a section for the Portfolio palmtop computer. It also contains text and graphics for the Lynx and Jaguar video game systems.

The GEMini CDROM is set up in a logical tree structure which simpifies seaching for and running the programs. You can find files in areas such as accessories, archives, astronomy, database, fonts, games, GNU, programming, screeen savers, virus , text editors, utilities, etc.

It includes 50 megabytes of games and entertainment software. For the desktop publisher, it contains 15 megabytes of fonts. Many programs include source code. All programs may be run directly from the CDROM so there is no need to decompress onto the hard drive in order to use the files. Each directory contains an index and a list of files to make it easier for a user to locate a file.

The disc is set up for both Atari and MSDOS BBS's. All the noncompressed files have a corresponding compressed version in the zip folder, so BBS operators can easily make thousands of Atari files available to their users. BBS formats include PCBoard, Opus, Wildcat, RBBS, Spitfire, and Maximus.

For a specific list of the software on the CDROM, you can ftp the index.txt and readme.txt files from ftp.cdrom.com: /pub/cdrom/cdroms/atari.

The GEMini CDROM for Atari was edited by Eric Tremblay and Rene Guimont.

The price is $39.95. S&H is $5 for US/Canada/Mexico, and $10 for overseas. If you live in California, please add sales tax. You can pay by cash, check, money order or Visa/MC/Amex.

Walnut Creek CDROM
1547 Palos Verdes Mall, Suite 260
Walnut Creek, CA 94596

1 800 786-9907
1 510 674-0821 FAX

orders@cdrom.com

The disc is available for FREE to anyone that has contributed any of their own work. Just email me your name, address, and the name of the program(s)

that you wrote. Overseas addresses are ok.

Many of the programs on this disc are shareware, and require seperate payment
to the author for continued use. This CDROM is fully guaranteed, if you are
dissatisfied with this disc for any reason whatsoever, you can return it for
an exchange or refund.

Here is a list of other CDROM titles from Walnut Creek CDROM:

CICA Microsoft Windows CD-ROM - Windows PD/shareware from ftp.cica $29
Simtel MSDOS CDROM - MSDOS Shareware/PD from Simtel internet archive $29
Hobbes OS/2 CDROM - PD/Shareware from ftp-os2.cdrom.com $29
Giga-Games CDROM - Thousands of Games for MSDOS and MS Windows $39
GIFs Galore - Thousands of GIF images $39
Aminet Amiga CDROM - shareware & PD swr collection for Amiga $29
Garbo MSDOS/MAC CDROM - shareware & PD for DOS and Mac $29
Space and Astronomy CDROM - Nasa photos, doscs $39
Project Gutenberg CDROM - Hundreds of etexts, literature, documents $39
QRZ Ham Radio CDROM - Callsign database, shareware & PD, docs, etc. $29
Sprite CDROM - Sprite Research Operating System from UC Berkeley $29
Nova for NeXT CDROM - Software for NeXT (Motorola) Workstations $59
Nebula for NeXTSTEP (Intel) CDROM - Software for NeXTSTEP (Intel) $59
Source Code CD-ROM - Usenet source archives on CD-ROM $39
X11R5 and GNU CD-ROM - X11R5 Window System, Gnu Src, SPARC binaries $39
Ada CDROM -- Thousands of Ada documents and programs $39
Info-Mac CDROM -- 10000+ Mac programs from sumex-aim.stanford.edu $49
C User's Group Library CDROM - C source code $49
Libris Britannia - British shareware $69
Tookit for Linux CDROM - Linux Applications, Slackware distribution $39
FreeBSD Operating System CDROM - Complete 32 bit OS, X11R5, GNU $39
GEMini Atari CDROM - PD/Freeware for Atari $39
La Coleccion CDROM - Spanish PD/Freeware $39

CD-ROM Caddies $4.95

If you would like a more detailed list of other CDROM titles published by
Walnut Creek CDROM, you can ftp the latest list from ftp.cdrom.com
in the file /pub/cdrom/catalog, or send email to info@cdrom.com.

--
Kijk niet te vaak achterom
Wat achter ons ligt werd te licht,
soms te zwaar gewogen
is in en buiten ons om voorbij gegaan -- Hannie Rouweler

3152. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 17:37:17 UTC
From: hgm@sparc01.cc.ncsu.edu
Message-ID: <hgm.761420237@news.ncsu.edu>
Source record: 192809
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

hgm@sparc01.cc.ncsu.edu (Hal G. Meeks) writes:

(heh...I'm replying to myself)

>>3. They both have "next generation" systems out long before anyone else does.
>> a. Ok, there is the 3DO. Its overpriced and over rated. The consumer sees
>> this are all sales reports are that they staying away.

>The 3D0's price will be cut 34% in the next few months. This means that
>you will probably be able to pick up a 3D0 for $450.00 soon.

This is wrong. 3D0 hopes that it can cut the _manufacturing_ cost of the
system by 34% in the next few months. Panasonic is remaining firm on
their retail price of $699.00. Bad news for the 3D0, good news for the
newer systems.

--hal

--
//
~~~~//~~~~~~
\\// hgm@unity.ncsu.edu "Fried Ice Cream is a Reality"
--VV---
~~~~

3153. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 17:45:07 UTC
From: dwm003@acad.drake.edu
Message-ID: <1994Feb16.114507.1@acad.drake.edu>
Source record: 192810

I have an Atari Portfolio for sale if anyone is interested..

DWM003@ACAD.DRAKE.EDU

3154. TRADE???

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 17:51:32 UTC
From: dwm003@acad.drake.edu
Message-ID: <1994Feb16.115132.1@acad.drake.edu>
Source record: 192811

I have a Macintosh Powerbook 145B and want to trade it for an upper-line
Atari ST or even TT, if possible...
ANy offers????

3155. ATARI ST FTP LIST

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 18:31:32 UTC
From: hallvart@ifi.uio.no
Message-ID: <2jtoq4$3qh@kolsaas.ifi.uio.no>
Source record: 192812

```
(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/
f.ms.uky.edu..............(128.163.128.6)..../pub2/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

NETHERLANDS:
------------
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/

FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

GERMANY:
--------
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)......../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before
dawn")
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/
```

```
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .......... /micros/atari/

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions:
--------------------------------
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address,
NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each
file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX (or 'close' if you only want to quit the FTP site
you're
on for the moment)

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
```

- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs
were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no) 16-Feb-1994

3156. Re: Safe C. O. D.

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 18:40:02 UTC
From: lreeves@crl.com
Message-ID: <2jtpa2$7pt@crl2.crl.com>
Source record: 192813
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.amiga.marke

Jim Trascapoulos (jtrascap@nyx10.cs.du.edu) wrote:

: A really good COD plan is to use FedEx. I'm not sure if this has been
: covered, but FedEx has some really good security measures, for BOTH sides:
:
: * When you set up a FedEx next day delivery, they ask for payment style
: and ask for an inventory of the items shipped.
:
: * When it arrives next day, exact payment is the ONLY option (very cool).
: Cash means cash, not personal checks, not money orders, nothing else. So
: any means of payment can be requested.
:
: * The purchaser can INSPECT THE ITEMS before paying, and make sure nothing
: is amiss.
:
: * The COD arrives back to YOU through FedEx delivery to your door the DAY
: AFTER! Sure beats waiting 10 business days through UPS or the Mail.
:

I have found when dealing with FedEx you always get what you pay for;
it is really nice when you can afford them.

When did they start accepting cash for COD?

_> Les

lreeves@crl.com Atlanta,GA

3157. Re: Atari & S.F. Chronicle

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 18:53:33 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <94047.39213.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 192814

Your are correct-o-mudo!! My mistake when I typed the post. I DID mean to say
that Sam Tramiel was talking about his father, JACK Tramiel. Sorry. --MV
------------------------ Original Article ------------------------
Xref: butch comp.sys.atari.st:59970
Newsgroups: comp.sys.atari.st
Path: butch!uunet!MathWorks.Com!europa.eng.gtefsd.com!howland.reston.ans.net!pip
From: d9fors@dtek.chalmers.se (Patrick Forsberg)
Subject: Re: Atari & S.F. Chronicle
Message-ID: <CLAsyK.KDC@news.chalmers.se>
Sender: news@news.chalmers.se
Nntp-Posting-Host: hacker.dtek.chalmers.se
Organization: Chalmers University of Technology
References: <94045.29422.L676791@lmsc5.is.lmsc.lockheed.com>
Date: Wed, 16 Feb 1994 03:42:20 GMT
Lines: 20

In article <94045.29422.L676791@lmsc5.is.lmsc.lockheed.com>,
<L676791@LMSC5.IS.LMSC.LOCKHEED.COM> wrote:
>There was an interesting article about Atari in the Sunday (Feb. 14) issue of
>the San Francisco Chronicle. It started out with a big headline at the top
.
.
>He then is then quoted: "'He (Sam Tramiel) took a company that was worth
^^^^^^^^^^
>nothing, took it up to half-a-billion in sales, faced the reality of a
>declining PC marketplace, and backed out again,' Tramiel said."
>BACKED OUT AGAIN? So, don't let anyone tell you that Atari hasn't pretty
>much abandoned its computer business. Sam Tramiel, Atari CEO, says so.

English is not my native language, but to my best knowledge Sam Tramiel was
refering to his father Jack Tramiel and not to himself.

/Patrick

3158. Re: Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 19:09:37 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb16.190937.24416@bradford.ac.uk>
Source record: 192815

Subject: Re: Hard Disc TuneUp Program searched
Newsgroups: comp.sys.atari.st
References: <2jt9h7$dsr@charm.magnus.acs.ohio-state.edu>

Michael Steve writes:
: Ronald Hartwig <Ronald.Hartwig@arbi.informatik.uni-oldenburg.de> wrote:

: > I am looking for a working HardDisc TuneUp Program, which
: >simply put all Files together to get rid of the partitioning
: >into small pieces, slowing down the whole thing.
: >
: > The Program should be PD and avaiable per InterNet. (ftp)

: I would also be interested in this! I am interested in all utilities that work
: and are free ;)

I have a disk defragmenter called 'The Optimizer'. I will upload it to
ftp.uni-kl.de as 'optimize.zip' and you can have a look at it. If you
do not have ftp access, I will E-mail you a UUenceded copy. Below is the
Document file I will be uploading with it...

Steve Taylor.

Uploaded to ftp.uni-kl.de on 16/02/94 by sptaylor@bradford.ac.uk

I found this program on a local BBS and only downloaded it to
test something with my comms software!

It comes with no official document. Below I have roughly
reproduced the 'info' dialog box:
---
by Projekt: FPS, Created
D-7000 Stuttgart 30, March,
Weilimdorferstrasse 73. 1987.

The Optimizer Version 2.17 USA
written by:
Peter Speeman.

Joe Smeets, Kornoeljelaan 22, Valkenswaard 5552 RC

N.B. This program does not appear to work on the Falcon - Try it!
But I have found it very reliable on my STFM.

3159. WANTED: Hand scanner

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 19:19:50 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1994Feb16.141950.16937@umiami.ir.miami.edu>
Source record: 192816

I'm looking for an inexpensive used hand scanner for my MEGA ST. Anyone
interested in selling one, please let me know.

I also have a Spectre GCR for sale.

I have no further communications.

/^^\
[Mark Santora]
[DLK0MS9S@umiami.ir.miami.edu]
[GEnie : M.SANTORA2 Look with more than your eyes...]
____/

3160. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 19:22:50 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2jtrqa$p67@irz401.inf.tu-dresden.de>
Source record: 192817

```
In article <2iv8mv$kps@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>A Falcon could *easily* handle doom, especially in something like the
>640*200*256 mode in overscan, if a "standard" (I use the term loosely)
>386-SX 32 can handle it, the Falcon can quite simply, especially with
^^^^^^^^^
Huh? A SX-32? Is this some sort of new technology? I only know of a SX-33
*smile*

Matthias (Can anyone give me a falcon as gift?)
--
.-----------------------+-----------------------------------------------.
| Matthias Rauhut > public mail:mr2@irz.inf.tu-dresden.de |
| > mail concerning ftp:ftp@irz.inf.tu-dresden.de |
| > IRC:st-guru |
| > BT-MUSE3056:Helmut |
+-----------------------+-----------------------------------------------+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`-------------------------------------------------------------------------'
```

3161. Scorched Earth, projectile game

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 19:32:36 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <sebelt01.761427156@starbase.spd.louisville.edu>
Source record: 192818

I recently played "Scorched Earth" on a friend's PC, and I thought to
myself "What an incredibly simple game!" But really, it wasn't that bad.
In the game, you use velocity, angle, and different projectile types to
destroy your enemy. I seem to remember a game on the ST like this
(called TOMATO?) in which you simply threw a tomatoe through an arc
in order to hit your opponent.
Is there an updated version for the ST/STe? If not, is the code for
the original available? Thanks!

--
sebelt01@starbase.spd.louisville.edu IRC: Sneaker Hacking on a 1040STe..

3162. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 20:21:26 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94047.152126STIRRE31@MAINE.MAINE.EDU>
Source record: 192819

Geez, I don't think you're giving Atari enough credit, Chris. I am not exactly thrilled with Atari's computer marketing (or lack of) as of lately, but they have been known to develope some incredible products for a good price. Even the Falcon, yes the Falcon, is a good value (of course, I am biased as I have one :)). Just look at the jaguar! People are amazed that Atari brought out that system for $250 (with the pack-in game) and are speculating that Atari must be losing money in hopes to make it up in software sales. When looking at the Jaguar chipset and the price of that machine, how can you say that Atari has no chance to release a decent Power PC?
-scott tirrell

3163. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 20:39:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ju0av$qep@golem.wcc.govt.nz>
Source record: 192820

In article <lombardo.761162935@cwis>, Marc A. Lombardo (lombardo@cwis.unomaha.edu) writes:
>I have a ST with tos 1.0 and it works VERY well with a hard drive (of course, I
>do use Fatspeed...) I'm not about to sell this machine for anything, but just
>thought I would let you know that it isn't quite useless.
>
>-marc
>

Gee I pity you, may be its a good time to learn to read, and find out about TOS 1.04, there are over 2 pages of Fixes and new features, I have had tos 1.04 for a few years now, but I can never understand how any one can use any thing less than TOS 1.04....

Its like having a all new ST...???

There is a lot of software that will not work with any thing less than TOS 1.04..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3164. Re: ATARI ST FTP LIST

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 20:47:40 UTC
From: Lexicor@world.std.com
Message-ID: <CLC4FH.Jo7@world.std.com>
Source record: 192821

```
> A T A R I S T F T P S I T E S :
> -----------------------------------
>USA:
>---
>atari.archive.umich.edu...(141.211.120.11)..../atari/
>cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
>world.std.com.............(192.74.137.5)....../src/atarist/

On world.std.com there are two atari ftp sites. One is indeed /src/atarist/
and features only GNU and MINT stuff...the other is in:

/pub/atari and /pub/atari/Graphics does a lot in 3D2 files and the sorts.

Yat

>f.ms.uky.edu..............(128.163.128.6)..../pub2/atari/
```

3165. Re: FTL/ Software Haven

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 20:58:22 UTC
From: diehl@r-node.io.org
Message-ID: <2ju1de$d0b@r-node.io.org>
Source record: 192822

FTL are still in business. They're currently in the process of writing Dungeon Master II for the PC; unfortunately, no plans for an ST version of DM II are planned.

```
__________________ ______ ________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

3166. Re: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 21:01:28 UTC
From: diehl@r-node.io.org
Message-ID: <2ju1j8$d67@r-node.io.org>
Source record: 192823

You can use any standard floppy drive on the ST, including 1.44MB HD drives (though without the high density clock upgrade you'll only be able to format low density 720k-920k extended) Buying any 720k PC floppy drive should work just fine; pop open the ST, remove the old mech and plug in the new one.

_____ ______ _____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
___________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
__________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

3167. Re: ST accelerator needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 21:04:19 UTC
From: diehl@r-node.io.org
Message-ID: <2ju1oj$daj@r-node.io.org>
Source record: 192824

You can choose between the Fast Tech T16 and T25 accellerators, which usually work quite well, or for the more expensive accellerators you might want to check out the TinyTurbo030 accellerator from Gadgets by Small - a 32mhz '030 accellerator for the ST/e/MST/e.

```
__________________ ______ ____________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

3168. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 21:44:09 UTC
From: rcj2@cbnewsd.cb.att.com
Message-ID: <CLC71n.4sD@cbnewsd.cb.att.com>
Source record: 192825
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <2jsdvl$rlv@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, hicksm@hindmost.lpl.arizona.edu (Mike Hicks x2692) says:
>
>>
>> After following Atari as is went from about $.50 a share
>> to peak at over $15 a share over the course of last year
>> (what the hell was happening, anyway?), I wonder if
>> Commodore could undergo similarly spectacular gyrations.
>
>For one thing, Atari's stock never hit $15 a share. It didn't get past $13.
>$2 is A LOT!
>
>>
>> Is there any reason to believe that Commodore can make
>> money for the speculator in the short-term? I would
>> like to hear your opinions.
>>
>> I heard a rumur that the AAA chipset is set to be
>> bought out by Hewlett-Packard. I believe if this is
>> true than the price of the stock could easily rise
>> by a factor of two to three upon any official announcement.
>>
>> Is now the time to buy?
>
>You wouldn't by chance be one of those shareholders that bought Commodore's
>stock at $15 when there was rumors HP was going to buy them out before.
>And then there was rumors Nintendo was looking at their technology.
>
>No, nothing is going to happen and the stock is still going to sit around
>$3.00 until it is over!
>
>Len
>>
>
>--

Last I read a few months ago is the HP signed an agreement
for Comm. to supply the chipset, not buy it out....

3169. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 21:51:34 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Feb16.215134.146478@zeus.aix.calpoly.edu>
Source record: 192826

In article <2j84v7$anr@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
>> Waldi Ravens writes:
>>
>> : rzsz 3.3.2 by Omen Technology Inc. has been posted to alt.sources just a
>> : few days ago (27/28 january). You can grab it from an ftp-site that
>> : archives alt.sources (see alt.sources.d for a list of those sites).

Actually, I looked up there but could not find the sources (probably
expired...[sigh]). I looked through all of the source ftp sites, and either
they didn't have "source" in the description, or the site didn't have the new
szrz sources (I found an old zmodem from 90 or 91). Has someone already
obtained those sources? If so, from where (preferably in the States, but if I
have to get it transcontinental ... I will but only as a last resort)?

>> Right, so there's the sources... What I want is an executable. I have not
>> got a clue even on the ST how to compile C, and on our Unix system, I
>> wouldn't know where to start.
>>
>> Anyone got the executable(s)?

Well, I wanted to compile and then mess around with the code as part
of a project for my networking class. If I get the sources, I'll see if I can
get it to compile (before I hack it up) and if I can, I'll post the binaries.
Deal? But I need the sources first ....

>
>Well, you could just forward this information to you sysadmin, with a
>request to install this utility. If that is not an option, you need to
>describe your UNIX system (vendor, OS version) if you want to hunt for
>executables.

Even the sysadmin needs the sources ... :).

>--
>**
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>**

-MikeB

3170. Re: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 22:30:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ju6pk$itb@mailer.fsu.edu>
Source record: 192827

Eric March (diehl@r-node.io.org) wrote:
> You can use any standard floppy drive on the ST, including 1.44MB HD drives
> (though without the high density clock upgrade you'll only be able to format
> low density 720k-920k extended) Buying any 720k PC floppy drive should work
> just fine; pop open the ST, remove the old mech and plug in the new one.

This may not be quite true. In addtion to physical problems (Atari used 1/3 height floppies, and many had the nifty trapezoidal buttons), there is also the media check problem. In a nutshell, many floppy mechs will not drop into an ST and work properly, due to the screwy way STs check for media change. Now, this information may be affected by TOS upgrades (i.e. newer TOS's might not have this problem, I'm not sure).

There is a text file called "ibmflopy.lzh", or something similar that I uploaded to atari.archive.umich.edu that has some info about this. One drive mech that seems to have a lot of success in STs is the TEAC 720k unit. I believe Toad (and others) sell these. You can get even the problem drives to work correctly, but it requires some hardware hacking (to my understanding).

Also, I have heard that using a high density drive (as a low density unit) can cause some game compatibility problems (those using certain copy protection techniques).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3171. Re: Gribnif

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 22:38:09 UTC
From: rsnyder@panix.com
Message-ID: <2ju78h$qcd@panix2.panix.com>
Source record: 192828

In <2jsn6q$mur@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:

>Help..

>If the Gribnif chap reads this could he Please E-Mail me....

>Thanks..............

>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
> GEnie - r.sheppard5

Gribnif is very active on Genie if you don't get an answer here.
There are several sections for the different products they sell. You can
also call them. It might be better to ask your question rather than just
ask for a reply to a message that has no subject.

--Roger

3172. Re: Scorched Earth, projectile game

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 22:42:07 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ju7fv$kce@mailer.fsu.edu>
Source record: 192829

sebelt01@starbase.spd.louisville.edu wrote:

> I recently played "Scorched Earth" on a friend's PC, and I thought to
> myself "What an incredibly simple game!" But really, it wasn't that bad.
> In the game, you use velocity, angle, and different projectile types to
> destroy your enemy. I seem to remember a game on the ST like this
> (called TOMATO?) in which you simply threw a tomatoe through an arc
> in order to hit your opponent.
> Is there an updated version for the ST/STe? If not, is the code for
> the original available? Thanks!

There is a German mono game called Baller that sounds like it will
interest you. It is quite old, but very good. It should be on good
ftp sites all over :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3173. Graham Gooch World Class Cricket

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 23:15:01 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.13.000A4068@noddy.forestry.tas.gov.au>
Source record: 192830

Has anyone encountered a problem with Graham Gooch World Class Cricket where during a game the program enters a phase of asking for a diskette for a bug error report, formats the disk and proceeds to create a file named "Image.Bin". The ST then freezes and requires reboot and of course you loose the game, can be annoying, the Aussies had England 2 for 2 last night.

3174. Re: WINX and LGselect dont get

Newsgroup: comp.sys.atari.st
Date: 1994-02-16 23:33:00 UTC
From: Stefan_Radermacher@k.maus.de
Message-ID: <A17156@K.maus.de>
Source record: 192831

```
MBB>Get a copy of Universal Item Selector 3.x. It is cheap (no more than
MBB>$20) and much more powerful than Little Green File Selector. It is a
MBB>must-have utilitiy, IMHO.

How about Selectric? 8-)

Stefan.
--
+-----------------------------+-----------------------------------+
| Stefan Radermacher | Usenet: sr@k.maus.de |
| Unter Krahnenbaeumen 52-54 | MausNet: Stefan Radermacher @ K |
| 50668 Koeln | |
| Germany | Voice: ++49 221 125172 |
+-----------------------------+-----------------------------------+
```

3175. Re: Outrageous Police Conduct

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 00:46:56 UTC
From: egcroan@uswnvg.com
Message-ID: <21783@uswnvg.uswnvg.com>
Source record: 192832

ZZ
Well Roger I fail to see how you are aware of what everybody elses opinion is in regarding this matter. You may not have any demand for ATARI products but that does not speak for everybody, so to quote you " That is a load of ROT ! " ..... Please refrain from attacking a platform you don't know anything about ..... :-)

`

3176. Re: Large Hard drives..

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 00:51:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLCFq9.9LJ@cix.compulink.co.uk>
Source record: 192833

>I have an opportunity to buy a 600Meg SCSI drive at a good price..
>
>My System is STe 2Meg TOS 1.60.
>
>What I am curious about using my ICD utilities 5.x.x (when will ICD allow Int
>ernet access to their software :( ) can i use it as one large partition. Or s
>hould I use MetaDos drivers for it and treat it like a writable CDRom??

My advice is to split it up into (say) 6 100Mb partitions. Its much safer
that way.

Also I don't think the MetaDos drivers will help you. A CD-ROM is not a
harddisk and thats why the Metados drivers are needed. I can't see them
thinking much of a harddisk ;-)

:-)

Roland.

@CiX

3177. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 00:51:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLCFqC.9MA@cix.compulink.co.uk>
Source record: 192834

>Can anyone explain why gcc needs so much memory and other c-compilers don't..

Because it was written for the UNIX OS (traditionally) under which you have stacks of memory - and when you run out of that you start using virtual memory on the harddisk.

Its also entirely in C which obviously isn't as small as assembly. Also GCC produces fast, but fairly large code which shows as it tends to be used to compile itself.

Roland.

@CiX

3178. NEC 3D * SOLD *

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 01:07:07 UTC
From: Rob-G@cup.portal.com
Message-ID: <103984@cup.portal.com>
Source record: 192835
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

Many thanks to all that responded, but the NE 3D I posted for sale last night has already been sold.

Rob

3179. Re: Falcon 486 emulation & 040 status?

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 01:12:26 UTC
From: egcroan@uswnvg.com
Message-ID: <21784@uswnvg.uswnvg.com>
Source record: 192836

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
: In article <H.eg.1ne8BNd0xWE@semprini.waterloo-rdp.on.ca>,
: Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
: >In <2hv9ei$79h@news.bu.edu>, writes:
: >> What is the status of the Falcon these days?

: >No support, no dealers, no software. Same as always.

: >> Is there an 040 option in the
: >> works?

: >Not likely. Atari will never release another computer, in my opinion.
: >If they had brains, they'd skip the '040 and design a computer around
: >the new PowerPC 603 chip.
!!! Just a question here ??? Why the 603 and not the 601 ??? The 603 is
no improvement for a DESKTOP computer over the 601 !!! The major
difference in the 603 is the ability to shutdown parts of the chip
not currently being used and as such save power. The delay wait for
this chip would not be necessary on a DESKTOP as the 601 is already
a very efficient chip it only uses 1/3 the power of a 586 INTEL.
There are other member of the PowerPC family that might be of
interest at a later date like the 620, but for now do delat ATARI
as soon as the PowerPC 601 is shipping in volumes to get a $250-300
price per chip start building. Oppps didnt ATARI have plans for UNIX
well sounds like PowerOPEN for the PowerPC is just that !!!
I will now surrender my soapbox and quit preaching < GRIN >

: As surprising as this may seem to you, there are a number of Atari folk
: who share this opinion. Still, I doubt we'll see anything come of it until
: the Jaguar stuff is rolling....
: --
: -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

: Poets measure meters in feet.

3180. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 01:43:08 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.o0oRjhKe7jU@albemuth.equinox.gen.nz>
Source record: 192837

In <H.eg.QDw4nWOsW4M@yonder.equinox.gen.nz>, Craig Shore writes:
>BTW: A couple of questions about it that someone might know the answer
> to... How do you stop the dialer once you've started it?

Hit any key to get out of the dialing mode, another key to stop the
modem (though this probably depends on the modem!).

>How do you stop an ascii-upload once you've started it?

Press <A>.

>How do you stop a file replay once you've started it?

Press <Control-C>.

>Please post your answer, don't mail it :-)

So far so good! :-)

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

3181. Re: NEC 3D MONITOR FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 02:28:05 UTC
From: Vette@cup.portal.com
Message-ID: <103998@cup.portal.com>
Source record: 192838
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st

```
>
>NEC 3D Monitor For Sale
>======================
>
>- Just over 1 year old
>- All digital controls
>- Screen position memory
>- Tilt/swivel stand
>- 0.28 mm dot pitch
>- Horizontal Sync: 15.5 - 38 kHz
>- Vertical Sync: 40 - 80 Hz
>- Perfect for Amiga (regular or AGA) or Atari ST/TT/F030 owners
>- For PC users, will do 800x600 NI @ 60 Hz, or 1024x768 interlaced
>- Original box and manual
>- $310 INCLUDES shipping
>
>Sorry, no COD. The reason is that I just ordered a used 17" and I
>need to get the money here for this one in time to pay for the new
>monitor. I moved from an Amiga to a PC and don't need the low scan
>rate of this monitor. It works perfectly and has an excellent picture.
>
>Please send Email to ROB_G@Delphi.com or 74103.140@compuserve.com.
>
>Thanks!
>
>Rob
>
I will give you $275 for the monitor.

Kevin Schumacher (Vette)
vette@cup.portal.com
```

3182. Wizztronics

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 04:03:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLCoL1.EMH@cix.compulink.co.uk>
Source record: 192839

Does anyone have an email address, phone or fax number or even snail address for Wizztronics, Long Island, New York ?

Ofir ogal@cix.compulink.co.uk

3183. Atari1040st w/ COLOR mo-4 Sale-$550

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 05:16:14 UTC
From: cms@mtf108.rh.psu.edu
Message-ID: <2juuiu$2jb@genesis.ait.psu.edu>
Source record: 192840

Atari 1040ST for sale with COLOR monitor for only $550!!!

Atari has audio stereo output. Comes with Hybrid Arts, Edit Track II sequencing program. Boxes and manuals for everthing. Great condition! Great for electronic music because of built in MIDI interface and good sequencing program. Call Chris at 814-862-5153, 10-12 am or evening til 2 am are good. I am the only person at this number and I do not have an answering machine so you can call anytime.

Christopher M. Sevanick

3184. Atari1040st w/ COLOR mo-4 Sale-$450

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 06:03:30 UTC
From: cms@mtf108.rh.psu.edu
Message-ID: <2jv1bi$2jb@genesis.ait.psu.edu>
Source record: 192841

Atari 1040 ST with color monitor for sale onle $450!!

ST has audio stereo output. Great sequencing program Edit

Track II by Hybrid Arts makes it great for electronic music!

E-mail or call 814-862-5153. I am the only person at this
number but 10-12 am or 8 pm to 2 am are probably best.

Christopher M. Sevanick
Penn State Univ.

3185. Re: Falcon030 (TOS 4.04) and Storm

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 07:26:59 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CLCy10.JFE@cix.compulink.co.uk>
Source record: 192842

>Remember: If you don't use one of FPATCH2, BMAPFIX1/2, FastSer 0.96 or
>HSMODEM, it will not be possible to use the LAN-Port of the FALCON!

Frank, can you advise what settings should be used with HSMODEM on a
default, non-modified Falcon?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

3186. Re: Looking for Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 09:02:39 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <Ra2KeMX.biblinski@delphi.com>
Source record: 192843

Troy Carpenter <troyc@bnr.ca> writes:

>BTW: has anyone else noticed that not all the freeware/shareware listed in
> "The unabashed Atariphile" is freely available.
>

Actually, it depends on what you mean by 'freely'... Michael does say that he gets the files from GEnie, DELPHI, the CodeHeadquarters BBS and several other boards. Whether the files make it to an ftp site is more a reflection on the users of the Internet than anything else. I know if I understood how to PUT files better, via a dialup link to an Internet gateway, I'd have several files to upload. Most Atari telecomm users just haven't gotten Internet literate yet...

--Gordie Meyer
biblinski@delphi.com

3187. Re: Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 09:40:15 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2jve1v$t9@golem.wcc.govt.nz>
Source record: 192844

In article <2jt9h7$dsr@charm.magnus.acs.ohio-state.edu>, msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>In article <1994Feb15.160835.19101@arbi.Informatik.Uni-Oldenburg.DE>,
>Ronald Hartwig <Ronald.Hartwig@arbi.informatik.uni-oldenburg.de> wrote:
>>Hi,
>>
>> I am looking for a working HardDisc TuneUp Program, which
>>simply put all Files together to get rid of the partitioning
>>into small pieces, slowing down the whole thing.
>>Ronald
>I would also be interested in this! I am interested in all utilities that work
>and are free ;)
>> Michael Steve jr.
> The Sequel

Well there is only one and that is CHECKDISK3, you will find this on many
FTP Sites, its by Atari and its claimed that its not PD...

I have used it many many times, I don't know if it can handly BGM Partitions,
but I never had problems with it on normal ones at all..

But first you must run a Util like ICD's CleanUp or you can end up stuffing
up your hard disk...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3188. Re: UnZip/UnArc???????????????

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 11:00:07 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb17.110007.23149@unix.brighton.ac.uk>
Source record: 192845

STZip is very good, its fully GEM'd but has the ability to use a command line too.

There are plenty of Unarc's out there, although arc is now very much out of use. Zip seems to be the most popular archive format, with zoo and lharc being the others often found.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3189. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 11:01:20 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb17.110120.23220@unix.brighton.ac.uk>
Source record: 192846

Mail them to someone...I could sure do with a few more fonts!

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3190. Languages

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 11:03:25 UTC
From: ceeamh@cscd4c3.caledonia.hw.ac.uk
Message-ID: <CLD81p.3G7@cee.hw.ac.uk>
Source record: 192847

Does anyone know where I can get hold of the following compilers for my ST?

-Pascal
-SML
-C/C++
-Fortran

PD versions would be preferable but I would welcome all information.

Thanks in advance,

Alistair Henderson.

Email: ceeamh@cee.hw.ac.uk

3191. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 11:20:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jvjtu$ga6@percy.cs.bham.ac.uk>
Source record: 192848

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <...>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>|> No, the soldered on RAM is only 16-bit ST RAM.
>
> Hmm, not _exactly_ :-) The ST-RAM is not only not 16 bit wide (say 32),
>but in fact - physically - 64 bit wide, because the shifter can/must read
>8 bytes at a time. it's 'funnel'ed to 32 bit after the shifter, of course...
>

Sound FX: devouring humble pie :-)

What's the difference in speed when running something from ST RAM and
TT RAM?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3192. Re: PD/Shareware on CD-ROM ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 11:21:53 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2jvk0hINNl0v@tom.rz.uni-passau.de>
Source record: 192849

In article <CLBJoF.62z@bbc.co.uk> jdd@rd.eng.bbc.co.uk (John Derbyshire) writes:
>Does anybody know of a CD-ROM containing PD/Shareware files for ATARI st
>range of computers

There are at least two of them here in Germany:

a) The ST-Computer CD-ROM, containing disks 1-270 of the German ST-Computer
PD series (this one was distributed with the CDAR 504)

b) brandnew: GEMinie-CD, also for Portfolio, Lynx(?) and Jaguar(?), 600 megs

The GEMinie CD is available at:

Ingenieurbuero Praefcke
Holzvogtkamp 55
24220 Flintbek

for 54 DM (German Marks)

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

3193. Re: more cross compiling with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 12:37:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.7seIpDEUOls@semprini.waterloo-rdp.on.ca>
Source record: 192850

In <2jeia4$47a@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
> >> Now my question is, how can I reduce the size of the executables?
>
> >Do you mean the executables on the Sun or the ones on your Atari? If
> >you compile without "-g", and then use "strip -k" on the executables (or
> >link with "-s"), it'll make the executables about as small as they'll
> >ever get.
>
> Note thatr compiling with -O2 greatly reduces sizes of executables.

Using -O over no optimisation will certainly make it smaller, but -O2
might actually make it larger (depending on how many functions are
inlined and other arcane stuff like that)... For example, my POV-Ray
2.2 executable is ~1k smaller with -O than with -O2.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3194. SYQUEST 44Mb Question

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 13:07:09 UTC
From: mluoto@karhu.Helsinki.FI
Message-ID: <2jvq5t$da0@karhu.Helsinki.FI>
Source record: 192651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
does anyone know for sure wether 44Mb syquest disks (removable
hard diks cartridges) that are formatted in PC (MSDOS) are readable in
atari ST or TT nad if so wich AHDI have you used ?

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

3195. Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 13:20:25 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <CLDEE2.DIx@dcs.ed.ac.uk>
Source record: 192652

Hi There,
I have just downloaded the mintlibs v43 from atari.archive , and would like to get my hands on Kay Roemer's socket library as well. Does anyone know where this can be found?

Thanks in advance,
Cheers,
Joe.

3196. Re: Large Hard drives..

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 13:22:58 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CLDEIA.67p@cee.hw.ac.uk>
Source record: 192653

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >I have an opportunity to buy a 600Meg SCSI drive at a good price..
: >
: >My System is STe 2Meg TOS 1.60.
: >
: >What I am curious about using my ICD utilities 5.x.x (when will ICD allow Int
: >ernet access to their software :( ) can i use it as one large partition. Or s
: >hould I use MetaDos drivers for it and treat it like a writable CDRom??

: My advice is to split it up into (say) 6 100Mb partitions. Its much safer
: that way.

: Also I don't think the MetaDos drivers will help you. A CD-ROM is not a
: harddisk and thats why the Metados drivers are needed. I can't see them
: thinking much of a harddisk ;-)

: :-)

: Roland.

: @CiX

3197. Re: Large Hard drives..

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 13:28:37 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CLDErq.69w@cee.hw.ac.uk>
Source record: 192654

Graeme A Mathieson (ceegam@cee.hw.ac.uk) wrote:
: Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: : >I have an opportunity to buy a 600Meg SCSI drive at a good price..
: : >
: : >My System is STe 2Meg TOS 1.60.
: : >
: : >What I am curious about using my ICD utilities 5.x.x (when will ICD allow Int
: : >ernet access to their software :( ) can i use it as one large partition. Or s
: : >hould I use MetaDos drivers for it and treat it like a writable CDRom??

: : My advice is to split it up into (say) 6 100Mb partitions. Its much safer
: : that way.

: : Also I don't think the MetaDos drivers will help you. A CD-ROM is not a
: : harddisk and thats why the Metados drivers are needed. I can't see them
: : thinking much of a harddisk ;-)

: : :-)

: : Roland.

: : @CiX

3198. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 13:29:34 UTC
From: walra@moacs11
Message-ID: <zzd5oom60vi@moacs11>
Source record: 192655

In <1994Feb16.215134.146478@zeus.aix.calpoly.edu>, Michael Baffoni wrote:

>>> Waldi Ravens writes:
>>> : rzsz 3.3.2 by Omen Technology Inc. has been posted to alt.sources just a
>>> : few days ago (27/28 january). You can grab it from an ftp-site that
>>> : archives alt.sources (see alt.sources.d for a list of those sites).
^^^^^^^^^^^^^
should have been alt.sources.wanted

> Actually, I looked up there but could not find the sources (probably
> expired...[sigh]). I looked through all of the source ftp sites, and either
> they didn't have "source" in the description, or the site didn't have the new
> szrz sources (I found an old zmodem from 90 or 91). Has someone already
> obtained those sources? If so, from where (preferably in the States, but if I
> have to get it transcontinental ... I will but only as a last resort)?

In USA alt.sources is (AFAIK) archived at wuarchive.wustl.edu, for Europe
nic.funet.fi and/or mcsun.eu.net are the appropriate ftp-sites. If all
else fails, I can send you the original postings by e-mail.

Regards,
Waldi (walra%moacs11@nl.net)
--
Kijk niet te vaak achterom
Wat achter ons ligt werd te licht,
soms te zwaar gewogen
is in en buiten ons om voorbij gegaan -- Hannie Rouweler

3199. Re: Large Hard drives..

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 13:29:56 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CLDEtw.6BB@cee.hw.ac.uk>
Source record: 192656

I'll get used to usenet sometime........

It is very unlikely that a CD-ROM driver will include any code to write to
the hard drive as CDs are read only. also CDROM drives have extra commands not
supported by the hard drive. I find that the best partition size is about 100Meg
you are very unlikely to create 100Meg samples and From experience I found that
Having 14 Partitions is a bit confusing. 6 is a happy medium. It is also useful
to have 6 partitions if you are transferring software from one drive to another
I had two 340Meg hard drives connected to my ST at once with 6 partitions on
each and backed up one of them onto the other with very little effort. To do
this with my previous 14 Partition setup would have involved turning off most of
the partitions on the first drive to access the partitions in the second drive.
The first drive has to be <16Meg as GEM doesnt like 100 Meg Boot partitions.
However after that anything goes.............. up to a point

Yours

Dodo

--
~~~~~~
@ | |\/| @
@ LLLLL LLLL LLLLL LLLL | Moderator of STAMP on | |onochrome. @
@ LL LL LL LL LL LL LL LL | ~~~~~~ @
@ LL LL LL LL LL LL LL LL | Email: ceegam@cee.hw.ac.uk @
@ LL LL LL LL LL LL LL LL | ~~~~~~ @
@ LL LL LL LL LL LL LL LL | Snail Mail:Graeme Mathieson, 52 Netherby Rd @
@ LLLLL LLLL LLLLL LLLL | Edinburgh @
@ | @
~~~~~~
@ Contact me if you need any help with ST Assembly Language,etc or if you get @
@ any nice ST/Falcon demos,etc I might like. ;-) @
~~~~~~
~~~~~~

3200. Re: Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 13:38:50 UTC
From: walra@moacs11
Message-ID: <b9_xcamh5iu@moacs11>
Source record: 192657

In <2jve1v$t9@golem.wcc.govt.nz>, Roger Sheppard wrote:

> Well there is only one and that is CHECKDISK3, you will find this on many
> FTP Sites, its by Atari and its claimed that its not PD...
>
> I have used it many many times, I don't know if it can handly BGM Partitions,
> but I never had problems with it on normal ones at all..

The main advantage of checkdisk3 is that it can handle any kind of TOS
filesystem. It will even work correctly with sectorsizes/clustersizes that
are not supported by gemdos. Though I'm not sure if it can handle a TOS
filesystem with only one FAT.

Regards,
Waldi (walra%moacs11@nl.net)
--
Kijk niet te vaak achterom
Wat achter ons ligt werd te licht,
soms te zwaar gewogen
is in en buiten ons om voorbij gegaan -- Hannie Rouweler

3201. Re: Scorched Earth, projectile game

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 13:39:42 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CLDFA7.6Ep@cee.hw.ac.uk>
Source record: 192658

: sebelt01@starbase.spd.louisville.edu wrote:

: > I recently played "Scorched Earth" on a friend's PC, and I thought to
: > myself "What an incredibly simple game!" But really, it wasn't that bad.
: > In the game, you use velocity, angle, and different projectile types to
: > destroy your enemy. I seem to remember a game on the ST like this
: > (called TOMATO?) in which you simply threw a tomatoe through an arc
: > in order to hit your opponent.
: > Is there an updated version for the ST/STe? If not, is the code for
: > the original available? Thanks!

I have written a tank game thats a lot simpler than scortched earth but just
as playable. However its still not quite finished ie. I havent written the
instructions and probably never will but ive you want, I could try to post
it on comp.binaries.atari.st with an instruction file that says

cursor keys:
left/right change angle
up/down change power
ins/clrhome move tank

Let me know if you want me to post the program or if you have any other
suggestions (bear in mind im LAZY) on where to put it.

Yours

Dodo

Ps - this game is 100% machine code and some of its nasty. It WONT run on a
FALCON TT MEGA ST. but if it does - drop me a line - two bombs or mucked up
screen signify the fact it didnt work!

--
~~~~~~
@ | |\/| @
@ LLLLL LLLL LLLLL LLLL | Moderator of STAMP on | |onochrome. @
@ LL LL LL LL LL LL LL LL | ~~~~~~ @
@ LL LL LL LL LL LL LL LL | Email: ceegam@cee.hw.ac.uk @
@ LL LL LL LL LL LL LL LL | ~~~~~~ @
@ LL LL LL LL LL LL LL LL | Snail Mail:Graeme Mathieson, 52 Netherby Rd @
@ LLLLL LLLL LLLLL LLLL | Edinburgh @
@ | @
~~~~~~
@ Contact me if you need any help with ST Assembly Language,etc or if you get @
@ any nice ST/Falcon demos,etc I might like. ;-) @
~~~~~~
~~~~~~

3202. Re: PD/Shareware on CD-ROM ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 14:03:43 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1632@usdtsg.DaytonOH.NCR.COM>
Source record: 192659

In article <CLBJoF.62z@bbc.co.uk> jdd@rd.eng.bbc.co.uk (John Derbyshire) writes:
>
>Does anybody know of a CD-ROM containing PD/Shareware files for ATARI st
>range of computers

There's at least the Walnut Creek "Gemini CDROM for Atari" which
was recently released (I bought a copy - I need to get a CDROM drive
though to check it out :-).

Check the file "gemcdrom.lzh" (that should be the filename) on
atari.archive.umich.edu - it's a description of the CDROM, how to
get it, and I think includes an file index/directory of the disc...

Rob

3203. Printer upgrade (BubbleJet) questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 14:35:42 UTC
From: bobhays@spss.com
Message-ID: <bobhays-170294083542@haysmac.spss.com>
Source record: 192660

Oh happy happy joy joy!

Now I find that my wife agrees to spend part of my bonus on a new printer - I like the bubblejets from Canon (they seem to do well from a print standpoint).

I use WordPerfect and WordUp! for WP, and I have FleetStreet for publishing. Any ideas where I can get fonts and drivers to satisfy these puppies?

Email is fine - if there is something in a FAQ, a pointer to the archive would be useful also.

Thanks and have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

3204. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 15:24:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb17.152456.25909@newshost.lanl.gov>
Source record: 192661

In article 152126STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:
>
>Geez, I don't think you're giving Atari enough credit, Chris. I am
>not exactly thrilled with Atari's computer marketing (or lack of) as
>of lately, but they have been known to develope some incredible
>products for a good price.

Yes, they HAVE been known to do this. But that's past tense.

>Even the Falcon, yes the Falcon, is a good value (of course, I am biased
>as I have one :)).

Well, I have one too. But that doesn't blind me to what's going on in
the marketplace. In an age where 486DX2-66 boxes routinely sell for
$1500 and Apple sells 68040 powered Macs for under a grand, the Falcon's
price performance ratio takes a hit, IMHO. Hey, it's still a great
machine but it's NOT the unbelievable bargain the 1040ST was long ago.

>Just look at the jaguar! People are amazed that Atari brought out that
>system for $250 (with the pack-in game) and are speculating that Atari
>must be losing money in hopes to make it up in software sales.

Quite honestly, Scott, I'm SICK of hearing about the Jaguar. It's a great
game machine, alright, but that doesn't mean diddly to me as an Atari
computer owner/user. And I hope you don't belong to that camp of deluded
souls who believe that good Jaguar sales = new & improved Atari computers.

>When looking at the Jaguar chipset and the price of that machine, how
>can you say that Atari has no chance to release a decent Power PC?
>-scott tirrell

Atari's ability to _develop_ a PPC based machine is a heck of a lot
different from actually _marketing_ one successfully.

The betting office is now open for those who think otherwise. ;-)

-Hutch- @ Fair Dinkum Tech
(who *still* enjoys the Falcon, Mac, and only occasionally, a PC)

3205. Re: Galactic Empire, a comms game.

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 15:43:26 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2k03au$ods@percy.cs.bham.ac.uk>
Source record: 192662

Please use the 'rec.games.video.atari' group for this query!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3206. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 15:59:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A61950@SL.maus.de>
Source record: 192663

In article 2jikip$6ep@r-node.io.org Eric March writes:

EM>n a matter of two weeks, I've managed to accrue a nice Panther Clipper
EM>2,000t ship with all the toys, 50 shield generators, 100MW beam lasers
EM>on both my turrets

Hmm, took me four days, coz I travelled between Sol and Lalande 21185 trading Animal meat/Fruit & Vegetable and Illegal Stuff/Robots/Computers between these systems.
Fruit & Vegetable is often wanted in Lalande's Bulletin board
Robots/Computers is often wanted in Sol's Bulletin board

- I Sold all but Hyperdrive and automatic pilot.
- I always saved before starting off to Lalande. (If I should get attacked flying through Lalande)
- All I had to do was find out, which Trader in the Base of the Jupiter- moon IO (Bulletin Board) is NO cop. If I got caught having Illegal stuff in my cargo during landing I bribe the cop with 250credits

Soon I had the money to get a Panther. I kept the strategy and had 5Million credits after a short time. Now I can get any ship I want and can add/remove upgrades.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3207. TT RAM vs ST RAM (Was Re: TT Socketed Ram).

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:05:55 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <CLDM1w.Hsv@dcs.ed.ac.uk>
Source record: 192664

In article <2jvjtu$ga6@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
> >In article <...>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
> >
> >|> No, the soldered on RAM is only 16-bit ST RAM.
> >
> > Hmm, not _exactly_ :-) The ST-RAM is not only not 16 bit wide (say 32),
> >but in fact - physically - 64 bit wide, because the shifter can/must read
> >8 bytes at a time. it's 'funnel'ed to 32 bit after the shifter, of course...
> >

In fact, if I remember my schematics correctly, the ST RAM is 64 bits wide, and it is connected to 2 funnel chips which then connect to both the '030's data bus and the shifter. The connection to the '030 is 32 bits wide, but the connection to the shifter is only 16 bits wide. There is also a 16 bit connection to the high-speed ECL shift register which produces the video output in TT High.

>
> Sound FX: devouring humble pie :-)
>
> What's the difference in speed when running something from ST RAM and
> TT RAM?
>
> --
> --Chris
>
> X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
> Cix: chrisridd@cix

The ST RAM is accessed in 250ns read/write cycles , so every 500ns, the shifter gets 64 bits of data and the '030 can get 32 bits if it want's to.This gives ST RAM a bandwidth of 8Mb/s to the '030 (2M accesses*4 bytes per access) and 16Mb/s to the shifter.

TT RAM is 32 bits wide, only available to the '030 and the 32 bit DMA devices (Appletalk/Fast serial and SCSI) and is synced to a 16MHz clock. TT RAM, unlike ST RAM is also capable of burst mode access.

I don't have any firm figures for the speed of TT RAM, but I will do my best to guesstimate it a bit further on . Before I do however, I had better just say that TT RAM _feels_ about 1.6 times as fast as ST RAM e.g. a program that took 16 seconds to compile in ST RAM only took 10 seconds to compile when I ran the compiler in TT RAM.

Back to the speed of TT RAM - TT RAM is synchronous when doing burst mode access, so it has to be accessed either at the CPU clock speed or at some submultiple

of it. TT RAM only has a 16MHz clock signal to play with, so all the accesses have to be in multiples of 60ns. The RAM on my (ridiculously overpriced) GE-Soft TT-RAM Board is 70ns stuff, though 80ns RAM would probably work as well. 80ns DRAM needs about 180ns to do a read/write cycle, though it can do a page cycle in about 60ns. Therefore to do a 4 long-word burst read takes 1 slow and 3 fast accesses or about 180+3*60=360ns. This gives real TT RAM a maximum bandwidth of 42Mb/s during READS and 21Mb/s during writes which are not burstable.

I really think that it is a real shame that the TT's (relatively) speedy 32MHz 68030 is let down by such poor memory performance. ST RAM is very very slow ,1 access every 500ns is equivalent to about 15 wait states, and it needn't be. If ST RAM used page-mode and used 2-cycle 64 bit wide bursts, both the shifter and the CPU would be able to get upto 31Mb/s out of it (180ns+60ns for CPU + 180+60ns for shifter => 4*8 bytes in 480ns => 63.6Mb/s in total),giving the 030 semi-decent access and allowing video modes such as 800x600 in 256 colours , 1024x768 in 16 colours and 320x480 in 65536 or 16.8M colours all at 60Hz non-interlaced. If ST RAM were real VRAM and used a similar 2-cycle 64 bit burst for the CPU, things would have even better, though more expensive.

TT RAM should have been provided with a 32MHz clock and should have had SIMM sockets and a _FAST_ DRAM controller on the motherboard - Atari could have used one of the standard DRAM controllers found on PC-clone boards which provide both page-mode and interleaved access to DRAM , and thus produce the highest possible throughput for a given type and speed of DRAM.

Finally I really think that the TT should have had a secondary cache available, at least as an option, as this would really have sped it up.

Despite all these moans, I really do love my TT, and I am not even remotely tempted to swap it for a much cheaper 486 clone, but I do think that if the TT hadn't started life as a 16MHz '030 machine, but had been properly designed to run at 32MHz, it would have been a much,much better machine than it is today, and Atari really would have given us Power Without the Price !

If any other TT owners/lovers out there feel the same about the speed of their TT's (or lack thereof) , and have a reasonably good knowledge of electronics, perhaps it might be an idea to start a discussion about _cheaply_ acclerating TT's in comp.sys.atari.st.tech, which is probably where this over-technical post belongs (no flames please :-) !!!!!

Bye for now,
Cheers,Joe.

3208. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:13:46 UTC
From: carl@victoria.utah.edu
Message-ID: <2k053q$t8v@u.cc.utah.edu>
Source record: 192665
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <1994Feb15.214629.29526@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>Well With the Jag selling faster than they can make it...

Well from what I've heard, that may not imply much. ;)

-Carl

Carl W. Howard email-> carl@mines.utah.edu
System Administrator - College of Mines and Earth Sciences
102 WBB - University of Utah - Salt Lake City, UT 84112 - (801) 581-3485

3209. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:14:55 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb17.161455.5300@bradford.ac.uk>
Source record: 192666

John Collis writes:
: In <H.eg.QDw4nWOsW4M@yonder.equinox.gen.nz>, Craig Shore writes:
: >BTW: A couple of questions about it that someone might know the answer
: > to... How do you stop the dialer once you've started it?

: Hit any key to get out of the dialing mode, another key to stop the
: modem (though this probably depends on the modem!).

No this does not work in fact. Uniterm keeps redialling for as many times
as you have preset it to. Of course if you preset it to redial 0 times...

Steve Taylor.

3210. Re: GCC2.5.8 Problems w/ MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:15:05 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2k0569$jcg@cismsun.univ-lyon1.fr>
Source record: 192667

```
In article <H.eg.X&GusfgtAcg@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <2jbehu$ku1@cismsun.univ-lyon1.fr>, Patrice.Lacouture writes:
>> Did you ever note that the GCC 2.5.8 compiler released recently in the binary
>> form at a.a.u.e does NOT correctly cope with MinixFS long filenames ? (Older
>> versions may not too, but I didn't notice it, as I just installed my Minix
>> partition yesterday)...
>>
>> What's wrong ?
>
>I've noticed this too, mostly with my C++ code, since I tend to have
>files like:
>
>Class.h
>Class.cc
>testClass.cc
>
>When I compile, for example, "testClass.cc", I'll end up with
>"testClas.o" instead of "testClass.o"... This is more noticable on
>things like "testDiceRange.cc", which comes out like "testDice.o", just
>like "testDice.cc"...
>
>I think if we ask bammi nicely, he'll fix it... ;-)
>
That's NOT a bug from GCC !!!
I've been pointed to a good text called unixmode.zoo on the net... Look for
it, and you'll find all the information concerning the UNIXMODE env. var.
that solves all these problems when correctly initialized...

Or, ask it to me...

Regards

--------------------------------------------------------------------------------
Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France
```


```
_____________________________________________________________________________
| ZombyX 81 (IRC Nick) | This document does not exhaust CFCs. |
| Atari MegaSTE / (Multi)TOS | It does not harm the ozone layer. |
| PC 286 :-( | |
|____________________________|_____________________________________________|
```

3211. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:19:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb17.161942.4850@newshost.lanl.gov>
Source record: 192668

In article aK6s@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>Can I still complain about GFA-BASIC programs? :-)

Sure... as long as they aren't mine! :)

-Hutch- @ Fair Dinkum Tech

3212. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:22:55 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb17.162255.5349@bradford.ac.uk>
Source record: 192669

Roger Sheppard writes:
: In article <lombardo.761162935@cwis>, Marc A. Lombardo (lombardo@cwis.unomaha.edu)
writes:
: >I have a ST with tos 1.0 and it works VERY well with a hard drive (of course, I
: >do use Fatspeed...) I'm not about to sell this machine for anything, but just
: >thought I would let you know that it isn't quite useless.

: Gee I pity you, may be its a good time to learn to read, and find out about TOS
: 1.04, there are over 2 pages of Fixes and new features, I have had tos 1.04 for
: a few years now, but I can never understand how any one can use any thing less
: than TOS 1.04....

My STFM has TOS 1.2. I have no complaint whatsoever. I use caches in the ICD bootup software, FATSPEED, PINHEAD, UIS III, Turbo ST (saving up for NVDI), ICD copyfix, Teradesk. (Also lots of other irrelevant things). What real advantages would upgrading do for me???

: There is a lot of software that will not work with any thing less than TOS
: 1.04..

And equally, I believe there is software which runs on TOS 1.2 and 1.0, but not an anything later (e.g. STOS, which I do not use).

Steve Taylor.

3213. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:28:27 UTC
From: vdleij@phil.ruu.nl
Message-ID: <2k05vb$gsd@laurel.phil.ruu.nl>
Source record: 192670

I had the same problem, only mine version did say: runs only on a VGA-monitor, so I gave it to someone with a VGA monitor, but I didn't hear wether it worked with him. If anyone knows how to start it on a RGB monitor, could that person email me?.

3214. Re: Looking for Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:28:56 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb17.162856.5398@bradford.ac.uk>
Source record: 192671

Troy Carpenter writes:

: "You're so open minded that your brain leaked out" - Steve Taylor

Do I have some kind of argument with this guy???

The real Steve Taylor.

3215. Re: Spectre GCR and Gadgets By Small

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:32:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb17.163238.6751@newshost.lanl.gov>
Source record: 192672

In article o84@auggie.CCIT.Arizona.EDU, paul@jupiter.ame.Arizona.EDU (Paul Harris) writes:
>
>Running System 7 with new software may be possible, but I haven't a clue
>why anyone would want it. If I were to buy a new Mac out of the box I'd
>take System 7 off and put 6 on, first thing (just my opinion...).

First of all, you don't have a choice with the newer Macs... they won't run
on anything but System 7.1 or later.

Secondly, like the vast majority of folks who use a Mac on a daily basis, I for
one would not want to go back to Sys 6.x. Running System 7 on a slow 68000 or
020 _is_ painful due to it's RAM requirements and sluggishness. But on any
reasonable 030 or 040 machine, it's a moot point.

Back to the GCR... I wouldn't bet on EVER seeing a Color Spectre GCR. 'nuff said.

-Hutch- @ Fair Dinkum Tech

3216. Two 720k 3-1/2" drives in 3-1/2" enclosure for sale...$35+shipping

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:47:52 UTC
From: choudhry@wam.umd.edu
Message-ID: <2k073o$rkc@cville-srv.wam.umd.edu>
Source record: 192673

First of all if I am posting this ad. in an inappropriate news group then please excuse me for this posting. These drives have been sitting without any use since the time I bought them and I thought, someone with an atari might find a use for them.

Both the drives are in a single 3-1/2" metal enclosure. The metal case has some additional electronics and there are two DB25 female connectors outside the box, plus a jack for external adapter. I used one of the drives for testing (only for a few hours) on my PC (last year). The drives are made by either Mitsubishi or Toshiba (I don't remember). If you are interested, send me an email.

Thanks.

drives.

3217. Re: Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 16:57:24 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <CLDoFp.2Gx@news.chalmers.se>
Source record: 192674

In article <2jve1v$t9@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@ix.wcc.govt.nz> wrote:
>Well there is only one and that is CHECKDISK3, you will find this on many
>FTP Sites, its by Atari and its claimed that its not PD...
>
>I have used it many many times, I don't know if it can handly BGM Partitions,
>but I never had problems with it on normal ones at all..
>
>But first you must run a Util like ICD's CleanUp or you can end up stuffing
>up your hard disk...

Could you please explain?
What does this CleanUp program do and what is it CHECKDISK3 could do if
you don't run CleanUp first?

(I just recently used CHECKDISK3's compression without any noticeable problems)

>Roger W. Sheppard

/Patrick

3218. CV-Translator v3.0beta

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 17:09:18 UTC
From: NT253B02@MARS.SENECAC.ON.CA
Message-ID: <1994Feb17.120919.105@venus.senecac.on.ca>
Source record: 192675

Let's getting something straight:

German-ToEnglish was free!
It was suppose to work only on a 1040ST in medium/high resolution.
If you run it at any other resolution it would crash because
it assumed the screen was 32000 bytes.
I personally tested it on:
486DX33 [Gemulator, ACE'92 show] Worked, some speed as 1040ST.
TT [ACE'92 show] Worked, 2.5x the speed as a 1040ST [STRAM ?]
Falcon [ACE'92 show] Worked, some redraw problems because
MultiTOS was also running.
MegaSTE [ACE'92 show] Crashed right away!

Now, there's a new program that is called CV-Translator that
is suppose to work on every machine. I've tested it so far
on a 1040ST and TT [I need more beta testers, if you'ld like
to test the program, send me a message.] and it works.
The program grabs 600KB of memory for itself at the beginning
and leaves all the other memory alone, so you can run more
programs. It only uses VDI to write to the screen. No more
direct writes to writes to the screen.

I hope this clarifies it.

```
=========================================================================
= " Competence, like truth, beauty and - Carlos Varela =
= a contact lens, is in the eye of the - (416) 531-4602 =
= beholder." - NT253B02@mars.senecac.on.ca =
=========================================================================
```

3219. Re: TOS PATCH LIST

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 17:45:57 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CLDqoM.35r@taligent.com>
Source record: 192676

```
In article <2d522018@p2.stacken.ct.se> Patrik Sanfridsson,
patrik.sanfridsson@p2.stacken.ct.se writes:
> > From: lancer@wpi.WPI.EDU (Stephe Lewis Foskett)
> >
> > I wonder why TOS 2.06 wasn't mentioned there? Must be an old
> > document...
>
>Indeed it is. John Townsend no longer works for Atari Corp.
>
> > What patch programs are necessary in 2.06? Just Cachexxx and
> > foldrxxx?
> >
> > I have a MegaSTE. I currently just have the HSMODA02 patches (drvin,
> > mfp, and scc)
> >
> > Is that enough?
>
>Yes, but should you experience any problems, then add FOLDRxxx. You may
use
>CACHExxx or any other cache at will.
>
>In addition, one should also use FATSPEED for increased harddisk
>performance on TOS 1.0 - 1.02.
>
>The document also failed to mention anything about the serial port
patches
>needed to do proper CTS/RTS handshaking on all TOS versions including
Falcon
>TOS. The Falcon also needs to have FPATCH2 and/or BMAPFIX2 present.
>
>
> ? __ __ __
> ///\\ FALCON / / _// /
>__.oo_O-O_oo._________________/_/__//_/___
> patrik_sanfridsson@p2.stacken.ct.se

Yes, that's correct.. I am no longer with Atari and I haven't been since
March 1993.

You might try contacting Eric Smith, Bob Brodie, or Bill Rehbock for
information on
TOS patches. I am not really up to date on what patches are useful with
the newest
version of TOS.
```

-- John Townsend
NOT with Atari Corp.

3220. Trouble with MiNT, Minix fs, bash, gcc, emacs on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 17:55:31 UTC
From: perbandt@sv5.mch.sni.de
Message-ID: <PERBANDT.94Feb17185531@sv5.mch.sni.de>
Source record: 192677

Hi there,

after fighting several weeks to get a UN*X like environment running on
my ATARI and having not much success now I send this call for help to
all MiNT, Minix fs .. wizards.

My equipment/environment:
1040STFM running TOS 1.4 (purchased in 1991), 4MB memory, 105 MB hd. I
have installed MiNT 0.95 and lots of stuff from the MiNT Distribution
Kit (MDK). Partition E: is configured as a minix fs partition. The
system is booted from partition C: which is a TOS partition. I let GEM
start upon installation of MiNT and work from inside TOSWIN windows
where I use the bash shell (sorry, don't know exactly which version -
was inlcuded in MDK).

My problems:
The bash does not execute the startup file .bashrc located in my home
directory. The $HOME environment variable is properly set (was done in
the C:\MINT\MINT.CNF file. "echo $HOME" yields a proper value.
Furthermore bash does not recognize the executables located along the $PATH.
$PATH is initialized to \bin in C:\MINT\MINT.CNF. I change its value
to something like "/bin:/usr/bin:/usr/local/bin:/usr/local/emacs/etc"
(maybe not all these directory are physically existent this time) but
no one of the executables spread over those directories is recognized.
Currently the only way to execute a program is to type its absolute path.
The tilde-character "~" is not properly initialized. My $HOME is
/usr/users/ad and "~/file" expands to something like "/usrusersad/file".

Entering "pwd" I get a response like "e:/bin" instead of "/bin" what I
expected.

I'm not able to copy files from a floppy-disk drive to a place on my
hd from within the shell (bash). The source file is not found. Copying
by means of drag and drop on the GEM layer works.

Already tried tcsh. But this shell complains about an unknown
terminal "tw52" at startup and doesn't read any personalization file too.

The jove editor bundled with the MDK is unable to store a file under a
new name. Seems as if he didn't see the destination in the file system.

The gcc2.2.2 crashes during preprocessing a simple "hello world"
program (have already downloaded gcc 2.5.8 but not tried yet).

I tried to setup emacs. Version 18.57 dumps properly but crashes upon
invocation with an assertion regarding a "heapbase" or so. Version
18.59 aborts during the first dump pass after loading some of the lisp

files with "Pure lisp storage exhausted".

All that together is really frustrating, isn't it?

Any help???

Adalbert.
--

Adalbert Perbandt Siemens Nixdorf Informationssysteme AG
adalbert.perbandt@mch.sni.de Network Mgmnt.-Solutions __o
Dept. BA NM 22 Otto-Hahn-Ring 6 \<
Phone: + 89 4144 7651 81739 Munich/Germany ()/ ()

3221. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 17:56:46 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2k0b4u$kog@charm.magnus.acs.ohio-state.edu>
Source record: 192678

My brother runs it on his Falcon. He has a VGA monitor. Other that that I don't know what could be the problem. He tried to send his version up to umich one night but it wouldn't take it. Could be the version up there is corrupted.

Dan Ackerman
ackerman.29@osu.edu

3222. Re: What does TOS stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 17:57:41 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CLDr86.3GD@taligent.com>
Source record: 192679

In article <2irg88$941@news.univ-rennes1.fr> Francois Toutain,
ftoutain@rennes.enst-bretagne.fr writes:
>I was told that TOS stands for Tramiel Operating System, Jack Tramiel
being
>a founder of Atari Corp. Perhaps is it just a french joke...?!?
>Next question : Where did J. Tramiel came from ? Commodore ?
>
>GEM stands for Graphic Environnement Manager, and it was already built
before
>Atari decided to use it. Who designed GEM ? Bell labs ? AT&T ? I don't
remember
>

Wrong!

TOS stands for The Operating System. If you ask any Tramiel, they will
tell you that
the T standards for "The", not "Tramiel"

GEM was designed and produced by Digital Research, makers of DR DOS.
DIgital Research
was purchased by Novell a couple of years ago.

-- John Townsend
John_Townsend@taligent.com

3223. Re: Looking for Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 18:19:29 UTC
From: bduewer@csugrad.cs.vt.edu
Message-ID: <2k0cfh$5ac@csugrad.cs.vt.edu>
Source record: 192680

In article <1994Feb17.162856.5398@bradford.ac.uk>
S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>Troy Carpenter writes:
>
>: "You're so open minded that your brain leaked out" - Steve Taylor
>
>Do I have some kind of argument with this guy???
>
>The real Steve Taylor.

I've seen several "Steve Taylor"s on the net; the one being quoted is
a singer/songwriter who I don't remember seeing on the net yet.

Several very good albums; latest is "Squint". "I Predict 1990" is my
personal favorite. Followups directed to the appropriate group.

Bruce Duewer

3224. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 18:31:23 UTC
From: Lexicor@world.std.com
Message-ID: <CLDssC.Jr5@world.std.com>
Source record: 192681

In article <2jvjtu$ga6@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:

>What's the difference in speed when running something from ST RAM and
>TT RAM?

Approximately 30% faster, at least when rendering Images....it does
make a significant difference.

3225. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 18:46:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d63bb98@secom.ct.se>
Source record: 192682

In a message of 16 Feb 94 08:15:20, Jack Kitowicz wrote:

JK> >Anyone else but me having problems running "Blackhole", the Falcon game,
JK> >written by someone on ... umm .. CompuServe I THINK .... I've seen it up
JK> on
JK> >atari.archive so I guess several people must have tried it ...
JK> >
JK> When I tried it out on my Falcon STZIP said it wasn't a zip file...

Hmm .. the version up on SECOM works now, after being patched. (I assume
Vincent, who told me how to patch it, will post the patch here himself)

The game seems to assume we all run in NTSC ... tss tss ... those americans ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

3226. Password Protection Program?

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 18:49:41 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94048.134941STIRRE31@MAINE.MAINE.EDU>
Source record: 192683

I need a password protection porgram for the Falcon that will
ask for a password at boot up. I tried PASSWORD.ACC and it would
have suited my needs EXCEPT that when I typed in an invalid
password it would tell me so, but let me go on as if nothing
had happened. Not very useful at all! Any help would be
appreciated.
sincerely,
scott tirrell
stirre31@maine.maine.edu

3227. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 19:25:11 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1634@usdtsg.DaytonOH.NCR.COM>
Source record: 192684

In article <94047.152126STIRRE31@MAINE.MAINE.EDU> STIRRE31@MAINE.MAINE.EDU writes:
>Geez, I don't think you're giving Atari enough credit, Chris. I am
>not exactly thrilled with Atari's computer marketing (or lack of) as
>of lately, but they have been known to develope some incredible
>products for a good price.

Chris has a lot of complaints, but he has done some software
(at least ports of via GCC, I believe) and for this he's helping us overall.
Besides, he's still using his Atari, so who knows? (love-hate
relationship with Atari, maybe? :-)

As for Atari's marketing prowess of the ST computers, I'm not sure
"lately" quite covers it :-) (but I still have my MSTe and love using it)...

>looking at the Jaguar chipset and the price of that machine, how can
>you say that Atari has no chance to release a decent Power PC?

Don't forget - the Jag's chipset was built IN-HOUSE so they're not
paying others for the chips. Buying Power-PC's they'd have to pay enough
for the makers to make a profit, thus driving up the prices.
Either way, I'd love to see it though!

Rob

...BTW Bob Brodie uploaded some screen shots of "Tempest 2000" for the
Jaguar up on GEnie recently - I'll try kicking them up to
atari.archive.umich.edu for the curious, probably in both GIF and
JPG formats (the originals were in TGA format, but it seems a waste
to download 150k of two pictures when half of that will suffice, and
still looks as good as the originals (IMHO))...

3228. Shadow question (dl multitasking)

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 19:33:21 UTC
From: dwallace@wam.umd.edu
Message-ID: <2k0gq1$1fb@cville-srv.wam.umd.edu>
Source record: 192685

Several years ago, I picked up a copy of Double Click's "Shadow", which lets you do background file transfers. At the time, I didn't get much use out of it, as I had a 512k Atari ST at the time, and it was only of use when autodialing in the background.
I recently upgraded my STe to four megs, and the other day, I stumbled across the disk with Shadow on it, realizing I could get some use out of the thing at last! However, my search through the boxes in my basement was unsuccessful in digging up the documentation for the thing. The program is currently set up for a 100k buffer, which isn't much use, and I can't figure out what I'm supposed to do with the SHADOW.INF file to allocate more buffer space.
Email replies would be most appreciated... Thanks.

3229. Re: Why Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 19:36:19 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k0gvj$3tg@golem.wcc.govt.nz>
Source record: 192686

```
] > 1. Questionable, TOS 4.xx in 640*480*256 mode in overscan, with a nice
] > 256-color deskpic sure looks a lot nicer than any Mac-System I've seen.
]
] Is it possible to change those TOS 4.x colour icons yet? It's easy as
] pie on a Mac (or a PC using OS/2).

If you want to fork out $100US for 'Interface', yes. That's about the
only program (AFAIK) that will do the job! Good ole' Atari huh, give us
pretty icons that should be easily editable, and then not give us
something to change them with! Even Windoze isn't all _that_ tricky
to change icons with....
```

3230. Re: Falcon030 and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 19:42:04 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k0hac$3tg@golem.wcc.govt.nz>
Source record: 192687

] Does anybody have any hints about making PageStream v2.2 work in color
] on an F030? Every time I run the program, it sets ALL the color reg-
] isters to black. Setting the X-Control Panel via the Color CPX does
] changes things (temporarily) but I've had no luck on either TOS 4.02
] or 4.04 machines.

Try deleting the PGSTREAM.INF file (Or whatever it's name is). If you
used it on an ST, it's probably trying to set all the colors to the
ST equivalents, and getting somewhat confused! Apparently it _does_
work quite happily in the overscan 640*200*256 mode, no-one locally has
been able to try it in the 640*480*256 mode!

3231. Re: SYQUEST 44Mb Question

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 20:13:04 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.761515984@acp5>
Source record: 192688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mluoto@karhu.Helsinki.FI (Markku Luoto) writes:

> does anyone know for sure wether 44Mb syquest disks (removable
>hard diks cartridges) that are formatted in PC (MSDOS) are readable in
>atari ST or TT nad if so wich AHDI have you used ?

They should be readable but only if the partition size doesn`t exceed 32
MByte.

****
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *

----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3232. Re: Atari & S.F. Chronicle

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 20:33:51 UTC
From: jeq@lachman.com
Message-ID: <1994Feb17.203351.737@i88.isc.com>
Source record: 192689

In article <2d60fb58@troed.ct.se> rickard.troedsson@troed.ct.se writes:
>Why not let Atari make a PowerPC, running MultiTOS and Windows NT?

Because nobody wants Windows NT, either?

--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ There's nothing quite like the pitter-patter of little feet,
\/ followed by the words "Daddy! Yay!"

3233. EagleSonic 32MHz kit for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 21:15:38 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2k0mpq$24p@cxc1.cl.msu.edu>
Source record: 192690

Has anybody had any better luck than I did installing the EagleSonic 32 accelerator in a Falcon? The computer in question is a 14Mb TOS 4.04 machine that works just fine in the 16MHz mode, but locks up when the 32MHz program launches. There seems to be no problem with installation, as the startup memory test runs to completion, hence I am presuming the problem lies in a faulty disk. (The 32MHZ.PRG file has a time stamp of 00-00-80 05:49am, which was my first clue.)

Is there a U.S. or Canadian phone # for GE-Soft? The paperwork included with the kit gives a German number. Also, what chance is there of GE-Soft having an internet e-mail address? (Slim to none, I suppose.)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

3234. **Atari ST Software for Sale-New List**

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 21:19:47 UTC
From: crowder@netcom.com
Message-ID: <crowderCLE0L0.6IE@netcom.com>
Source record: 192691
Cross-posted to: comp.sys.atari.st,misc.forsale,ba.forsale

Most of the Atari ST software has been sold but we have the following for sale. All prices include shipping within the U.S. and we're willing to consider any offer. Please email me at CROWDER@NETCOM.COM if interested.

Certificate Maker & library $18.00
Silent Service $13.00
Balance of Power $13.00
Test Drive $13.00
Prof. Craps $13.00
SkyFox ..... $ 8.00
Borrowed Time $13.00
Mindshadow $13.00
Bartender's Guide $13.00
Thunder $13.00
DB Master $13.00
Black Cauldron $13.00
Math Talk $13.00
Shareware Disk ..... $ 8.00
--
Email: CROWDER@NETCOM.COM

3235. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 21:50:25 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2k0or1$lnf@charm.magnus.acs.ohio-state.edu>
Source record: 192692

The problem with moving all st.games to atari.games is it's already pointless enough. I have a jaguar and develop for it. But the number of rediculous advocacy arguments and junk about 2600's has led me to stop reading it.

I am interested in new ST/Falcon/TT games, I could care less about how 500 different people interpret the latest remarks from Brodie or Rehbok. I have to do enough of that on a personal basis.

So I am for a comp.sys.atari.st.games or possibly a comp.sys.atari.030 group. The second being primarily a place to discuss software that won't under any stretch of the imagination run on a stock ST. It would be nice to have some bandwidth to discuss TT/Falcon topics without having to deal with flame messages from people who don't plan to buy one.

Just my .02

Dan Ackerman
ackerman.29@osu.edu

3236. SLM804 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 21:59:45 UTC
From: apaul@engr.mun.ca
Message-ID: <2k0pch$r04@coranto.ucs.mun.ca>
Source record: 192693

I have one SLM804 laser for sale. $250 US or $300 cdn takes it.

we can discuss shipping charges.

avp

apaulkilo.engr.mun.ca
avp@garfield.cs.mun.ca

Anthony V. Paul
137 Rennies Mill Rd.
St. John's, NF
Canada
A1B 2P2

3237. Re: CV-Translator v3.0beta

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 22:33:45 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb17.223345.21617@bradford.ac.uk>
Source record: 192694

Let me relate my experiences with your programs, Carlos...

I tried GER2EN30 on my 1040 STFM a few months ago, and it worked OK until it had read the dictionaries, then it crashed the machine - I can't remember how many bombs.

I tried it on a friend's Falcon, and was amazed at the results. It translated German text into _readable_ English, and left all the untranslated German highlighted in red.

Hence, I assumed that the '30' in GER2EN30 meant that it only fan on the Falcon030.

I recently downloaded CV Translator, version 1.something, and ran it on a German Text. The program ran successfully (in ST High) and produced a text in which less than 30% was actually translated. I think this was due to the disabled dictionaries in the unregistered version.

I have downloaded CV Translator V 2.0 recently, and I have not got around to trying it yet.

Steve Taylor.

3238. Re: Falcon030 (TOS 4.04) and Storm

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 22:35:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d63f1bc@p2.stacken.ct.se>
Source record: 192695

> From: molin@cxc1.cl.msu.edu (Michael Olin)
>
> 1) Does the Falcon require a serial fix program (such as
> SERFIX20.PRG)? It was my understanding the Alan Page had indicated that
> such a fix was _required_ or Storm wouldn't work. (I've been having
> trouble with ZModem transfers when using Storm...)

Yes, try installing the HSMOD02 package.

> 2) Does TOS 4.04 not require FPATCH2 and/or BCONMAP? I found that I
> could not get any INCOMING text to display on the screen when these
> were installed, yet OUTGOING keystrokes were received by the host
> machine. Is one or both of these the culprit?

You should install both FPATCH2 and BMAPFIX2 in your AUTO folder in that order.
(Unless your application has some built in fix for this, in that case I don't
know.)

```
_ _ _/ _ . /. /o o\ __ __ __
/_)(_\ / / / /\ DON'T |\___/| PANIC! FALCON / / _// /
/ ============== \___/ /_/__//_/ SX
```

Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

3239. Re: GCC2.5.8 Problems w/ MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 22:40:28 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2k0ros$v7@nasim.sta.sub.org>
Source record: 192696

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

: I've noticed this too, mostly with my C++ code, since I tend to have
: files like:

: Class.h
: Class.cc
: testClass.cc

: When I compile, for example, "testClass.cc", I'll end up with
: "testClas.o" instead of "testClass.o"... This is more noticable on
: things like "testDiceRange.cc", which comes out like "testDice.o", just
: like "testDice.cc"...

: I think if we ask bammi nicely, he'll fix it... ;-)

Get a copy of gcc/gas/ld/make that is linked with the MiNT-Lib. Binaries
linked with the GNU-Lib have problems with long filenames if you don't
set UNIXMODE to a right value. Use 'strings', 'what' oder 'ident' to
find out, what library was used.

If I get I binary that is linked with the GNU-Lib, the first thing I
do is recompiling and linking with MiNT-Lib.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3240. Re: gcc2.5.3 under MiNT on 4Meg ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 22:47:39 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2k0s6b$vc@nasim.sta.sub.org>
Source record: 192697

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <1994Feb7.185324.17061@esca.com>, Steven Woodford writes:
: > Yes on both counts. However, I'd rather go back to 2.4.x, _if_ I can
: > find an archive site with the source! Help anyone?

: Hmmm... There might be a 2.4.x or 2.3.x version in the MiNT
: Distribution Kit but most FTP sites are all current with 2.5.8 and they
: don't keep any older versions.

As I remember, on ftp.uni-paderborn.de is a copy of gcc 2.3.3 (MiNT-Lib)
that works really fine. I think that is the best gcc you can get today
for your ATARI. You are able to compile MiNT 1.09 on a 2.5 Meg ST!

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3241. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 22:55:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d63f65b@p2.stacken.ct.se>
Source record: 192698

> From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
>
> In <2d545777@p2.stacken.ct.se>, Patrik Sanfridsson writes:
>> From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
>>
>> I really don't think Atari will ever release another computer.
>>
>> Chris, just how many times do you have to repat this same statement?
>
> Have you been keeping track?

Yes, but my counter suffered from integer overflow. :-)

>> THE WHOLE WORLD MUST KNOW WHAT YOU THINK BY NOW !!!
>
> I'm famous!

More like infamous I'd say. :-)

>> Maybe you're right but enough is enough!
>
> Actually, I'm going to stop saying that, and I'm going to stop
> screaming every time someone claims the Medusa is a 64Mhz machine...

Thankyou.

> Can I still complain about GFA-BASIC programs? :-)

What about them?

On second thought, never mind! :-)

```
_ _ _/ _ . /. /o o\ __ __ __
/_)(_\ / / / /\ DON'T |\___/| PANIC! FALCON / / _// /
/ ============== \___/ /_/__//_/ SX
```

Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

3242. Re: TT Group

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 22:59:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d63f6ea@p2.stacken.ct.se>
Source record: 192699

> From: avg@cwi.nl (A.V. Groenink)
>
> Ah, I see. OK, then let's try & persuade posters of articles about
> non-GEM games to do this on rec.games.video.atari. I agree that we
> must not create a group with too big an overlap with an existing one.
> There are already far too many usenet groups as it is.

Indeed. A little more Atari related chat over in r.g.v.atari wouldn't hurt since it's currently mainly infested by those annoying Nintendo/Amiga/3do/younameit advocates and the obligatory bunch of Atari bashers looking for cheap shots to boost their low life egos.

```
_ _ _/ _ . /. /o o\ __ __ __
/_)(_\ / / / /\ DON'T |\___/| PANIC! FALCON / / _// /
/ ============== \___/ /_/__//_/ SX
```

Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

3243. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 23:00:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d63f735@p2.stacken.ct.se>
Source record: 192700

> From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
>
> 1) Can Atari produce a PowerPC-based machine and sell it cheaper than
> either IBM, Compaq, Apple, or any of the other houses building PPC
> machines (for example, Dell might be one of them, and I'm sure other
> mail-order clone houses will follow). Atari used to be "Power
> Without The Price!" but they certainly can't claim that these days,
> and there's no way they can compete with much larger clone makers.

Maybe they're not looking to compete with the clone makers. They could build on the Jaguar/Falcon concept with great arcade quality games, exciting new multimedia applications and pro tools for the music people.

> 2) Can Atari build something decent? I mean, when you look at it,
> TOS isn't very suitable for such a high-powered machine. As far as
> TOS is concerned, the 68030 is just a fast 68000... it doesn't make
> any use of the MMU, for example. It'd be about as bad as running DOS
> on a Pentium system; oh, I guess people like to do that too. :-(

A PowerPC based Atari computer should of course come with an enhanced version of MultiTOS.

> 3) How will Atari differentiate its systems from the other ones? The
> Apple systems will be Macs, with those weird floppy drives and that
> simple (non-preemptive, non-protected) OS/GUI. IBM systems will
> probably be in really ugly PS/2 cases (like the RS/6000) :) and run
> AIX and eventually Workplace OS (OS/2's successor). What will make
> Atari's machines stand out? Drop a DSP into it? Gee, Apple's
> machines will have those. For it to be worth their while, there
> has to be a _reason_ for people to buy Atari instead of Brand-X;
> brand-loyalty has only sold ~20,000 Falcons... it probably hasn't
^^^^^^
If you insist on knocking Atari, then at least get your numbers straight before posting false information.

> paid for the R&D Atari had to lay out.

Even if Atari can't match the price of mass market clones, they could still manage to grab a goodly share of the much neglected home market. All it would take is some nifty design and marketing and they could be back in business in no time. I think it would be a great pity to have a monopolized market entirely dominated by IBM and Apple, as their computers are mainly intended for pro users and not very suitable for home and hobby users imo.

```
_ _ _/ _ . /. /o o\ __ __ __
/_)(_\ / / / /\ DON'T |\___/| PANIC! FALCON / / _// /
```

/ ============== ___/ /_/__//_/ SX

Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

3244. Falcon Blitter Speeds

Newsgroup: comp.sys.atari.st
Date: 1994-02-17 23:51:56 UTC
From: jeff@jupiter.ame.Arizona.EDU
Message-ID: <2k0vus$p7v@auggie.CCIT.Arizona.EDU>
Source record: 192701

This is a slightly delayed response to the many articles concerning the use of the blitter chip and the effects of bus arbitration with the video chip. As an empirical example of how system throughput decreases as visual screen memory increases, I ran the Blitter on 128x128 pixel sprites at different resolutions to compare overall blitting speed.

Note that normally, as you increase the size in memory of a single BLIT, you observe an INCREASE in Blitting speed (mem/sec) because of the logic involved in blitting the horizontal edges of the sprite. So Blit mem/sec is actually lower for smaller sprites. So here's my results (I only tried standard modes)

Old ST modes:

colors|xpix|ypix|Mbytes/sec|Mpixels/sec
16| 320| 200| 2.460 | 4.920 <= mem/sec winner
4| 640| 200| 2.276 | 9.102
2| 640| 400| 2.028 | 16.222 <= pix/sec winner

VGA-low -> 320 x 240:
cols|Mbytes/sec|Mpixels/sec
4| 2.301 | 9.264
16| 2.402 | 4.805
256| 2.293 | 2.254

VGA-high -> 640 x 480:
cols|Mbytes/sec|Mpixels/sec
2| 2.008 | 16.063
4| 2.226 | 8.904
16| 2.167 | 4.334
256| 1.771 | 1.771 <= Eek!

XGA-high -> 1280x960:
cols|Mbytes/sec|Mpixels/sec
2| 1.914 | 15.312 <= Double Eek!
4| 1.979 | 7.915
16| 1.665 | 3.330 <= Worst Mem/sec

Soft BLIT: 65536 col, 320x480: 1.65 MB/sec, 0.829 MPix/sec

Comparison... My STe gets about 1.6 Mbyte/sec on an 8MHz Blitter. So something must be slowing down the Falcon's blitter by 25% just to begin with.

So... What, you may ask, is the point, other than I have FAR too much time on my hands and was obviously bored?

Well.... it shows that Bus Contention IS a factor, but very minor: When visible screen memory went from 32K to 614K, nearly a 20 fold increase in bus needs,

Blitter throughput dropped less than 30%. This is more than acceptable to me
for the benefit of having a 12 Meg screen hardware scrolling about.

It shows that the blitter appears to be active in 256 color mode.

It shows that the Falcon DOES need a blitter chip, but that a 32 bit 32 MHz TT
has no use for even a 32 MHz blitter unless it can use the full bus.

It shows that you're in BIG trouble trying to animate in 640x480x256.

Also, if you noticed the strange upsets in which speed increased with screen memory,
that's because there was the slight effect that the monitor's scan rate was also
varying between 60 and 90 Hz. This was not a major factor in the highly qualitative
pseudo-scientific experiment, and I didn't want to bore you with any more details.

The consolation news is that you can at least intelligent blit 78 screens/second
in the old ST modes.

(For Simple Blitting. i.e. sprites at word boundaries such that you are actually
doing memory copying, such as whole screen copies, add about 50% to the above figures.)

Chow!
Jeff
P.S> compare with 15Mpix/Sec of top of the line IBM graphics cards & 850 MPix/sec at
24 bit color of a certain game machine.

3245. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 00:43:05 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <CLE9zu.G0M@news.chalmers.se>
Source record: 192702

In article <2d5fb0aa@troed.ct.se>,
Rickard Troedsson <rickard.troedsson@troed.ct.se> wrote:
>Anyone else but me having problems running "Blackhole", the Falcon game,
>written by someone on ... umm .. CompuServe I THINK .... I've seen it up on
>atari.archive so I guess several people must have tried it ...
>
>My problem: When ran it displays an alert box saying "Needs to be run in
>640*480*256" ... so? I've tried 640*480*256 .... same thing ... doesn't matter
>if you do a "clean boot" or a normal boot ... I've even tried 1024*768*256 to
>no avail ....

You had more luck than I did at first with that program:
It told me that it could only run on a Falcon!

The problem was that it only checked for TOS version 4.04 and I have 4.01.
When I had that fixed, I got the message you mention instead. :-(

Once again the failure was caused by some bad checking code, this time of value
returned by Set_mode. I had the TV mode set for PAL, but it only accepted NTSC.
A bit strange to check for that in a program that only runs in VGA mode!

If you correct those two checks the game runs as it should. It's probably
enough to change the video mode with a suitable CPX.
IMHO it wasn't worth the trouble.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3246. Re: EagleSonic 32MHz kit for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 00:48:02 UTC
From: Lexicor@world.std.com
Message-ID: <CLEA83.5Ao@world.std.com>
Source record: 192703

GeSOFT is a german company and has no direct subsets in Northamerica. What you should do is go to the dealer you bought it from in the USA. I know that there are dealers who bought the Eaglesonic directly or indirectly (i..e England) and imported into the USA. So contact your dealer you bought it from or call them up directly.

On another note...GeSOFT has an email address and that is:

Ge-SOFT @ ME on mausnet.

But direct contact is better...

Hope I could help

Yat

3247. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 00:50:39 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLEACG.JCF@cix.compulink.co.uk>
Source record: 192704

>computer owner/user. And I hope you don't belong to that camp of deluded
>souls who believe that good Jaguar sales = new & improved Atari computers.

OTOH bad Jaguar sales will definatly = no new Atari computers as they will
have gone bustat that point.

:-(

Roland.

3248. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 01:37:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2k1641$o3v@uqcspe.cs.uq.oz.au>
Source record: 192705

ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>Can anyone explain why gcc needs so much memory and other c-compilers don't...

1. GCC is written to support ANY CPU. The CPU is simply (!) described
in a `machine description'. Everything else is generic.

2. GCC produces very good code.

These two factors cost both memory and cputime. So GCC is a slow memory-hog
that produces exellent code and is ported to just about any machine.

Other compilers, such as Lattice or HSC or whatever are designed with a
single cpu in mind (the 68000, and maybe also 68030). Because of this,
there must be many many shortcuts that can be taken. For example, GCC
runs the source through a preprocessor then stores the result in a file;
it them runs the compiler on that file to produces another file of assembler
code; it then runs that assembler code through an assembler. Other compilers
will often do it all in one program. But that's just not realistic for
a compiler that has to work on many different machines - some of those
machines require that you use their special assembler to assemble the
output of gcc.

--
warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3249. Looking for AdSCSI

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 01:37:41 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <2k1655$i51@bigboote.WPI.EDU>
Source record: 192706

I am looking for a cheap AdSCSI card for the really cheap drive I just
bought. I dont want to spend very much, so I wont even say what price
I want because I really dont want the flames (ha ha) so what I'll say
is
"If you have one, send me the price. We will talk."
there you go and thanks
rhett@wpi.wpi.edu

3250. MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 01:42:45 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2k16el$o92@uqcspe.cs.uq.oz.au>
Source record: 192707

I suppose I'm late to the club, but I have to say that all the complaints
I've heard in the past about MultiTOS are unfounded.

Slow? Not at all. It's slow on an ST without a screen accelerator (and
warp-9 doesn't work with multi-tos). But on a TT, is fantastic. And it's
a great way to get AES 4.

Questions:

1. How do I `run' desk accessories after mtos has booted?
2. Are there any colour icon editors?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3251. 3d2 files

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 02:27:52 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <CLEEuH.vF@darkside.osrhe.edu>
Source record: 192708

Does any one know of an FTP site that has 3D2 files. Any help would be greatly appriciated.

Ericw

Ericw@okcforum.osrhe.edu
Unix Club of OKC

3252. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 02:41:37 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k19t1$7qd@golem.wcc.govt.nz>
Source record: 192709

] And equally, I believe there is software which runs on TOS 1.2 and 1.0, but
] an anything later (e.g. STOS, which I do not use).

Almost, STOS officially runs on anything up to 1.62, and un-officially on
anything up-to Falcon-TOS!

3253. KA9Q questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 02:56:34 UTC
From: ohb@dutsh7.tudelft.nl
Message-ID: <ohb.761540194@dutsh7.tudelft.nl>
Source record: 192710

Hi,

I managed to install the ka9q package. I do have some additional questions.

1. The software doesn't seem to support any other terminal than vt52. I'd
like to have a vt100 terminal emulation. Is there a way to do this?
2. It seems that I can only make a slip-connection when I make connection
with a normal comm.program. I'd like to be able to set up the connection
with a dial-up script.
Can anybody tell me if and how this is done?
3. When I have the slip-connection, the letters I type don't allways come
through. OK, I'm not the fastet typist in the world, but I'm not that slow
either. How can I speed it up?

Any reply via email is welcome, since I don't read this group that often.

Onno Hardebol
--

When the going gets weird, the weird turn pro!

Onno Hardebol (ohb@dutsh7.tudelft.nl / ohb@oceonics.nl)

3254. Re: 3d2 files

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 04:01:35 UTC
From: Lexicor@world.std.com
Message-ID: <CLEJ6o.8sq@world.std.com>
Source record: 192711

In article <CLEEuH.vF@darkside.osrhe.edu>,
Eric Winkle <ericw@okcforum.osrhe.edu> wrote:
>Does any one know of an FTP site that has 3D2 files. Any help would be
>greatly appriciated.

world.std.com in /pub/atari/Graphics/Lexicor or 3D you'll find some.

Yat

>
> Ericw
>
>
>--------------------------
>Ericw@okcforum.osrhe.edu
> Unix Club of OKC
>

3255. FOR SALE: /A/T/A/R/I/S/T/ Software/Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 05:10:02 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <2k1ijaINN7bd@uwm.edu>
Source record: 192712
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,wi.forsale,uwisc.forsale

```
FOR SALE
--- ----
\ A \
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\ r \ Software / Hardware
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Hardware Items :
----------------
Atari DS Floppy Drive SF314 $60
(Mint condition, little usage, power supply cable included!)

Emerson 2400 Baud External Modem $35
(Little use, external connecting serial cable, power supply, phone line cable
included. With original box/manuals.)

Software Titles :
----------------
EZ Track (Hybrid Arts) Midi sequencer $10

Antic Public domain STerminal plus Source $3
Michtron GFA Companion $5
Michtron DFT (direct file transfer PC <->ATARI) $10
Antic XLISP 1.7 $5
Neodesk 2.0 $10
OmniRes Monitor Emulator $10
Antic ARChive collection $3
Megasoft A-Copier $5

Logistix (Grafox) $20
Dac Easy Payroll $20
Haba Business Letter Solutions $5

Publishing Partner (Softlogik) (including 2 disks below) $30
Partner Fonts disk (additional to above)
Partner Forms (additional to above)

Abacus Paintpro $5
Xlent Diamond Mike $5

Public Domain Disks 75 cents each (ask me for details on these if interested)
```

Please email to the account below if you are interested in anything above.
I will except offers or make a special package deal.

Thanks!
--

= Scott =
= scottshk@csd4.csd.uwm.edu=

3256. Re: Falcon030 and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 05:27:08 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <761742670.0@mettav.royle>
Source record: 192713

It was none other than Michael Olin that wrote on the 14 Feb 94 that ,

> Does anybody have any hints about making PageStream v2.2 work in
color
> on an F030? Every time I run the program, it sets ALL the color
reg-
> isters to black. Setting the X-Control Panel via the Color CPX
does
> changes things (temporarily) but I've had no luck on either TOS
4.02
> or 4.04 machines.

I have that problem with 2.2 aswell ....set's all the colour's past 2 as black
and Despite numerous attempt's to chance the default it resett's
those
colour's as default. Does it also retrun the black color's when you exit to
the desk (From a proper set up color PGS) ? I have also found that the screen
color mapping is pretty strange as well .

I think it may be a bug in 2.2 since 2.1 worked OKay.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

3257. Re: Speccy Emulators...

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 05:30:06 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <761598116.0@mettav.royle>
Source record: 192714

On 15 Feb 94 at 19:03:10 (Steve Basford) wrote the following:

PC>> I can't remember which emulator it was but there is one that you
PC>> can make a lead for, from cassette to printer port to transfer
the
PC>> software.
>
> I managed to transfer Manic Miner but i've dumped it now, 'cause
it
> ran too slow... so it does work, however the serial port thing is
a
> little worrying...
>
> Still, you could always try and get a second hand speccy ;-))

I have a speccy, unfortunately it buggered when I had the thought of unplugging
the joystick adapter with the power on, ooops. :-|

Only good thing is that it lead to me buying the ST. :-)

--
~=~=~=

3258. RTF/Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 05:52:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k1l21$8pt@golem.wcc.govt.nz>
Source record: 192715

About the question for an RTF importer/exporter for the ST, a pretty good little word-processor that will handle RTF's has just appeared in

atari/Applications/Wordproc/

on

atari.archive.umich.edu

filename: marcel22.lzh

It's a fairly full featured word-processor, even comes complete with a pretty comprehensive dictionary, it's a bit on the slow side, (but most stuff is on my STE without NVDI 'cos I'm too poor to afford it 8-), but very usable! (No slower than 1st Word+ which is still the word processor I use the most often because it's so quick & simple to use with my cheapo 9-pin dot matrix).

The file is about 270K from memory, and the complete installation takes up about 700K. It even supports printing to Post-Script printers and the atari laser-printer!

3259. Re: FTL/ Software Haven

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 05:52:35 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <c7HXHc1w165w@sys6626.bison.mb.ca>
Source record: 192716

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

> In <2jdodk$3qd@news.tamu.edu>, Jeff M Bilger writes:
> > Does anybody know if FTL has gone out of business, and if so , would they
> > still hold the rights to dungeonmaster?
>
> FTL is still around; I'm pretty sure they develop PC games these days.
>
> --
> ------------------==----------------
> cherborth@semprini.waterloo-rdp.on.c
> Chris Herbort

list
/list
FTL sold thier rights to their Dungeonmaster series last year. Look back
to last fall's issue of Atari Explorer on-line. I believe it was
mentioned in the Atari Asylum column. A new company now is developing
Dungeonmaster III for the PC. Darn!

3260. Re: TRADE???

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 06:07:24 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <2uiXHc3w165w@sys6626.bison.mb.ca>
Source record: 192717

dwm003@acad.drake.edu (Duncan W. McQueen) writes:

> I have a Macintosh Powerbook 145B and want to trade it for an upper-line
> Atari ST or even TT, if possible...
> ANy offers????
>

Now there's a switch! Welcome to the ST World after you make your
trade!

Eva @ Compu Ware

3261. Re: WANTED: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 06:15:10 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <Z8iXHc4w165w@sys6626.bison.mb.ca>
Source record: 192718

williams@manna-machine.com (fEEd) writes:

> hello,
>
> anyone have a ST mouse they want to get rid of?
>
> --
> Kennen Sie eine Merle? Kennen Sie eine Merle? Das ist gut...zu gut.
>
> Robert Williams</>MANNA-MACHINE<\>fEEd</>Hellsville noise
> williams@manna-machine.com OR williams@mr.net
>
> gerade sie..sie ist mein Opfer. Schad um sie....
> sie wird's..ach, nicht lange durchhalten....

How about a replacement Eklipse model which tracks at 300dpi. Performs
much better than Atari's. The price is $34.00 Canadian dollars.

Let me know if you would like to order.

Eva @ Compu Ware 204-339-0191

3262. Re: WANTED: Hand scanner

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 06:17:35 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <1BJXHc5w165w@sys6626.bison.mb.ca>
Source record: 192719

dlk0ms9s@umiami.ir.miami.edu writes:

>
>
>
> I'm looking for an inexpensive used hand scanner for my MEGA ST. Anyone
> interested in selling one, please let me know.
>
> I also have a Spectre GCR for sale.
>
> I have no further communications.
>
> /^^\
> [Mark Santora]
> [DLK0MS9S@umiami.ir.miami.edu]
> [GEnie : M.SANTORA2 Look with more than your eyes...]
> ____/
>

I have a used Golden Image Hand Scanner for $150.00 Canadian dollars.
Comes with Migraph's Touchup software.

Please let me know if you are interested in it.

Eva @ Compu Ware 204-339-0191

3263. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 06:18:29 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2k1mjl$2gp@elroy.jpl.nasa.gov>
Source record: 192720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.3Of42eotgEI@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>I thought the tfork() call didn't actually do anything... Am I wrong,
>and MiNT has actual, working threads? If so, I've got some interesting
>playing to do... I was thinking of a really groovey way of implementing
>PBM-Plus using named pipes or sockets and threads...

tfork works just fine... I guess you could consider them threads, although
they really are full-blown processes. They get their own basepage, but just
execute in the same code and data space as their parent. You definitely need
to be careful about library routines like malloc, though...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

3264. .dmc files

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 07:45:52 UTC
From: g91e1792@giraffe.ru.ac.za
Message-ID: <g91e1792.4.761557552@giraffe.ru.ac.za>
Source record: 192721

Hi,

I've noticed that a lot of the latest ftp software at
atari.archive.umich.edu have the extension .dmc.

Can anyone tell me what archive program is needed to
uncompress .dmc files AND where to obtain it?

Thanks, In Advance.

****
Mark Eason
Rhodes University E-mail: g91e1792@cs.ru.ac.za
Grahamstown OR g91e1792@giraffe.ru.ac.za
6140
RSA
****

3265. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 08:40:03 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2k1ut3$1ifn@info2.rus.uni-stuttgart.de>
Source record: 192722

Hi!

Vincet Lefevre has mailed me the following (he has troubles with his news-reader...):

----------CUT----------

From: Vincent.Lefevre@ens.ens-lyon.fr (Vincent Lefevre)

I've found the bug (thanks to ADEBUG :-).

At the address $4AB0 of the TEXT segment, you have to write $4E71 (just after 00 1B), which corresponds to a NOP instruction, to cancel the check.

Explanations:
At the address $4AAC, one has "CMPI.W #$1B,D7", where D7 contains the graphic mode. And at the address $4AB0, one has a BNE... i.e. if the graphic mode isn't $1B, the game doesn't start. But I think that with many monitors, the graphic mode is $3B (PAL flag = 1); so it doesn't work.

Vincent Lefevre

----------CUT----------

I still haven't checked this out, but I will do soon... ;-)

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

3266. Re: Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 09:02:53 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2k207t$b7t@aiscube.AIS-Dortmund.DE>
Source record: 192723

Joe Tapply (jdmt@dcs.ed.ac.uk) wrote:

: Hi There,
: I have just downloaded the mintlibs v43 from atari.archive , and would like to
: get my hands on Kay Roemer's socket library as well. Does anyone know where this can be found?

: Thanks in advance,
: Cheers,
: Joe.

Can also be found am aaue, and mirrors. Look in the directory Mint/Network !

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

3267. Re: Graham Gooch World Class Cricket

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 09:50:12 UTC
From: sjdrew@cen.ex.ac.uk
Message-ID: <CLEzBq.6y8@cen.ex.ac.uk>
Source record: 192724

pmh@noddy.forestry.tas.gov.au writes:
> Has anyone encountered a problem with Graham Gooch World Class Cricket where
> during a game the program enters a phase of asking for a diskette for a bug
> error report, formats the disk and proceeds to create a file named
> "Image.Bin". The ST then freezes and requires reboot and of course you loose
> the game, can be annoying, the Aussies had England 2 for 2 last night.

Yup, I've had this problem time and time again. It's ruined many a
game, especially when I've been winning. It seems to happen when a
full pitched delivery beats both bat and leg stump. The ball bounces
a couple of times, and up comes the bug error message. I've been
meaning to complain to Audiogenic for months, but haven't got round
to it!!!

Apart from that it's excellent.

Stephen

3268. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 10:37:44 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Feb18.103744.10876@dct.ac.uk>
Source record: 192725

In article <CLEACG.JCF@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>computer owner/user. And I hope you don't belong to that camp of deluded
>>souls who believe that good Jaguar sales = new & improved Atari computers.
>
> OTOH bad Jaguar sales will definatly = no new Atari computers as they will
> have gone bustat that point.
>

Atari should split up its operations if it decides to continue selling computers. The main problem why the more "professional" computers (TT) did not sell was the "games image" Atari tried to shake. I believe that if a PPC based computer is released by Atari then it should be handled by a sub-division of the company. I know there are those who say Atari is far too small to be split. What I mean by split is a different name for the computers. Take away the name Atari and call them something else so people do not link it with the "games image". A similar split to IBM's Ambra computer range could be made.

3269. How to create a signature?

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 10:39:42 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Feb18.103942.10877@dct.ac.uk>
Source record: 192726

Could someone please tell me how I can create a signature in NEWS.

Thanks.

3270. Re: How to create a signature?

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 10:58:08 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2k2700$4lv@ccpnws.in2p3.fr>
Source record: 192727

mcssesw@dct.ac.uk once wrote:
> Could someone please tell me how I can create a signature in NEWS.

> Thanks.

--

It depends on your news reader but usualy a .Sig file is all you need
(this is the way I do whith rtin on a unix machine).

+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+

"Try to be as happy as you can be"

3271. Re: Trouble with MiNT, Minix fs, bash, gcc, emacs on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 11:27:41 UTC
From: gebhardt@mv13a.physik.uni-marburg.de
Message-ID: <2k28nd$2s5@surz03.HRZ.Uni-Marburg.DE>
Source record: 192728

Sorry for anwering in german. I sent the following letter as personal mail
but the reply address seems to be corrupted.

---- Transcript of session follows ----
%UCX-E-SMTP_NOSUCHNODE, Remote host unknown, sv5.mch.sni.de
-SYSTEM-F-UNREACHABLE, remote node is not reachable
---- Unsent message follows ----
Date: Fri, 18 Feb 1994 12:14:13 +0200
From: gebhardt@mv13a.physik.uni-marburg.de (Thomas Gebhardt)
To: perbandt@sv5.mch.sni.de
Subject: Re: Trouble with MiNT, Minix fs, bash, gcc, emacs on 1040ST
X-VMS-To: smtp%"perbandt@sv5.mch.sni.de"

Hallo,

ich hatte mir vor ca. 1 1/2 Jahren auch einmal das MDK geholt und einige
Probleme damit gehabt. Ich hab mir damals dann Stueck um Stueck die Tools
durch neuere Gnu-Utilities ersetzt. Ich weiss nicht, welche MDK-Version Du
hast und in welchem Tempo Simon die MDK auf den neuesten Stand bringt. Es liegt
aber nicht allein an Simon; z.B. darf Mint ab Version 0.96(?) nicht mehr als
Binary, sondern nur noch als Source weitergegeben werden. Daher die veraltete
Version 0.95 im MDK. Aktuell ist 1.09, es kommt wohl bald 1.10. Die Version
von BAsh sollte eigentlich mit 'help' rauszufinden sein. Ich habe auf ftp-
Servern bisher keinen Bash-Port gefunden, der mir voll zugesagt haette. Ent-
weder war der Portierer uebereifrig (alle Filenamen werden automatisch
auf 8.3 gekuerzt und grossgeschrieben) oder bewegte sich nach meinem Geschmack
zu weit von TOS weg (sucht nicht mehr nach 'ls.ttp', sondern nur noch nach 'ls')

> My problems:
> directory. The $HOME environment variable is properly set (was done in
> the C:\MINT\MINT.CNF file. "echo $HOME" yields a proper value.
> Furthermore bash does not recognize the executables located along the $PATH.

hast Du Dir mal mit Cntr Alt F1 angeschaut, nach welchen Files wo gesucht
wird? Ich habe auch manchmal Probleme mit den symbolischen Links, wenn
ich gleichzeitig oder nacheinander auf d:/bin, u:/bin und/oder /bin zugreife.

> The tilde-character "~" is not properly initialized. My $HOME is
> /usr/users/ad and "~/file" expands to something like "/usrusersad/file".
klingt nach Problemen mit der UNIXMODE-Environment-Variable. Wie hast Du sie
gesetzt?
>
> Already tried tcsh. But this shell complains about an unknown
> terminal "tw52" at startup and doesn't read any personalization file too.

termcap-Eintrag fuer tw52 besorgen oder vielleicht TERM auf ein bekanntes
Terminal setzen (vt52 oder st52 sind verbreitet)
>
> The gcc2.2.2 crashes during preprocessing a simple "hello world"
> program (have already downloaded gcc 2.5.8 but not tried yet).
>
Man erzaehlt sich, dass Versionen 2.33 < Vers. <= 2.57 wg. 68000-spezifischer
Probleme vermieden werden sollten, insbesondere fuer c++. Vom 2.22 habe ich
bisher nichts dergleichen gehoert. Ich arbeite derzeit mit 2.57 ganz
zufrieden, habe aber auch schon den 2.58 auf der Platte.

> I tried to setup emacs. Version 18.57 dumps properly but crashes upon
Mit emacs und jove habe ich auf dem ST bisher keine Erfahrungen.

Ich benutze Mint seit ca. 1 1/2 Jahren und bin bisher nicht auf unueberwind-
bare Schwierigkeiten gestossen. Seit ca. 2 Monaten habe ich Minix installiert,
was insgesamt mehr Komplikationen mit sich brachte (Nicht wegen Minix, sondern
wegen der dummen Anwenderprogramme). Ich bin nun dabei, so alle 2 oder 3
Wochenenden ein neues Tool zu installieren. Mehr schaffe ich aus Zeitgruenden
nicht. Empfehlen kann ich noch mfsfm, den Fileselektor von M. Haebler, die
virtuellen Consolen von J. Lock(e)?, das init-Paket von S.Usher und vor allem
Gemini(1.99), dessen Mupfel erstaunlich gut mit allem zurechtkommt (leider
bisher kein job-Control).

Ade, Thomas

3272. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 11:28:01 UTC
From: v902123@si.hhs.nl
Message-ID: <CLF3uq.78A@si.hhs.nl>
Source record: 192729

> 1. How do I `run' desk accessories after mtos has booted?

There is this gem.inf (I think it was called that) file and there it says that a .ACC is an executable. So you just double-click on an ACC and then it runs.

> 2. Are there any colour icon editors?

I have absolutely no idea. I'ld like one too for my Falcon. :-)

CU
Ronald

3273. Re: Large Hard drives..

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 11:28:51 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1691.2D64A673@dhhalden.no>
Source record: 192730

In article <CLDEtw.6BB@cee.hw.ac.uk> ceegam@cee.hw.ac.uk (Graeme A Mathieson) writes:

>The first drive has to be <16Meg as GEM doesnt like 100 Meg Boot partitions.
>However after that anything goes..... up to a point

My boot partition is just above 40 megs and works fine. Probably has
something to do with which HD driver you're using. I'm curently running
AHDI 5.04, but are considering switching to HUSHI (from a German vendor -
if my dealer's correct it comes with the SCSITools package and has some
additional features like HPFS support. Is that right, Julian??).

As for partitioning a large HD, I prefer the partitions as large as
possible. It'll eat some extra space on the small files, but I'd rather live
with that than a gazillion letters to choose from.

Jon

3274. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 12:38:48 UTC
From: hgm@sparc01.cc.ncsu.edu
Message-ID: <hgm.761575128@news.ncsu.edu>
Source record: 192731
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>>That is open to interpretation. There is an opposing opinion that Jaguar
>>shortages are due to Atari being strapped for cash, and unable to pay to have
>>more made. The CNBC report didn't help matters.

>??? Funny, the people at IBM haven't said anything about it. Since the 500
>million dollar agreement was set up that IBM only got paid after the units
>sold. (atari has only like 30 million in cash, probably half that now)

And they wouldn't -- not for a while, at least. Why kill a chance that things
might turn around, and the Jag would start selling well? No sales = IBM doesn't
get paid. Bad.

Anyway, the facts are that availability has been limited on the systems, and
after an initial rush to buy systems, the sales have slowed down. Perhaps this
will change when there are some titles for it that generate a "buzz", like
Street Fighter and MK have done for it's competitors.

>>Both companies can produce impressive lists of developers, but many of these
>>developers are taking a "wait and see" attitude before commiting resources
>>to long term projects.

>Yes, this was true for all game systems. However in the stores that I
>have talked too, they are very excited on how well the Jag is doing.

And the people who hold the purse strings are percieving it to be a flop. Not
that I necessarily agree with this perception -- I think it has been a modest
success, given the limited distribution and advertising, and small number
of titles available.

>Thats true. But the Jag will get more titles before the CD 32 even shows up so
>its probably going to be a fair fight.

Highly unlikely. The best case scenario for the Jaguar is that it will have
12 titles in 6 months. The CD32 already has at least 30. And the second
generation titles are nearing completion. No, a lot of titles don't necessarily
guarantee success -- but it helps give the impression early on that the system
has a lot of support.

>1. 3DOs price cut was based solely on supply and demand. Since the supply is
> high and demand low, I don't expect to see any sort of price cut.
> Especially when the other hardware makers appear to be backing out.
> (ei Sanyo)

That is incorrect. AT&T and Sanyo have both restated, quite recently, that they
intend to manufacture and sell 3D0 players. There is also an unnamed fourth

manufacturer of them -- probably waiting to see how it goes.

As I mentioned in another posting in this thread, it is not likely that there will be a price cut any time soon. The actual laws of supply and demand are ,of course, that higher demand equals higher price. That is not the case here. More likely is that the 3D0 is rather expensive to manufacture, and could be heavily cost reduced, given time. That, I am sure, they are feverishly at work on.

>2. The Jag is already probably a break even propsition.

Which Atari cannot afford. They must make some money on the system. They don't have a large "war chest". If there is a price reduction on the system, it will come by getting rid of the pack-in game. That won't happen until there are more than 4 games for the system.

>I was reefering to microsoft's OSes. (and 95% of everything else they make is
>crap too) And I remember everyone writing of Sega Genesis because Nintendo has
>all the add dollars.

While I am no big fan of Bill Gates, I can't help but notice the number of people who own Amigas and clamor for a word processor "like Microsoft Word".

>>Dream on. With all the nice, alternative OS's available for Intel based
>>machines, most continue to use Dos/Windows. It's application driven. Most

>Yes and everyone said the samething about dos 3 years ago, and 3 years
>before that, it was the Commodore 64.. etc,etc..
>Markets changes.

But there has to be some continuity, or people won't buy it. Even OS/2 supports Windows applications -- do you not find something twisted about a product like OS/2 for Windows?

Yes, eventually, everyone will say goodbye to DOS (yeah!) and run a ducky OS that doesn't cripple the hardware, or force the user to work in a way that is not comfortable. But it takes time. From the reactions I am seeing to Chicago, it looks like it is a nice idea, but it still has DOS lurking underneath.

>PPC are likely to run Windows slower since it'll be emulating it.

Unless something like Windows NT is ported to the architecture (highly likely) and applications are rewritten and recompiled for it. People will be given the opportunity to "upgrade" to an application that is for the PowerPC.

>I think your assuming too much. Business wise, yes thats true, but in the
>private sector, its a different ball game. In case you haven't noticed, most
>Intel owners HATE windows. (even though they might have 3 or 4 copies)
>Out of the 50 mill copies out there, only like 10 million are in use. Since
>there are 100 million dos machines out there.. wonder what everone is using..

Pirated copies of Windows and DOS, mostly. Until Microsoft releases something better.

--hal

```
--
//
~~~~//~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
\\// hgm@unity.ncsu.edu "Fried Ice Cream is a Reality"
--VV-------------------------------------------------------------------
```

3275. Re: Languages

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 12:46:45 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb18.124645.20982@unix.brighton.ac.uk>
Source record: 192732

Not sure about some, but try gcc and g++ from any good archive a.a.ue. or its mirrrs will have it. Its freeware.

SML - I think its ftp.uni-kl.de in the lang (languages?) directory. sml40 or something. Sorry my memory is terrible.

Thats all I know of. BTW if you cannot find the SML I could get it to you.

I am sure I have it at home somewhere.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3276. STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 13:11:59 UTC
From: CRACKER <no@I.have.none>
Message-ID: <1994Feb18.131159.17221@t.hfb.se>
Source record: 192733

```
There was a discussion a while back about Cubase and if anyone has
cracked it yet.
Well, has anyone?
Hardware protected software SUCKS.
```

3277. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 13:15:57 UTC
From: whitema@rtsg.mot.com
Message-ID: <2k2f2d$m86@delphinium.cig.mot.com>
Source record: 192734

In article <2k16el$o92@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
[stuff deleted]
>Questions:
>
> 1. How do I `run' desk accessories after mtos has booted?
> 2. Are there any colour icon editors?
>
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
> / * <- Computer Science Department, |||||| GEM++ is Free Software
> _.-._/ University of Queensland, _// || _ C++ is the FUTURE
> v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

There's a program called MTOSACC, or something like that, that
allows you to start up accs after mtos has booted.

The only color icon editor I've seen is a German shareware demo.
Unfortunately, there doen't seem to be an address to send your
money to to get the real program. The demo will not save your
changes. I think it's called ZOOM.ZIP or something like that.

Michael
whitema@rtsg.mot.com

3278. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 13:26:53 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLF9Cu.2s5@barclays.co.uk>
Source record: 192735

In article <1994Feb18.131159.17221@t.hfb.se>, CRACKER <no@I.have.none> writes:
|> There was a discussion a while back about Cubase and if anyone has
|> cracked it yet.
|> Well, has anyone?
|> Hardware protected software SUCKS.
I sincerely hope this is flamebait......

WAKE UP AND SMELL THE COFFEE! THE ST IS DYING/NEARLY DEAD BECAUSE OF YOUR
PIRACY ARSEHOLE.
Try buying some software for a change. If you can't afford it, you shouldn't
have bought a computer.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3279. Re: Looking for Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 13:30:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1636@usdtsg.DaytonOH.NCR.COM>
Source record: 192736

In article <Ra2KeMX.biblinski@delphi.com> biblinski@delphi.com (Gordie Meyer ATARI UNITED cofounder) writes:
>Troy Carpenter <troyc@bnr.ca> writes:
>
>>BTW: has anyone else noticed that not all the freeware/shareware listed in
>> "The unabashed Atariphile" is freely available.
>>
>
>Actually, it depends on what you mean by 'freely'... Michael does say that he
>gets the files from GEnie, DELPHI, the CodeHeadquarters BBS and several other
>boards. Whether the files make it to an ftp site is more a reflection on the
>users of the Internet than anything else.

Well, I know I've been trying to be a little bit of a "gateway" myself in moving stuff back and forth between GEnie and the Internet (for instance, the "Tempest 2000" pictures from GEnie should be available on atari.archive when they verify them). Of course, a lot of good stuff appears out on the net first (like CoNnect, MiNT sources, etc) and those can be uploaded to GEnie as well. While uploading and downloading does not cost too much (I'll download anything (shareware/pd) that looks interesting anyways), it still takes time to upload stuff (even for free)...

>I know if I understood how to PUT files better, via a dialup link to an
>Internet gateway, I'd have several files to upload. Most Atari telecomm
>users just haven't gotten Internet literate yet...

I doubt just Atari users, but point well taken. When I upload something to say atari.archive.umich.edu (assuming I can get on :-) I just do the following:

-upload a file from my Atari to the unix box that I use on the net (generally with Zmodem)

-create a readme file with a short description so the file verifiers have an idea of what the program is, and who uploaded it - for instance, if I wish to upload "gemcdrom.lzh" I'll also create a text description of it called "gemcdrom.readme" and would upload that as well...

-"ftp" to atari.archive.umich.edu

-cd to "atari/New"

-type "bin" to set transfer type to "binary"

-then simply "put" the file to the remote location, i.e. "put gemcdrom.lzh" and "put gemcdrom.readme"

That's pretty much it. The basic trick is to upload the file from
your system to a system on the internet, and then FTP it up from there...

Rob

...for the atari.archive.umich.edu crew, I have a little suggestion -
is it possible to set up a way (an anonymous login, or separate
name i.e. "uploads.archive.umich.edu") where users would simply be
able to upload files and not download them? mayble only
have access to the atari/New directory, etc? This would be nicer
than the 10 anonymous users limit, and probably wouldn't use as
much of the system's resources as all the downloading would
(since for each upload, tons of downloads probably occur). Just a thought...

3280. Re: KA9Q questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 14:03:39 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2k2hrr$oo5@charm.magnus.acs.ohio-state.edu>
Source record: 192737

In article <ohb.761540194@dutsh7.tudelft.nl>,
Onno Hardebol <ohb@dutsh7.tudelft.nl> wrote:
>Hi,
>
>I managed to install the ka9q package. I do have some additional questions.
>
>1. The software doesn't seem to support any other terminal than vt52. I'd
> like to have a vt100 terminal emulation. Is there a way to do this?
>2. It seems that I can only make a slip-connection when I make connection
> with a normal comm.program. I'd like to be able to set up the connection
> with a dial-up script.
> Can anybody tell me if and how this is done?
>3. When I have the slip-connection, the letters I type don't allways come
> through. OK, I'm not the fastet typist in the world, but I'm not that slow
> either. How can I speed it up?
>
>Any reply via email is welcome, since I don't read this group that often.
>

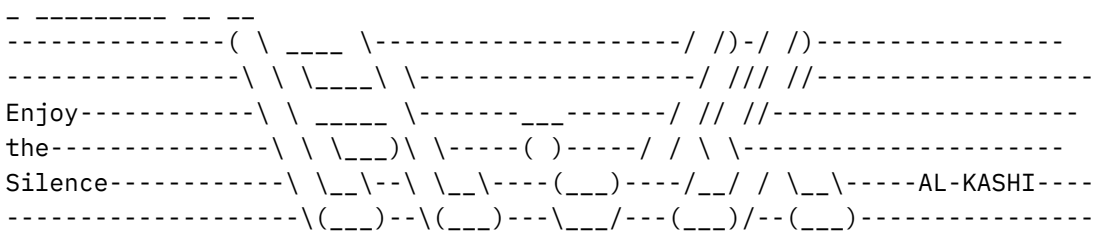
Post it in public, too. I'd like to know the answers.

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3281. Hidden Demos ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 15:00:56 UTC
From: bram@scinfo.u-nancy.fr
Message-ID: <2k2l78$241@arcturus.ciril.fr>
Source record: 192738

Does anyone knows where I can find a list (or something like that) about Hidden Screens which are hidden (!) in Atari demos such as The Cuddly Demos ...
Thanxx.



3282. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 15:13:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb18.151302.23382@newshost.lanl.gov>
Source record: 192739

In article 5349@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
>My STFM has TOS 1.2. I have no complaint whatsoever. I use caches in the ICD bootup
>software, FATSPEED, PINHEAD, UIS III, Turbo ST (saving up for NVDI), ICD copyfix,
>Teradesk. (Also lots of other irrelevant things). What real advantages would
>upgrading do for me???
>
>And equally, I believe there is software which runs on TOS 1.2 and 1.0, but not
>an anything later (e.g. STOS, which I do not use).

Well actually, I believe there is very little software left of any value that
doesn't like TOS 1.4, Steven.

If you have no complaint with your current TOS 1.2 equipped machine, then perhaps
you should NOT upgrade ("ignorance is bliss" and all that rubbish). But believe
me, TOS 1.4 is well worth the upgrade price, IMHO. Other than a hard disk drive,
it's the most productivity enhancing upgrade you can buy for a TOS 1.0/1.2 Atari.
Heck, it's worth it just for the improved disk access speed!

Then again, you could always zoom right to TOS 2.06... now that's something else!

Cheers,

-Hutch- @ Fair Dinkum Tech

3283. Re: Falcon Blitter Speeds

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 15:14:32 UTC
From: mdg@ukc.ac.uk
Message-ID: <8431@gos.ukc.ac.uk>
Source record: 192740

In article <2k0vus$p7v@auggie.CCIT.Arizona.EDU> jeff@jupiter.ame.Arizona.EDU writes:
> [lots about the Falcon blitter speed]

I assume your tests were with the Blitter running in HOG mode?

Also was it a straight move or a more complex operation using say AND or OR(s)
and halftone??
1.6mb/s in True colour sounds a bit low to me, I found it to be more like
2.6mb/s on a TV.

> Chow!
> Jeff

Cheers
Griff
--

3284. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 15:46:51 UTC
From: gutschk@uni-muenster.de
Message-ID: <2k2ntb$1jom@obelix.uni-muenster.de>
Source record: 192741

> Slow? Not at all. It's slow on an ST without a screen accelerator (and
> warp-9 doesn't work with multi-tos).

You should get NVDI 2.5 which works fine with MTOS.

> But on a TT, is fantastic. And it's
> a great way to get AES 4.

BTW, have you tried to run GEM.SYS from GEMRAM.PRG? This will get you AES 4
in single tasking mode.
>
> Questions:
>
> 1. How do I `run' desk accessories after mtos has booted?

You will have to start them with the appropriate command code set in shel_write;
sorry, but I cannot remember the exact number off-hand.

> 2. Are there any colour icon editors?

Interface works fine.

3285. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 15:59:15 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2k2okjEci8@uni-erlangen.de>
Source record: 192742

hutch@bellman.lanl.gov (John Hutchinson) writes:
>In article 152126STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:

>>Geez, I don't think you're giving Atari enough credit, Chris. I am
>>not exactly thrilled with Atari's computer marketing (or lack of) as
>>of lately, but they have been known to develope some incredible
>>products for a good price.

>Yes, they HAVE been known to do this. But that's past tense.

Right. They did nothing for 6 months now, and I don't think they will do
anything in that area again. obviously they drop the ST/TT/Falcon line
AND their users (and developers) in the same way they did some years
ago with the 8 bit machines...

>>Even the Falcon, yes the Falcon, is a good value (of course, I am biased
>>as I have one :)).

>Well, I have one too. But that doesn't blind me to what's going on in

I have one, too. And it's SLOOOOW. The graphic is bad compared to
moderns clones, the sound is in the $300 area (I measured the frequency
response myself), the DSP is nice for a few applications (but the TT
could do the same in C...).

>>Just look at the jaguar! People are amazed that Atari brought out that

>Quite honestly, Scott, I'm SICK of hearing about the Jaguar. It's a great
>game machine, alright, but that doesn't mean diddly to me as an Atari
>computer owner/user. And I hope you don't belong to that camp of deluded
>souls who believe that good Jaguar sales = new & improved Atari computers.

Once again, you're absolutely right! The last issue of ATARI EXPLORER
ONLINE was terrible. Jaguar all over the place! Someone seems to have
forgotten, that most ATARI users use computers - not the Jaguar!!!

What really makes me angry is the way ATARi officials talk to the
public. Just look at Bob Brodie in the latest Online Conference. He
was asked by quite a lot COMPUTER users about the future plans and
just says nothing but 'bubbles'. (and they don't do that just with
users - it's the same with developers).

In conclusion: I used ATARi computers for 10 years now, but I
probably won't use them much longer...
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

3286. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 16:00:41 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2k2on9Ecoj@uni-erlangen.de>
Source record: 192743

I, too. I would have full ftp/nn access to upload them anywhere...

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

3287. Re: Speccy Emulators...

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 16:31:31 UTC
From: sam_garforth@hursley.ibm.com
Message-ID: <1994Feb18.163131.49098@hursley.ibm.com>
Source record: 192744

In <761458502.1@mettav.royle> Steve.Basford@mettav.royle.org (Steve Basford) writes:
>
>Still, you could always try and get a second hand speccy ;-))
>

I've recently got a shareware spectrum emulator for the PC and it's fantastic. The games run so much faster and smoother and brighter with a better keyboard and they load faster etc, than on the spectrum and they're far better than any PC games. I'm looking forward to trying the speccie emulator on my PC emulator on my Atari.

Sam

3288. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 16:33:10 UTC
From: grr@crunch.commodore.com
Message-ID: <1994Feb18.163310.15868@cbmnews.commodore.com>
Source record: 192745
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <1994Feb16.133932.5880@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
> >>Well With the Jag selling faster than they can make it, expect it to go up
> >>even more.
> >
> >That is open to interpretation. There is an opposing opinion that Jaguar
> >shortages are due to Atari being strapped for cash, and unable to pay to have
> >more made. The CNBC report didn't help matters.
>
> ??? Funny, the people at IBM haven't said anything about it. Since the 500
> million dollar agreement was set up that IBM only got paid after the units
> sold. (atari has only like 30 million in cash, probably half that now)

Actually, it's about impossible to pin down the "can't make enough" theory/ rumor. There are a number of possible reasons where Atari might not be able to ramp up production to meet "current demand", most of them run out 60-180 days from the point where they commiteed to a production version. On the other hand, Atari can decide that with the current lack of software, it isn't time to try national marketing or that a big ramp-up before the fall selling season doesn't make sense. The other possibility is that "selling faster than they can make them" is not a *market-wide* reality and the "sell through" isn't what they'd like.

THe point is that Atari hasn't released any sales or production figures yet, and it's quite difficult for an outsider to tell just where things are at. They should have a quarterly report out soon, which *may* have some useful information. Keep your grains of salt handy.

> Yes, this was true for all game systems. However in the stores that I
> have talked too, they are very excited on how well the Jag is doing.

Excitement for a product they have to sell is *always* greater than for one they don't - these are *sales* people.

> 1. 3DOs price cut was based solely on supply and demand. Since the supply is
> high and demand low, I don't expect to see any sort of price cut.
> Especially when the other hardware makers appear to be backing out.
> (ei Sanyo)
> 2. The Jag is already probably a break even propsition.

Pretty hard to know these things for sure...

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: ...!rutgers!cbmvax!grr

Commodore, Engineering Department domain: grr@cbmvax.commodore.com

3289. ST/STE Games For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 16:45:16 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CLFIJH.7EC@bart.stars.reston.paramax.com>
Source record: 192746

* Monkey Island (disks, docs, box)

* F-15 Strike Eagle II (disks, docs, box)

* Dragon's Lair (disks, docs, box)

* Leasure Suit Larry 3x (All three Larry games packaged in one box)

All items include complete docs and original disks.
Make a reasonable offer which includes shipping.

Bob Malay

--
****
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
****

3290. Are there any ST emulators out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 16:51:56 UTC
From: csuou@csv.warwick.ac.uk
Message-ID: <2k2rnc$7dt@garlic.csv.warwick.ac.uk>
Source record: 192747

When I had a STFM there was a program called pc-ditto which let my
68000 8Mhz try to run programs intended for 386 and 486 PCs.
Needless to say this was not very successful. I now have a 486 PC,
so is there a ST emulator for the PC? I think it would run faster than
a PC emulator on the ST!

Note: I am really talking about SOFTWARE emulators, so no flames about
yout AT-speed boards or whatever please!

Yours Nostalgically,

Alex.
--
+---+
| Alex Hornby | Email at csuou@warwick.ac.uk |
+---+

3291. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 17:06:23 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0u5y@outb.wimsey.bc.ca>
Source record: 192748

Atari is good at coming up with new, fairly innovative computers. So why not stick to R&D and have someone else market, produce and service Ataris? Go with your strengths.
Doug

3292. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 17:12:01 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0u64@outb.wimsey.bc.ca>
Source record: 192749

You mentioned that Warp 9 doesnt run with Multitos? Codeheads brought out version 3.8 which was the Falcon version. Any version previous was never meant to run on the Falcon. Also, I hear that the later versions of Mint(or in your case Multitos)-1.08,1.09 were greatly speeded up. That could be what you have.
Doug

3293. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 18:05:31 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb18.180531.1477@bradford.ac.uk>
Source record: 192750

John Hutchinson writes:
: In article 5349@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
: >
: >My STFM has TOS 1.2. I have no complaint whatsoever. I use caches in the ICD bootup
: >software, FATSPEED, PINHEAD, UIS III, Turbo ST (saving up for NVDI), ICD copyfix,
: >Teradesk. (Also lots of other irrelevant things). What real advantages would
: >upgrading do for me???

: If you have no complaint with your current TOS 1.2 equipped machine, then perhaps
: you should NOT upgrade ("ignorance is bliss" and all that rubbish). But believe
: me, TOS 1.4 is well worth the upgrade price, IMHO. Other than a hard disk drive,
: it's the most productivity enhancing upgrade you can buy for a TOS 1.0/1.2 Atari.
: Heck, it's worth it just for the improved disk access speed!

I repeat (as I have had no replies):

What real advantages would upgrading to TOS 1.4 do for me???

Steve Taylor.

3294. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 18:38:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A2928@M4.maus.de>
Source record: 192751

```
>> umm actually they started production on the TT line again quite
>recently.
>> Guess that shoots that argument.
>
>Not really. Those extra TTs are just to feed the Jaguar developers,
>since the only current Jag development platfor is a TT+extra goodies.
>
>Has anyone heard of any of those TTs making it to dealers for sale as
>"normal" TTs?

Me. I've heard myself selling several of them. And the people who bought them
were not at all Jaguar developers.

Why don't you just shut up - if you don't even know the FACTS?

bye, Peter
```

3295. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 18:40:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A2929@M4.maus.de>
Source record: 192752

>In Germany you can get these TTs from local Atari dealers (although my
>dealer told me recently that it was more difficult to obtain a TT than a
>Falcon; the latter is in stock).

Nonsense - getting a TT from Atari Europe is as easy as getting a 1040 STE or a
Falcon: Order it, and a few days later it will arrive at your (dealer's) door.

bye, Peter

3296. Re: THE FUTURE OF ATARI

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 18:43:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A2930@M4.maus.de>
Source record: 192753

>Last June he announced TTs were back in production, yet I know of no one
>who got a TT out of that (vaporware) run.

Well, that vaporware run sells quite well here in Germany. Today, I've had two on my desk - one sold with that fabulous EIZO M-6500 (Nanao for the other side of the atlantic ocean), and the other going into stock. And these weren't the only ones.

Facts? The machines were produced in week 45, 1993. They look like all the TTs ever made, except that the drive's front bezel and keycaps now are grey.

bye, Peter

3297. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 19:14:42 UTC
From: jeff@jupiter.ame.Arizona.EDU
Message-ID: <2k3432$mog@auggie.CCIT.Arizona.EDU>
Source record: 192754

There's been several posts in which people complain about Atari's support of their computer users, and people saying that Atari has finally gone to far, and it's time to leave.

There's something about this whole thing that confuses me. It's been more than 15 years like this. OK.... Atari did abandon the 8-bit, and a lot of people bought STs. But has Atari EVER been good about marketing? (Granted, you used to be able to go into any Toys R Us to buy an 8-bit computer, and now you have to mail order everything.) But I HARDLY think any of the people in this group bought their Ataris because they saw a great ad on TV, or wanted the largest possible software base.

So what is it that people are perceiving right now? That the Jaguar will stop ST production? Were ST's being produced in mass recently? Do a lot of Atari owners need new ones?

And if Atari goes to the extreme (Which they HAVE NOT yet) and officially divorces from the computer business entirely, ignoring all calls about computer lines, are things really so different then?

I'm not saying I've ever enjoyed the fact that I was using an unsupported, underground computer, but what support I did get I got from the Atari community, and they are still around.

3298. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 19:17:19 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2k347v$rgh@Tut.MsState.Edu>
Source record: 192755
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <hgm.761575128@news.ncsu.edu> hgm@sparc01.cc.ncsu.edu (Hal G. Meeks) writes:
>rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>
>>>That is open to interpretation. There is an opposing opinion that Jaguar
>>>shortages are due to Atari being strapped for cash, and unable to pay to have
>>>more made. The CNBC report didn't help matters.
>
>>??? Funny, the people at IBM haven't said anything about it. Since the 500
>>million dollar agreement was set up that IBM only got paid after the units
>>sold. (atari has only like 30 million in cash, probably half that now)
>
>And they wouldn't -- not for a while, at least. Why kill a chance that things
>might turn around, and the Jag would start selling well? No sales = IBM doesn't
>get paid. Bad.

Hell, if IBM really wanted the money, they could easily just buy Atari
and liquidate it... ;-)

>Anyway, the facts are that availability has been limited on the systems, and
>after an initial rush to buy systems, the sales have slowed down. Perhaps this
>will change when there are some titles for it that generate a "buzz", like
>Street Fighter and MK have done for it's competitors.

Where do you get this "fact"? The Jaguar hasn't even been released
outside of the test markets, so how could there have been any sort
of initital rush, slowdown, etc. already? If it were available
nationwide and sales were slumping, I would probably agree with you,
but the fact is that it's not available yet.

>>>Both companies can produce impressive lists of developers, but many of these
>>>developers are taking a "wait and see" attitude before commiting resources
>>>to long term projects.
>
>>Yes, this was true for all game systems. However in the stores that I
>>have talked too, they are very excited on how well the Jag is doing.
>
>And the people who hold the purse strings are percieving it to be a flop. Not
>that I necessarily agree with this perception -- I think it has been a modest
>success, given the limited distribution and advertising, and small number
>of titles available.

I'd love to hear who these people are, those holding the purse strings
that is. If you mean the guys on CNBC, well, I guess I just have
about as much faith in them as I do Commodore marketing.

As for advertising, I've seen more Jaguar ads in the past few months
than I can remember seeing for an Amiga in years! At least Atari is
advertising outside of the machine-specific magazines. Commodore's
approach is what I think of as "preaching to the choir." I can see
it now, they'll advertise the CD32 in AmigaWorld and AC, but not
bother with the various gamer mags where the real market is.

>>Thats true. But the Jag will get more titles before the CD 32 even shows up so
>>its probably going to be a fair fight.
>
>Highly unlikely. The best case scenario for the Jaguar is that it will have
>12 titles in 6 months. The CD32 already has at least 30. And the second
>generation titles are nearing completion. No, a lot of titles don't necessarily
>guarantee success -- but it helps give the impression early on that the system
>has a lot of support.

I'll go out on a limb and predict that the smaller number of Jag
titles will be of higher quality than the larger number of CD32
titles. Alien vs. Predator and DOOM are enough to counter the
numerous Amiga ports that are counted as CD32 titles.

As for early impressions, Atari is at least attempting to make one.
It still remains to be seen whether or not Commodore is going to
make anything but a half-hearted attempt to do so.

>>1. 3DOs price cut was based solely on supply and demand. Since the supply is
>> high and demand low, I don't expect to see any sort of price cut.
>> Especially when the other hardware makers appear to be backing out.
>> (ei Sanyo)
>
>That is incorrect. AT&T and Sanyo have both restated, quite recently, that they
>intend to manufacture and sell 3D0 players. There is also an unnamed fourth
>manufacturer of them -- probably waiting to see how it goes.

If the 3DO players were selling for $300, I'd bet that they'd end up
dominating the videogame industry. At $600+, they're going to attract
a much smaller number of people and will end up being like CD-i, CDTV,
LaserDiscs, and other overpriced high-tech flops.

>As I mentioned in another posting in this thread, it is not likely that there
>will be a price cut any time soon. The actual laws of supply and demand are ,of
>course, that higher demand equals higher price. That is not the case here. More
>likely is that the 3D0 is rather expensive to manufacture, and could be heavily
>cost reduced, given time. That, I am sure, they are feverishly at work on.

Hopefully, they won't screw it up like C= did when cost-reducing the
A1000 to make the A500.

>>2. The Jag is already probably a break even propsition.
>
>Which Atari cannot afford. They must make some money on the system. They don't
>have a large "war chest". If there is a price reduction on the system, it will
>come by getting rid of the pack-in game. That won't happen until there are more
>than 4 games for the system.

Atari, like Commodore, will make money on the licenses for the games.
I'm not sure what Atari's fee is, but I'd bet that it is at least the
$3 that C= charges or more. This money is probably nearly all profit
and will only increase over time as more units are sold and more games
become available. Nintendo and Sega certainly can't be making a whole
lot of money on their consoles, but they aren't doing to badly. :-)

>>I was reefering to microsoft's OSes. (and 95% of everything else they make is
>>crap too) And I remember everyone writing of Sega Genesis because Nintendo has
>>all the add dollars.
>
>While I am no big fan of Bill Gates, I can't help but notice the number of
>people who own Amigas and clamor for a word processor "like Microsoft Word".

Well, I'm not even a fan of Microsoft Word, but after using a few of
the Windows word processors, it's hard to use any of those for the
Amiga and be impressed. Personally, emacs is all I need for 90% of
the things I do, but most want or need more.

>>>Dream on. With all the nice, alternative OS's available for Intel based
>>>machines, most continue to use Dos/Windows. It's application driven. Most
>
>>Yes and everyone said the samething about dos 3 years ago, and 3 years
>>before that, it was the Commodore 64.. etc,etc..
>>Markets changes.

While I hope that something better comes along to knock Windows and
DOS off the top of the mountain, I have my doubts that any of the
current contenders will be able to do so. Intel, Microsoft, and the
others involved more than likely enjoy being where they are and won't
be toppled without battle.

>But there has to be some continuity, or people won't buy it. Even OS/2 supports
>Windows applications -- do you not find something twisted about a product like
>OS/2 for Windows?

No more twisted than an Amiga user buying Emplant, AMax, BridgeBoards,
and other emulators for their systems. All methods provide a way to
run applications from more successful environments on less successful
ones.

>Yes, eventually, everyone will say goodbye to DOS (yeah!) and run a ducky
>OS that doesn't cripple the hardware, or force the user to work in a way that
>is not comfortable. But it takes time. From the reactions I am seeing to
>Chicago, it looks like it is a nice idea, but it still has DOS lurking
>underneath.

It's really too bad that IBM and Microsoft had a split on OS/2;
imagine what OS/2 might be like had all of the resources for NT,
Chicago, etc. been used on it instead...

>>PPC are likely to run Windows slower since it'll be emulating it.
>
>Unless something like Windows NT is ported to the architecture (highly likely)

>and applications are rewritten and recompiled for it. People will be given the
>opportunity to "upgrade" to an application that is for the PowerPC.

I'm still skeptical about the PowerPC, although I do like it and am
impressed by it. If and when one is available with a decent OS (i.e.,
no Macintosh crap), I'll certainly consider one. The cousin/sequel to
OS/2, the WorkPlace OS (or whatever it's called) is supposed to be
available for the PPC and may end up being an incentive for many OS/2
users to junk their Intel boxes in favor of PPC boxes.

>>I think your assuming too much. Business wise, yes thats true, but in the
>>private sector, its a different ball game. In case you haven't noticed, most
>>Intel owners HATE windows. (even though they might have 3 or 4 copies)
>>Out of the 50 mill copies out there, only like 10 million are in use. Since
>>there are 100 million dos machines out there.. wonder what everone is using..
>
>Pirated copies of Windows and DOS, mostly. Until Microsoft releases something
>better.

Although I'm aware of pirate copies of both being used, I also see
most new systems including both standard. Heck, at $50 or so each,
it's hard to believe that people won't just buy them. They could
also do themselves a bigger favor and just get OS/2 instead. ;-)

Skip Sauls
skip@cy.cs.olemiss.edu

3299. MegaSTE schematic

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 19:20:55 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2k34en$8ar@mailer.fsu.edu>
Source record: 192756

Wanted: back issue of ST Format that had a review of the MegaSTE. Included was a schematic of the motherboard. I am looking for:

1. What the exact issue of the magazine is (i.e. July 92).
2. A Xerox copy of the article.
3. The article.

Thus, I am willing to purchase this magazine (or even a copy of this particular article). Alternately, we could work out some other favor/trade (pints of my blood?).

Also, can anyone point me to other MegaSTE articles (preferably with lots of technical info, like what chips are where on the motherboard)? I am interested in any and all I can get, excluding those in Current Notes (I have all of them). I presume some of the other Euro ST magazines also had reviews when the machine came out.

Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3300. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 20:48:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2k39iq$5g3@nasim.sta.sub.org>
Source record: 192757

Roest, R. (v902123@si.hhs.nl) wrote:

> > 2. Are there any colour icon editors?

> I have absolutely no idea. I'ld like one too for my Falcon. :-)

There are two commercial products: Zoom (just an Icon-Editor) and
Interface (Resource-Editor). Both are German products.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3301. Re: Falcon030 (TOS 4.04) and Storm

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 20:56:52 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2k3a2k$5ga@nasim.sta.sub.org>
Source record: 192758

Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:
> >Remember: If you don't use one of FPATCH2, BMAPFIX1/2, FastSer 0.96 or
> >HSMODEM, it will not be possible to use the LAN-Port of the FALCON!

> Frank, can you advise what settings should be used with HSMODEM on a
> default, non-modified Falcon?

As I remember you don't have to change the settings of the original
SCC.PRG.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3302. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 21:03:11 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Feb18160311@wpi.WPI.EDU>
Source record: 192759

```
0{{ "Markus" == Markus Gutschke <gutschk@uni-muenster.de> writes:
>> But on a TT, is fantastic. And it's a great way to get AES 4.

Markus> BTW, have you tried to run GEM.SYS from GEMRAM.PRG? This will
Markus> get you AES 4 in single tasking mode.

What is gem.sys? I don't remember seeing it in the gemram
distribution... I use gemram right now.. How can I get aes4 without
multitos?

thanks,
.s.
--
- lancer@wpi.wpi.edu - "hacking represents about as much -
- of a threat to the newly rampant telecommunications juggernaut -
- as shoplifting does to the future of world capitalism." -
- -julian@PANIX.COM deriding Phiber Optik's sentence -
```

3303. Re: STrip

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 21:10:04 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.zrV2NUNhUHw@albemuth.equinox.gen.nz>
Source record: 192760

In <1628@usdtsg.DaytonOH.NCR.COM>, anisko writes:
>In article <2jjgrk$c84@usenet.INS.CWRU.Edu> ch866@cleveland.Freenet.Edu (Benjamin Joab Hoppe) writes:
>>
>>Does anyone have STrip that they could UUENCODE and send to me...
>>It is the ST RIP reader... I have NOT ben able to get ahold of the
>>authur via INTERNET.
>
>
> Benjamin, check your email pretty soon - it should be on the
>way. I'll be uploading STRIP.LZH to atari.archive as soon as I
>can get on, for others that want to try it out... (it runs under
>ST Mono, I believe)...

It does, but it crashed regularly when I tried it! :-(

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

3304. Classic Atari ST Games For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 21:36:17 UTC
From: cosc176t@menudo.uh.edu
Message-ID: <COSC176T.94Feb18153617@menudo.uh.edu>
Source record: 192761

Hey, STers!

I have three unopened classic Atari ST games for sale.

Uridium, Blockbuster, and Plutos.

All three are from Mindscape. $10 each or all three for $20.

Thanks,
--
Jason Asbahr 116 E. Edgebrook #603
Animatrix Houston, Texas 77034
Consulting and Development (713) 946-2732 voice
NeXT / Newton / Virtual Reality asbahr@uh.edu (NeXTmail)

3305. I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 21:37:03 UTC
From: mmm@park.uvsc.edu
Message-ID: <CLFw1v.no@park.uvsc.edu>
Source record: 192762

This is a second try, I didn't see any responses. Could someone please help this Atari-impaired individual? It seems like something that should be in the FAQ, but I couldn't find my answer.

I need to know if there is any way to read really old Atari ST floppies on a PC. I'm trying to help a guy get some source files from an upgraded 520 ST system (GEMDOS copyright 1985). He says the floppy is dual sided double density, which made me think it might be readable on a PC 720k drive.

However, when I try to read the floppy I get a general failure. I have tried several different ways (including MKS toolkit's dd), always with the same result. Is this because of some basic incompatibility, or do I just have an alignment problem?

Assuming I am able to physically read the data, is there some kind of DOS conversion utility I need to be able to get the files? I found something that looked promising on the umich archives, ataridsk.zip, but it was only 47 bytes long.

If I can't access the floppy, I'm guessing a serial link via Kermit would probably be my next choice...

Any thoughts or help would be greatly appreciated.

Mark Muhlestein -- mmm@park.uvsc.edu

3306. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 22:46:39 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2k3ggf$d1f@vixen.cso.uiuc.edu>
Source record: 192763

mmm@park.uvsc.edu (Mark Muhlestein) writes:

>I need to know if there is any way to read really old Atari ST floppies
>on a PC. I'm trying to help a guy get some source files from an
>upgraded 520 ST system (GEMDOS copyright 1985). He says the floppy is
>dual sided double density, which made me think it might be readable on
>a PC 720k drive.

There are programs out there that will format a DOS readable disk on an
Atari. I have one called PCFormat or FormatPC or something that
worked on my old 520ST. Just find one of them, download it, and
format a new disk. You shouldn't need any kind of file conversion
util if these are just standard text files.

Why don't you just use a modem though? It'd probably be easier than
going and finding a formatting utility unless those sources are large.

Good luck,
~Adam Aulick
--

Adam `Rad Ad' Aulick || "It is possible to rename a buffer without
a-aulick@uiuc.edu || renaming the file with which it is associated,
|| but this is usually done by mistake."

3307. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 23:12:26 UTC
From: walra@moacs11
Message-ID: <_vkihzkoyyg@moacs11>
Source record: 192764

In <2k16el$o92@uqcspe.cs.uq.oz.au>, Warwick Allison writes:

> I suppose I'm late to the club, but I have to say that all the complaints
> I've heard in the past about MultiTOS are unfounded.
>
> Slow? Not at all. It's slow on an ST without a screen accelerator (and
> warp-9 doesn't work with multi-tos). But on a TT, is fantastic. And it's
> a great way to get AES 4.

I do have a TT and NVDI 2.5, but I tend to disagree -- it's *slow*.

> Questions:
>
> 1. How do I `run' desk accessories after mtos has booted?

In GEM.CNF you need a line 'setenv ACCEXT=ACC'. Instead of the ACC you can
have a list of extensions seperated by comma's (ie. =ACC,ACX,FOO).
In NEWDESK.INF you have to tell the desktop that *.ACC is executable, just
copy the line for *.PRG (starts with #G) and change the number of the icon
(first number) and the extension. From my newdesk.inf:

#G 15 FF 000 *.PRG@ @ @
#G 17 FF 000 *.ACC@ @ @

Related questions:
Did anyone figure out how to get the 'setenv ACCPATH=...' working?
And the same for AE_FONTID and AE_FONTSIZE ?

> 2. Are there any colour icon editors?

Yes, the program Interface (resource builder, payware) includes one.
The author is Olaf Meisiek, e-mail address Olaf_Meisiek@fl.maus.de.

Regards,
Waldi (walra%moacs11@nl.net)
--
Kijk niet te vaak achterom
Wat achter ons ligt werd te licht,
soms te zwaar gewogen
is in en buiten ons om voorbij gegaan -- Hannie Rouweler

3308. Teddy-Term question

Newsgroup: comp.sys.atari.st
Date: 1994-02-18 23:34:30 UTC
From: gregs@eskimo.com
Message-ID: <CLG1Ho.LI0@eskimo.com>
Source record: 192765

I have a question on the simple but very nice terminal program TEDDY TERM. I think I have version 2.10 or something like that (it's the latest release on the umich archive).

It has lots of nice features and I like the interface, but am I missing something on the control-key functions?

For instance, ^D automatically calls up your DOWNLOAD menu. For those of us who wish to use TTERM on a unix system, this simply won't do. We need the ^D character for a number of things. It also looks like the ^S key calls a function on TTERM, so that means text cannot be paused.

Is there a way around this? I couldn't find anything in the program that would let control-keys be sent to the modem.
--
Gregory Sumne Meet the new boss,
gregs@eskimo.com the same as the old boss.
Seattle, WA. -The Who.

3309. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 00:19:35 UTC
From: smegma@xmission.com
Message-ID: <2k3lun$fne@xmission.xmission.com>
Source record: 192766
Cross-posted to: misc.forsale.computers.other,misc.forsale,comp.sys.atari.st

```
Inventory Master $20
(complete inventory program)
Hybrid Arts EZ Track + $20
(Entry level MIDI sequencer, 20 tracks)
Thunder! $10
(spell checker)

Buyer pays shipping, no COD's please. Will sell all for $45.

--
Roger Weeks --->>> Internet: smegma@xmission.com Prodigy: AMJP60A
"Something must be done about vengeance, a badge, and a gun"
```

3310. Re: ST Packet Radio Program ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 00:20:04 UTC
From: debmoore@netcom.com
Message-ID: <debmooreCLG3LG.9Bs@netcom.com>
Source record: 192767

Wolfgang Ley (Ley@rz.tu-clausthal.de) wrote:
: Wilson Small (wilson@netsys.com) wrote:
: > Wondering if there is a packet radio program available for the
: > Atari ST.... ??

: Ever tried ftp.tu-clausthal.de (139.174.2.10) /pub/ham-radio/atari/packet/*?
: Access via FTP, FSP (port 21) and email ("mail-server@ftp.tu-clausthal.de")

: Bye,
: Wolfgang.
: --
==========
I have a PD program called PACKETERM that works fine. I haven't a clue
how to get it to you, though. E-mail me if you have any suggestions.

--
==========
Bob Shilling Berkeley, CA debmoore@netcom.com
KK6QQ rcshilling@lbl.gov
DoD# 1195

3311. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 00:54:54 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb18.185454.23146@cobra.uni.edu>
Source record: 192768

In article <2k2okjEci8@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> hutch@bellman.lanl.gov (John Hutchinson) writes:
>>In article 152126STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:
>
>>>Geez, I don't think you're giving Atari enough credit, Chris. I am
>>>not exactly thrilled with Atari's computer marketing (or lack of) as
>>>of lately, but they have been known to develope some incredible
>>>products for a good price.

What computer marketing?

>
>>Yes, they HAVE been known to do this. But that's past tense.
>
> Right. They did nothing for 6 months now, and I don't think they will do
> anything in that area again. obviously they drop the ST/TT/Falcon line
> AND their users (and developers) in the same way they did some years
> ago with the 8 bit machines...

Atari has not done any marketing since the Tramiels took over. As the Nintendo lawyer stated "Atari competed on the cheap".

>
>>>Even the Falcon, yes the Falcon, is a good value (of course, I am biased
>>>as I have one :)).

$1200 is a good value? I think the Q660 AV(33mhz-040, dsp) is a better value from $1500-$2000.

>
>>Well, I have one too. But that doesn't blind me to what's going on in
>

Correct.

> I have one, too. And it's SLOOOOW. The graphic is bad compared to
> moderns clones, the sound is in the $300 area (I measured the frequency
> response myself), the DSP is nice for a few applications (but the TT
> could do the same in C...).
>
>>>Just look at the jaguar! People are amazed that Atari brought out that
>
>>Quite honestly, Scott, I'm SICK of hearing about the Jaguar. It's a great
>>game machine, alright, but that doesn't mean diddly to me as an Atari
>>computer owner/user. And I hope you don't belong to that camp of deluded
>>souls who believe that good Jaguar sales = new & improved Atari computers.

>

Me too!
> Once again, you're absolutely right! The last issue of ATARI EXPLORER
> ONLINE was terrible. Jaguar all over the place! Someone seems to have
> forgotten, that most ATARI users use computers - not the Jaguar!!!
>
> What really makes me angry is the way ATARi officials talk to the
> public. Just look at Bob Brodie in the latest Online Conference. He
> was asked by quite a lot COMPUTER users about the future plans and
> just says nothing but 'bubbles'. (and they don't do that just with
> users - it's the same with developers).

Atari has zero credibility...

>
> In conclusion: I used ATARi computers for 10 years now, but I
> probably won't use them much longer...

> --
> Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
> Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa

3312. Re: Atari & S.F. Chronicle

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 00:57:45 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb18.185745.23147@cobra.uni.edu>
Source record: 192769

In article <1994Feb17.203351.737@i88.isc.com>, jeq@lachman.com (Jonathan E. Quist) writes:
> In article <2d60fb58@troed.ct.se> rickard.troedsson@troed.ct.se writes:
>>Why not let Atari make a PowerPC, running MultiTOS and Windows NT?
>
> Because nobody wants Windows NT, either?
>

You left out Multi-tos..

>
>
> --
> Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
> DoD #094, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
> __ There's nothing quite like the pitter-patter of little feet,
> \/ followed by the words "Daddy! Yay!"

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa

3313. Re: gcc2.5.3 under MiNT on 4Meg ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 01:23:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLG6J7.7nv@cix.compulink.co.uk>
Source record: 192770

>As I remember, on ftp.uni-paderborn.de is a copy of gcc 2.3.3 (MiNT-Lib)
>that works really fine. I think that is the best gcc you can get today
>for your ATARI. You are able to compile MiNT 1.09 on a 2.5 Meg ST!

I'll second this - although I don't know if my copy of GCC 2.3.3 came from the same place.

Anything later just seems to run out of memory for me (and I'm running in 4Mb).

Roland.

3314. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 01:23:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLG6J9.7oG@cix.compulink.co.uk>
Source record: 192771

>I need to know if there is any way to read really old Atari ST floppies
>on a PC. I'm trying to help a guy get some source files from an
>upgraded 520 ST system (GEMDOS copyright 1985). He says the floppy is
>dual sided double density, which made me think it might be readable on
>a PC 720k drive.

If you still have access to an ST, then try formating the disks on the PC
and rewriting the disks on the ST.

DOS 5.0 and above:

format a: /f:720

DOS 3.3 etc

format a: /t:80 /n:9

Roland.

3315. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 01:57:01 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2k3rld$7ud@reseau.cict.fr>
Source record: 192772

>Why not borrow a copy of Spectre, or kindly ask Small (?), before deciding on
>doing such a task!?

Those ideas were nice, but I need Spectre for quite a while
(uneasy to find someone lending it for a couple of months). Asking Small
was a real good idea, but it may have taken a long time, and the problem
was the same as above.

3316. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 02:46:21 UTC
From: jaguar@claw.wimsey.com
Message-ID: <NNVZtAFGBh107h@claw.wimsey.com>
Source record: 192773
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In <1994Feb16.133932.5880@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:

>1. 3DOs price cut was based solely on supply and demand. Since the supply is
> high and demand low, I don't expect to see any sort of price cut.
> Especially when the other hardware makers appear to be backing out.
> (ei Sanyo)

Please get your facts straight. Sanyo has _not_ backed out and will be
producing 3DO machines this fall. The rumor that they were not going
to be producing machines was officially squashed by Sanyo itself.

--

Jeremy "OS/2ibo" Reimer
Founder and President, World Domination Inc.
(a division of Microsoft)

"This is the snobbery of the people on the Mayflower looking down
their noses at the people who came over ON THE SECOND BOAT!"
- Mitch Kapor, on Usenet elitism

3317. Color Video Digitizer for ATARI

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 02:48:25 UTC
From: dcase@crl.com
Message-ID: <2k3ulp$m4n@crl2.crl.com>
Source record: 192774

I have a ComputerEyes Color video digitizer by Digital Visions for the
Atari ST series of computers. No software is included. Has jack for
composite signal input and plugs into the cartridge port.
$40 or best offer

3318. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 03:40:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLGCut.Awx@cix.compulink.co.uk>
Source record: 192775
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In message <2k347v$rgh@Tut.MsState.Edu>, skip@cy.cs.olemiss.edu said:

Hello!

All this Jaguar sales speculation is not interesting and definitely not
related to this group, take it somewhere else please.

Ofir ogal@cix.compulink.co.uk

3319. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 03:40:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLGCuw.AxJ@cix.compulink.co.uk>
Source record: 192776

In message <LANCER.94Feb18160311@wpi.WPI.EDU>, lancer@wpi.WPI.EDU said:
>
>What is gem.sys? I don't remember seeing it in the gemram
>distribution... I use gemram right now.. How can I get aes4 without
>multitos?

GEM.SYS comes with MultiTOS.

Ofir ogal@cix.compulink.co.uk

3320. Re: Old Atari games (Ballblazer et al) for

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 04:16:42 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k43ra$epl@golem.wcc.govt.nz>
Source record: 192777

] I realize this may be of extremely limited interest to others, but I was wo
] ng
] if any permutation of MULE made it out of the 8-bit regime? I know Electr
] Arts is still alive and releasing some of the old 8-bit games for the IBM.

There is an ST version of MULE in the atari/Games/ directory at
atari.archive.umich.edu I'm not sure of the filename, but try pulling
the 0index file down from that directory and having a look!

3321. Re: WANTED: Info on BAREFOOT(Hybrid Arts) ATARI Support STATUS

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 04:24:25 UTC
From: bondservant@delphi.com
Message-ID: <pw-oO0p.bondservant@delphi.com>
Source record: 192778

Bob

Concerning Barefoot Software.They are still alive and well,if a little shaken
all the phone numbers are nolonger current .Because of the Quake Barefoot is in
the process of moving as soon as I get the new mnumbers from Jeff
erve You can find Stephan.
If you have a Guitar center nearby there is a special bundle of software from
Barefoot at a fantastic price.Edit/Smptetrack are up to Platinum
and run great on the Falcon.Feel free to E-mail me and I try to keep you
up to date.
Bondservant

3322. Re: WANTED: Info on BAREFOOT(Hybrid Arts) ATARI Support STATUS

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 04:30:25 UTC
From: bondservant@delphi.com
Message-ID: <pS-puKp.bondservant@delphi.com>
Source record: 192779

Bob the last message was missing a couple lines
If you have access to compuserve you can find Stephan

3323. Re: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 04:50:00 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb19.045000.4774@isle.waterloo-rdp.on.ca>
Source record: 192780

> I was wondering what type of interface the Atari 1040ST used for floppy
> drives? Does it use the 34 pin IBM floppy drive interface (still don't
> know what they call that interface)? A friend of mine wants to replace

That would be the one. I had to replace the drive on this ST 'o mine awhile back, and it was actually cheaper for me to buy a high density 3.5" than to find a plain old DS/DD unit. Too bad the ST doesn't take advantage of it.

Well, it can, but not this one. I made up that little 4 nand gate multi-plexer for the HD circuit awhile back, and it worked for 2 days, then never again. What's weird is that the circuit is still working fine, just that the con-troller only seemed to like it for that long...

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

3324. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 05:07:44 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2k46r0$6sj@terminator.rs.itd.umich.edu>
Source record: 192781
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 984 Feb 14 09:42 ./Archivers/unzip51b.readme
-rw-r--r-- lenn 155050 Feb 14 09:42 ./Archivers/unzip51b.tos
-rw-r--r-- lenn 151986 Feb 14 09:42 ./Archivers/unzip51b.zoo
-rw-rw-r-- entropy 3517 Feb 14 09:45 ./Archivers/0index
-rw-r--r-- lenn 17627 Feb 14 23:51 ./Games/0index
-rw-r--r-- molin 16966 Feb 14 11:26 ./Games/ishido.zoo
-rw-r--r-- entropy 8198 Jan 27 1993 ./Utilities/safemenu.lzh
-rw-r--r-- molin 14097 Feb 12 23:24 ./Utilities/volutil2.lzh
-rw-r--r-- weiner 6779 Feb 14 21:27 ./Telecomm/0index
-rw-r--r-- molin 66304 Feb 14 09:54 ./Telecomm/strip.lzh
-rw-rw-r-- weiner 3207 Feb 14 09:35 ./Printing/0index
-rw-r--r-- lenn 29005 Feb 14 09:34 ./Printing/mprint10.lzh
-rw-rw-r-- weiner 5841 Feb 15 00:33 ./Applications/0index
-rw-r--r-- molin 17413 Jan 8 10:40 ./Applications/Wordproc/gramaran.lzh
-rw-r--r-- molin 9281 Feb 12 23:23 ./Games/batsub.lzh
-rw-r--r-- molin 17536 Feb 12 23:23 ./Games/landmine.lzh
-rw-r--r-- molin 8960 Feb 12 23:24 ./Games/soma.lzh
-rw-r--r-- molin 104320 Feb 12 23:24 ./Games/thurg_r.lzh
-rw-r--r-- lenn 17694 Feb 15 00:29 ./Games/0index
-rw-rw-r-- entropy 7855 Feb 15 18:02 ./Mint/0index~
-rw-r--r-- entropy 5708 Feb 15 17:51 ./Mint/Lib/mlib40d.zoo
-rw-r--r-- entropy 8828 Feb 15 17:51 ./Mint/Lib/mlib41d.zoo
-rw-r--r-- entropy 37761 Feb 15 17:51 ./Mint/Lib/mlib42d.zoo
-rw-r--r-- entropy 8380 Feb 15 17:51 ./Mint/Lib/mlib43d.zoo
-rw-r--r-- entropy 245900 Feb 15 23:52 ./Mint/Utilities/gdb36p4b.zoo
-rw-r--r-- entropy 653237 Feb 15 23:44 ./Mint/Utilities/gdb36p4s.zoo
-rw-rw-r-- entropy 7953 Feb 16 00:03 ./Mint/0index
-rw-r--r-- molin 41120 Feb 12 23:23 ./Utilities/mdtst105.lzh
-rw-rw-r-- entropy 23782 Feb 15 00:24 ./Utilities/0index
lrwxr-xr-x molin 25 Feb 15 00:23 ./Telecomm/mdtst105.lzh -> ../Utilities/mdtst105.lzh
-rw-r--r-- molin 545961 Feb 11 16:44 ./Falcon/chaos_ad.lzh
-rw-r--r-- molin 705617 Feb 11 12:11 ./Falcon/jaguar_demo.zip
-rw-rw-r-- weiner 5918 Feb 16 10:14 ./Applications/0index
-rw-r--r-- lenn 277760 Feb 16 10:10 ./Applications/Wordproc/marcel22.lzh
-rw-r--r-- boydm 9756 Feb 17 16:40 ./Diskutils/vol109.lzh
-rw-r--r-- boydm 2005 Feb 17 16:42 ./Diskutils/volume.lzh
-rw-rw-r-- entropy 8637 Feb 17 16:46 ./Diskutils/0index
-rw-r--r-- lenn 17518 Feb 17 01:07 ./Games/0index
-rw-r--r-- boydm 5954 Feb 17 16:29 ./Utilities/vecshow.lzh
-rw-rw-r-- entropy 23846 Feb 17 16:46 ./Utilities/0index
-rw-rw-rw- weiner 86967 Feb 17 09:48 ./0ls-lR.Z
-rw-r--r-- molin 6114 Feb 16 04:17 ./Falcon/mltiblow.zip
-rw-r--r-- dpz 4131 Feb 17 01:13 ./Falcon/0index
```

```
-rw-r--r-- boydm 22992 Feb 17 16:34 ./Printing/versadir.lzh
-rw-rw-r-- weiner 3249 Feb 17 16:35 ./Printing/0index
-rw-rw-rw- weiner 86917 Feb 17 09:50 ./0ls-lRc.Z
-rw-r--r-- weiner 103073 Feb 17 09:46 ./0compind.Z
-rw-r--r-- molin 222 Feb 18 00:05 ./Jaguar/0index
-rw-r--r-- molin 58490 Feb 17 22:21 ./Jaguar/tempst01.lzh
-rw-r--r-- molin 30210 Feb 17 22:22 ./Jaguar/tempst02.lzh
-rw-r--r-- molin 30025 Feb 17 22:22 ./Jaguar/tempst04.lzh
-rw-r--r-- molin 24675 Feb 17 22:22 ./Jaguar/tempst05.lzh
-rw-r--r-- molin 21999 Feb 17 22:22 ./Jaguar/tempst06.lzh
-rw-r--r-- molin 47186 Feb 17 22:22 ./Jaguar/tempst08.lzh
-rw-r--r-- molin 44609 Feb 17 22:22 ./Jaguar/tempst09.lzh
-rw-r--r-- molin 23586 Feb 17 22:22 ./Jaguar/tempst10.lzh
-rw-r--r-- molin 49024 Feb 17 22:22 ./Jaguar/tempst12.lzh
-rw-r--r-- molin 28118 Feb 17 22:22 ./Jaguar/tempst13.lzh
-rw-r--r-- weiner 222138 Feb 17 09:46 ./0index
-rw-rw-r-- weiner 5913 Feb 18 00:19 ./Applications/0index
-rw-r--r-- molin 14409 Feb 12 23:23 ./Applications/Wordproc/gram_110.lzh
-rw-r--r-- molin 542411 Feb 17 03:59 ./Applications/Math/bstat247.zip
-rw-r--r-- molin 255011 Feb 17 03:59 ./Graphics/studphot.zip
-rw-r--r-- entropy 12194 Feb 18 00:21 ./Graphics/0index
-rw-rw-r-- entropy 7952 Feb 18 10:52 ./Mint/0index
-rw-rw-r-- weiner 85760 Feb 18 10:51 ./Mint/Lib/mnthlb43.zoo
-rw-rw-r-- entropy 23884 Feb 18 00:27 ./Utilities/0index
-rw-r--r-- molin 35712 Feb 12 23:24 ./Utilities/Warp9stuff/minz_ext.lzh
-rw-r--r-- molin 232 Feb 18 00:06 ./Jaguar/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3325. Play from disk sample players?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 05:12:01 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Feb19.051201.9164@kn.PacBell.COM>
Source record: 192782

Hi.. I have an Atari 1040 Ste... i have many sample players, but none seem to play from disk (for example, i have an 11 meg WAV file) Are there any players out there (STe hopefully) that will play from disk?

Marco

mboldt@kn.pacbell.com
mboldt@pioneer.sjusd.k12.ca.us

thanks in advance!

3326. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 05:16:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLGHCC.Cp1@cix.compulink.co.uk>
Source record: 192783

In message <1994Feb18.185454.23146@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

Oh no, he's back :-(

Ofir ogal@cix.compulink.co.uk

3327. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 05:35:44 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2k48fg$rsi@charm.magnus.acs.ohio-state.edu>
Source record: 192784

Well if you heather barbarians in Europe would accept a REAL standard like
NTSC you wouldn't have a problem ;)

Dan

3328. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 05:35:46 UTC
From: dkoster@rainbow.sosi.com
Message-ID: <2k48fi$n15@rainbow.sosi.com>
Source record: 192785

Mark Muhlestein (mmm@park.uvsc.edu) wrote:

<Mark's trying to read ST disks on a PC...>

ST users often use extended formatting (more than 80 tracks or
nine sectors per track) which won't be readable by MS-DOS. There
could be boot sector and serial number differences, too. Using
a serial link is the best bet, if somewhat inconvenient.

Straight text files will probably be compatible; anything else will
likely need some cleaning up.

Dave Koster dkoster@sosi.com
Colorado Springs, Colorado

3329. text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 05:52:13 UTC
From: hallvart@ifi.uio.no
Message-ID: <2k49ed$34@yrsa.ifi.uio.no>
Source record: 192786

I need a simple text editor that isn't too big (will take a short time to load) just to edit ASCII text (for README files etc).
I can use my wordprocessor, but it takes a long time to load and it has many unnecessary functions for that use (extra fonts etc).
I don't need text formatting (actually I'd rather not have it).
Any suggestions of which program I should use?

Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

3330. Re: TT Socketed Ram

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 05:59:59 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb19.055959.5150@isle.waterloo-rdp.on.ca>
Source record: 192787

> NOW! if I remove this ST expansion board, I still have my TTRAM...and if I
> use an SLM Laser Printer that has no RAM, it uses DRAM. Now...1 Meg is hardly
> enough...once the STRAM Expansion is removed...so...
> ....how can I, if possible, redirect or make the GDOS driver for SLM load it's
> document into TTRAM...?

I'm not sure if you can.. The way I understand the SLM's is that they had
not RAM on them, but worked via a DMA connection to the system RAM. The DMA
and other ST compatable chips in the TT only work in the first 4 meg range, so
you can't use the TT ram of the SLM804.

Of course, I could just be stupid and be misinterpreting your question
(nothing new). If you're really asking how you can get your program to load
itself and your doc into TT RAM, to leave that one meg open for the SLM804,
well then I'm afraid I have no idea (also nothing new).

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

3331. Re: installing apps in NewDesk?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 06:05:20 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <761742670.1@mettav.royle>
Source record: 192788

It was none other than Stephe Lewis that wrote on the 09 Feb 94 that ,
> Specifically, I want to install file uncompressors to run when I click
> on a compressed file... ie: lharc.ttp runs with the argument -x on
> file foo.lzh when I click on foo.lzh...
> I've tried the install application, but it doesn't seem to accept
> arguments correctly/at all... It runs lharc.ttp without the filename!

I have zip,lzh and arc all installed OK. Remember to leave to space AFTER the
argument else it tag's it onto the filename and thus doesn't recognise
it.

So that is stzip.ttp -xr_ <-space after parameter
or lharc.ttp x /r<space>

Also install with the 'full path' button highlighted.

> Perhaps it's like teradesk where you use %f as the filename in the
> argument list...
Don't need to do that . I have actually also installed Lharc_d.ttp without any
parameter's at all ....it'll default to e(xtract) so you could try
that.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

3332. Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 07:16:02 UTC
From: djs@jet.uk
Message-ID: <1994Feb19.071602.5199@jet.uk>
Source record: 192789
Cross-posted to: comp.music,comp.sys.atari.st

Just as well I haven't thrown away my ST yet; I went to do some work
on a song-in-progress, pulled the Cubase dongle out of my ST and
attempted to put it into my Falcon. IT DOESN'T FIT! :-(
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3333. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 07:42:41 UTC
From: djs@jet.uk
Message-ID: <1994Feb19.074241.5497@jet.uk>
Source record: 192790

In <CLF9Cu.2s5@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>In article <1994Feb18.131159.17221@t.hfb.se>, CRACKER <no@I.have.none> writes:
>|> There was a discussion a while back about Cubase and if anyone has
>|> cracked it yet.
>|> Well, has anyone?
>|> Hardware protected software SUCKS.
>I sincerely hope this is flamebait......

>WAKE UP AND SMELL THE COFFEE! THE ST IS DYING/NEARLY DEAD BECAUSE OF YOUR
>PIRACY ARSEHOLE.
>Try buying some software for a change. If you can't afford it, you shouldn't
>have bought a computer.
I can afford it, and I bought it. But I'd still like a cracked version
because the Dongle doesn't fit into my Falcon :-(
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3334. Re: EagleSonic 32MHz kit for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 08:04:22 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <2k4h66$n4e@irzr17.inf.tu-dresden.de>
Source record: 192791

In article <CLEA83.5Ao@world.std.com>, Lexicor@world.std.com (y.siu@lexicor.com) writes:

> On another note...GeSOFT has an email address and that is:
>
> Ge-SOFT @ ME on mausnet.

which, I believe, is equivalent to the internet address GE-Soft@me.maus.de.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

3335. RAM help..

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 10:17:17 UTC
From: lfoul@terapin.com
Message-ID: <lfoul.2uv8@terapin.com>
Source record: 192792

Simple question for all you whizzes:

What kind of SIMM modules should I use when upgrading the memory
on my 1040STe to 4 megs? (They come in different "sizes", right?)

Thanks for any help you can offer..

Jake

```
+-------------------------------------------------------------------+
| "That is not dead which can eternal lie, yet with strange |
| aeons, even death may die." -H.P. Lovecraft (NIN forever!) |
+-------------------------------------------------------------------+
```

3336. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 10:52:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLGww5.Js3@cix.compulink.co.uk>
Source record: 192793

In message <2k49ed$34@yrsa.ifi.uio.no>, hallvart@ifi.uio.no said:
>
>I need a simple text editor that isn't too big (will take a short time to
>load) just to edit ASCII text (for README files etc).
>I can use my wordprocessor, but it takes a long time to load and it has many
>unnecessary functions for that use (extra fonts etc).
>I don't need text formatting (actually I'd rather not have it).
>Any suggestions of which program I should use?

Everest 3 is very nice and fast, you could also try QED. Both available
from most ftp sites.

Ofir ogal@cix.compulink.co.uk

3337. Re: Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 11:47:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLGzFs.LI0@cix.compulink.co.uk>
Source record: 192794
Cross-posted to: comp.music,comp.sys.atari.st

In message <1994Feb19.071602.5199@jet.uk>, djs@jet.uk said:
>
>Just as well I haven't thrown away my ST yet; I went to do some work
>on a song-in-progress, pulled the Cubase dongle out of my ST and
>attempted to put it into my Falcon. IT DOESN'T FIT! :-(

Is that v3 dongle (red) ? Mine fits perfectly.

Ofir ogal@cix.compulink.co.uk

3338. Re: Galactic Empire, a comms game.

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 13:39:32 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2d66181861ca2@traveller.freiburg.sub.org>
Source record: 192795

Alan Swanson (emdu02@castle.ed.ac.uk) wrote:

>Does anyone know where I can get "Galactic Empire", a (null) modem
>game that I have seen in a PD distributor. I have looked but can
>not find the afore mentioned game.

I have here a BBS online game called Galactic Empire, but that is probably
not what you are looking for (and the version I have is several years
old...)

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de) BBS +49-761-381571
FTN-compatibles: 90:400/101 * 46:9490/231 * 23:550/5 * 242:2000/20 * 2:2476/803
(Network_ST) (VNet) (KultNet) (.fido.de) (who knows?)

3339. Re: Play from disk sample players?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 13:51:29 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Feb19.140323.5010@inca.comlab.ox.ac.uk>
Source record: 192796

Marco Boldt (mboldt@kn.pacbell.com) wrote:
: Hi.. I have an Atari 1040 Ste... i have many sample players, but none
: seem to play from disk (for example, i have an 11 meg WAV file) Are there
: any players out there (STe hopefully) that will play from disk?
:
:
: Marco

I wrote a very small program to play .AVR files from disk an an STe.
(It plays them at the nearest STe hardware playback rate, simply by getting
the DMA system to play a loop and loading one half of the loop when the other
half is being played.) On the slow 400Kb/s hard drive I had then it easily
managed 25kHz mono. I could send you it or the Hisoft Basic source if you
like. It should be easy to play other sample formats as long as they are
signed.
I'll probably do the same for the Falcon sometime now I've got one.

3340. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 15:09:18 UTC
From: scotty@verdix.com
Message-ID: <scotty.761670558@sarge>
Source record: 192797

djs@jet.uk (David Stevenson) writes:

>I can afford it, and I bought it. But I'd still like a cracked version
>because the Dongle doesn't fit into my Falcon :-(
>--
>David Stevenson, JET Joint Undertaking.
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

I have a Falcon, and the dongle fits into it just fine.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

3341. URGENTLY NEEDED!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 15:52:47 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CLHAs0.57C@freenet.carleton.ca>
Source record: 192798

My SM124 monitor just died and I need a replacement for a resonable price

ASAP!

Please email me with your price! It is needed by next Friday!

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

3342. Re: How Fast

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 15:57:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A3047@M4.maus.de>
Source record: 192799

>Is therea newer version of how fast??? The version I have is 1.0 and its
>German.
>
>I got this version from ftp.uni-kl.de. thanx!

This still is the only version available.

Instructions: The three sliders on the left indicate smallest and largest file size, and number of tests. On the right, select the drive you want to run the test on. There's another button where you can adjust the maximum rate displayed - default is an automatic detection, but you can enter your own max rate if the graph disappears in the menu bar :-)

To start the test, press "Run" (hmmm, this one doesn't seem German at all).

While the testing is in progress, press Escape to interrupt. Then an alert prompts you whether to continue or not. After the test finishes, the program asks whether to save the result to a disk file or not.

To exit the program, click on "exit" (surprise).

Bugs: The file size (X axis) in the graphics window is shifted to the right by one raster line.

bye, Peter

PS: Is that finally the version I uploaded to a local mailbox and some other guy transferred to an ftp server?!?

3343. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 16:04:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RPHj4wEONDA@semprini.waterloo-rdp.on.ca>
Source record: 192800

In <2jmab2$qor@news.dmpe.CSIRO.AU>, Karl Meyland writes:
> I think that you'll find that Doom was actually originally developed on NeXT
> boxes, not NeXTstep for Intel .... Well, that's what one of the guys at ID told
> me ....

Funny, that's not what the posts I've seen from id have said; the
message I saw (from the guy doing the port to the Jaguar) said they had
some '486 system with a JAWS graphics sub-system... I'm not sure if
that's a system from Intel or what.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3344. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 16:09:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.mRE6LEOUT0s@semprini.waterloo-rdp.on.ca>
Source record: 192601

In <CL7wBz.CEG@cee.hw.ac.uk>, Stuart Brown writes:
> I have an ST with 1Mb of RAM and a hard drive. Is it worth me downloading
> an old version of GCC which fits into my memory? Atari Archive has a
> version where the executables are over 1Mb so I can't use that version but
> elsewhere I have seen versions (1.40 I think) where the largest binary
> takes up about 600K.

Not really... Even old versions of gcc really need more than 1M of RAM.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3345. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 16:15:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Z5jyOurHMqs@semprini.waterloo-rdp.on.ca>
Source record: 192602

In <CL9H45.L83@cs.vu.nl>, Ivo van Poorten writes:
> Can anyone explain why gcc needs so much memory and other c-compilers don't...

gcc is for UNIX systems; virtual memory, and usually lots of physical RAM are commonplace. "Tiny" compilers like H&S C (which is based on Sozobon, which worked on 512k machines) and Pure C and Lattice C were all designed for tiny machines, like the ST or DOS (in the case of Pure C).

gcc also does a lot more optimising... optimising requires a lot of RAM when it's built into the compiler (I think), unlike H&S C, which has a separate pass for the optimiser.

> Me too. Only you have to be very careful when porting stuff from gcc to
> hsc, because gcc uses 32-bit integers and hsc 16-bit.

You can fix that problem by explicitly using "long" for 32-bit ints and "short" for 16-bit ints... only use "int" when you don't really care about the actual size. Most systems work like that (check sizeof(long) == 4 and sizeof(short) == 2 to be sure).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3346. Re: Teddy-Term question

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 16:38:56 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Feb19113856@wpi.WPI.EDU>
Source record: 192603

0{{ "Greg" == Greg Sumner <gregs@eskimo.com> writes:
Greg> I have a question on the simple but very nice terminal program
Greg> TEDDY TERM. I think I have version 2.10 or something like that
Greg> (it's the latest release on the umich archive).

I too have just discovered TeddyTerm! It's a really nice program...
I just wish it had vt102 and supported the arrow keys... And that the
thing I'll mention in a second was the default, not the option...

Greg> For instance, ^D automatically calls up your DOWNLOAD menu. For
Greg> those of us who wish to use TTERM on a unix system, this simply
Greg> won't do. We need the ^D character for a number of things. It
Greg> also looks like the ^S key calls a function on TTERM, so that
Greg> means text cannot be paused.

OK, here's what you do: Press both shift keys at once. That's it!
Now none of the hotkeys will work!

I wish the programmer had realized how important control keys are to
modemers and had stuck to alt-key combinations for his hotkeys...

I plan to register this program, though. It's very good, and the
registration scheme is nice (send in what you want). It's the first
ST term program I've really felt comfortable with...

It is a bit buggy in places, though... The redialer and the font at
the bottom of the screen cause me no end of grief... And the capture
buffer is always set on unless you manually turn it off... It just
seems that some settings are bass-ackwards...

laters!

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- We wore the dust as blankets, the tumbleweed as pillows -
- I said "the stars are watching", she said "nope, armadillos" -

3347. Equation Editor

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 16:39:19 UTC
From: thopman@uoguelph.ca
Message-ID: <2k5fbn$hni@nermal.cs.uoguelph.ca>
Source record: 192604

Is there such a thing as a PD/SW equation editor? I don't want something as huge as TeX/LaTeX, since I don't have a hard drive. Something that saves either .GEM metafiles, or high resolution (ie 300 dpi) .IMG files would be nice.

THeo

3348. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 16:50:56 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2k5g1g$ao0@Tut.MsState.Edu>
Source record: 192605
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <CLGCut.Awx@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2k347v$rgh@Tut.MsState.Edu>, skip@cy.cs.olemiss.edu said:
>
>Hello!
>
>All this Jaguar sales speculation is not interesting and definitely not
>related to this group, take it somewhere else please.

I neither started the thread nor have I been the only one
participating in the discussion. Perhaps you should learn
to use your newsreader and find out how a killfile works.

Skip Sauls
skip@cy.cs.olemiss.edu

3349. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 16:56:10 UTC
From: jim@virtual.cuc.ab.ca
Message-ID: <CLHDpM.5F0@virtual.cuc.ab.ca>
Source record: 192606
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

Does anyone out there know any details about Microsofts recent
announcement about some kind of data delivery system that is 10 times
less expensive than any other kind. It uses standard telephone lines.

Jim Durward |Virtual Universe Corporation
jim@virtual.cuc.ab.ca |voice: 403-261-5652
|fax : 237-0005
--
Jim Durward |Virtual Universe Corporation
jim@virtual.cuc.ab.ca |voice: 403-261-5652
|fax : 237-0005

3350. dvi converter for Atari Falcon + Canon BJ 10 printer

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 16:57:26 UTC
From: msteed@tfs.com
Message-ID: <CLHDrq.Brt@tfs.com>
Source record: 192607
Cross-posted to: comp.text.tex,comp.sys.atari.st

Hello there,

A friend has an Atari Falcon and a Canon BJ 10 printer. He'd like to
print out his .dvi files on his printer at 300 DPI, but he has
no suitable driver.

I think he can print out at 120 DPI.

Does he actually need a seperate driver, or can he add an entry in
mf/inputs/modes.mf and have metafont generate his new fonts?

If so, can anyone mail me such an entry..... Else, can anyone suggest
a suitable driver (and it's location)

Thanks,
Martin

--
Martin N. Steed (msteed@tfs.com)

The three most dangerous things in the world are a programmer with a
soldering iron, a hardware type with a program patch and a user with
an idea.

3351. Selectric (Was: WINX and LGselect dont get)

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 17:22:15 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <QhNYf7W00WB5RdmWNH@andrew.cmu.edu>
Source record: 192608

Is there an english version of Selectric? I have a couple copies in German, and noticed that the included IMG shows an english version with german comments on the functions.

David

3352. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 17:26:08 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994Feb19.172608.10497@alw.nih.gov>
Source record: 192609

In article <1994Feb18.185454.23146@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>Atari has not done any marketing since the Tramiels took over. As the
>Nintendo lawyer stated "Atari competed on the cheap".

Completely untrue; the ST was marketed heavily (for Atari) when it
first entered the fray in the mid-80's. As Hutch commented, that's
ancient history; probably before you could read, eh? Lies like this
make everything you say lack any credibility.

>$1200 is a good value? I think the Q660 AV(33mhz-040, dsp) is a better value
>from $1500-$2000.

So buy one, but just be quiet about it and go away.

>Atari has zero credibility...

And neither do you.

>Peter Sinclair-Day
>Univ. of Northern Iowa
>Cedar Falls, Iowa

Yes, flame-bait fans, "he's back..."

Umm, whatever happened to comp.sys.atari.advocacy?

--
___ O== ==O "It's deja vous all over again."
|__) ICK O== ==O [sic]
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra

3353. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 18:37:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A62093@SL.maus.de>
Source record: 192610

In article CKIrso.MED@cix.compulink.co.uk "Roland Givan" writes:

RG>Combat is *very* hard, don't you think?

Not if you have a Panther Clipper with some 100MW Beam Lasers
or an ASP Explorer with a 4MW Beam Laser and several shields :-)

Actually I have the ASP with the 4MW, 4 Shield Generators, Scanner, Mapper,
Cloud Analyser (well, sometimes a passangers cabin too - to get permits) and
have no problems even with the order to kill a panther having lotsa shields
and/or Plasma Accelerator or Energy Bomb. Cops at my six shooting at me don't
matter too :-)
The Penalty for piracy&killing (mostly 10.000C) don't interest me too (have
more than 5.000.000C)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3354. Eilte II help!

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 18:40:49 UTC
From: ant@mks.com
Message-ID: <1994Feb19.184049.24166@mks.com>
Source record: 192611

I just received my purchase of Elite II from Toad Computers only to find that the manual is missing pages 11 to 42. Can someone provide me with some flight and combat tips until I can get a replacement manual from Toad. (Sure makes copyright checks a frigging pain in the butt!!)

How can I reduce the joystick sensitivity for Fly-By-Wire, especially during combat?

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

3355. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 18:43:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A62094@SL.maus.de>
Source record: 192612

In article CKIrss.MFK@cix.compulink.co.uk "Roland Givan" writes:

RG>Is this just by shooting pirates? I've shot a few, but I'm still
RG>entirely squeaky clean and utterly harmless ;-)

rating kills
harmless 0
mostly harmless 4
poor 8
below average 16
average 32
above average 64
competent 128
dangerous 1000
deadly 3000
elite 6000

And every 256kills You get a 'right on commander' in The message-display.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3356. Cumana OS-9 for Atari-ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 18:49:50 UTC
From: paulseniura@delphi.com
Message-ID: <Bk0I+e+.paulseniura@delphi.com>
Source record: 192613

Does anyone here run/use Cumana's OS-9/68000 for Atari-ST? I'm able to boot it up from floppy, but every time we try to access the hard drive, it's being a little stubborn. Trying to go thru ICD's AdSCSI card to a Seagate ST277N drive, some files can be copied & read back, but we also get "Not Ready" errors on other (usually larger) files. Also, when trying to do a physical format, we get Error #000:255 which means I have to turn on the "enable physical format" flag in the /H0 descriptor. Cumana was gracious enough to send me the OS-9 Technical Ref. manual (Microware v2.1 book, we have v2.3 software), wherein I know how to turn this bit on, but apparently Cumana didn't provide us with a "modpatch" tool.

The only real question of all of this is whether any of you Cumana OSKers have gotten the ICD interface working, and if so how?

(I'd appreciate a direct e-mail reply to 'PAULSENIURA@DELPHI.COM' please. I don't get to access Usenet much.)

-- thx, Paul Seniura (from Oklahoma City)

3357. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 19:33:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2k5phv$p0u@mailer.fsu.edu>
Source record: 192614

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
> : [...] TOS 1.4 is well worth the upgrade price, IMHO. Other than a hard
> : disk drive,
> : it's the most productivity enhancing upgrade you can buy for a TOS 1.0/1.2
> : Atari.
> : Heck, it's worth it just for the improved disk access speed!
>
> I repeat (as I have had no replies):
>
> What real advantages would upgrading to TOS 1.4 do for me???

I am an avid Neodesk user, and I can state that if you use Neodesk there is very little difference between TOS 1.2 _with some patches_ and TOS 1.4 (also with some patches, as the bugs are different, not gone). I just bought a MegaSTE with TOS 2.06, and in 8mHz mode with no NVDI or Warp9 it feels about like my Mega2ST with TOS 1.2 (not that I run it that way for any length of time). I'm not sure about the "feel" of the Atari GEM desktop, as I have not used it extensively for a long time.

In general, I disagree that TOS 1.4 is a major productivity enhancing upgrade. Instead, I would put the ~$50 toward NVDI (~$90) or Warp9 (~$40). Already got one of those? Then I would put it toward Neodesk (~$50). Already got that? Then I would put it toward Diamond Edge (~$50). Already got that? Then I would put it toward Geneva (~$60)......

In other words, there are a whole slew of things that would enhance your productivity more than a wimpy TOS 1.4 upgrade. The one feature that TOS 1.4 has that is IMHO arguably worth the $50 is the 32mb "normal" partition size, as opposed to the 16mb "normal" limit in TOS 1.2. BGM partitions (those with logical sectors larger than 512k) can get you around this limit, but they also waste disk space. I must admit that I am a bit biased against them as well, as the only data destroying problem I have ever had with any ST involved a BGM partition. There are many that state that BGM partitions are great, the wave of the future, etc. I am not one of them, and use them very cautiously :-). Anyway, bumping the GEM partition limit up to 32mb might be worth the $50.

The above is IMHO. Direct flames elsewhere.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3358. MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 19:40:48 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <761698953.AA04865@byte.bbs.no>
Source record: 192634

>Slow? Not at all. It's slow on an ST without a screen accelerator (a
>warp-9 doesn't work with multi-tos). But on a TT, is fantastic. And

Use NVDI - Even TOS-programs running in i TOSWIN-window get FAST !!!

>1. How do I `run' desk accessories after mtos has booted?

Just double-click on them.
Or start them from a shell with the ACC command (ACC DESK1.ACC)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

3359. Toad catalog

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 19:52:58 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <19FEB94.13525883@meena.cc.uregina.ca>
Source record: 192615

Has Toad Computers produced a new catalog recently? (how recently)?

RMS

3360. Re: STrip

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:21:47 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k5vtb$io2@golem.wcc.govt.nz>
Source record: 192616

] > Benjamin, check your email pretty soon - it should be on the
] >way. I'll be uploading STRIP.LZH to atari.archive as soon as I

It's in the atari/Telecomm/ directory at atari.archive.umich.edu now,
it turned up a few days ago!

3361. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:26:24 UTC
From: dud@u.washington.edu
Message-ID: <2k6060$ov8@news.u.washington.edu>
Source record: 192617

jeff@jupiter.ame.Arizona.EDU (Jeff Diamond) writes:

> There's been several posts in which people complain about Atari's
>support of their computer users, and people saying that Atari has finally
>gone to far, and it's time to leave.

> There's something about this whole thing that confuses me. It's
>been more than 15 years like this. OK.... Atari did abandon the 8-bit,
>and a lot of people bought STs. But has Atari EVER been good about
>marketing? (Granted, you used to be able to go into any Toys R Us to buy
>an 8-bit computer, and now you have to Umail order everything.) But I
>HARDLY think any of the people in this group bought their Ataris because
>they saw a great ad on TV, or wanted the largest possible software base.

I heartily agree. Atari has NEVER been ideal, and no Atarian I know has ever expected them to be. Possibly they are worse now than they were before; but in general, BASHING is something most Atarians have had to deal with from day one. Most Atarians I know fully realize and ACCEPT the faults of the company; it's worth it to them. Living with the endless stream of CRITICISM is the worst part I think...

> So what is it that people are perceiving right now? That the
>Jaguar will stop ST production? Were ST's being produced in mass
>recently? Do a lot of Atari owners need new ones?

It's no different now than it ever has been before. I love my Atari; I know other platforms well and I choose to keep it. And it's not because of a blind obsession; there are many logical reasons why I stay. And I'd be the first to admit I may not always be an Atarian. But I will not switch because of some schmuck's Atari BASHING.

> And if Atari goes to the extreme (Which they HAVE NOT yet) and
>officially divorces from the computer business entirely, ignoring all
>calls about computer lines, are things really so different then?

I buy Atari because they offer what I want in a computer. If they divorce themselves from the computer business, they may not continue to offer what I want. That is a reason to switch. But not a reason to bash. And I would certainly not think less of anyone who, even in the face of such a drastic move by Atari, decided to still stick with them.

> I'm not saying I've ever enjoyed the fact that I was using an
>unsupported, underground computer, but what support I did get I got from
>the Atari community, and they are still around.

I think the Atari community is the best and worst part of being an Atarian... Those who support the computer (not necessarily the company)

support it very well, but those who don't bash it hard.

Oh well. I've just come to accept the endless criticism as part of being an Atarian. I just read it and laugh. ;)

Dan Aylward
dud@u.washington.edu

3362. Re: of lasers and men - v1.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:40:50 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192140.A0754wk@hofbbs.com>
Source record: 192639

HI
Which laser printer are you thinking of buying? Or have you bought one
already?

I have a second hand HP laserjet II. I like it very much but I have
some problems using it with LDW power, SpeedoGDOS and a few minor problems with
WordPerfect and softfonts.

If you know anything about using the HP with the above, I'd appreciate
your input. If you have any questions about HP laserjets, feel free to ask.
I'll reply to the extent of my knowledge. HP is a good company and they
support their products.

---Beth---

3363. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:40:51 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192140.A0755wk@hofbbs.com>
Source record: 192640

HI Steve,

I like Storm, a new shareware telecom program from Alan "FLASH" Page.
You can mark blocks in such a way as to use part of a line, instead of having
to stop at the end of a line only.

However, I should warn you that the ANSI emulation is NOT good, as far
as the capture buffer is concerned. There's a big gap in the middle o each
line in the capture buffer. Other than that, it's a pretty good program, and
it's shareware, so you can try it without expense.

It's available for download on CompuServe in the Ataripro forum.

---Beth---

3364. Re: the future of atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:40:52 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192140.A0756wk@hofbbs.com>
Source record: 192641

HI Waldi,

I think SCSI is better than IDE, but it does cost more. If you want to get into CD ROM, you're going to need SCSI to run that, so why not just get a SCSI hard drive to start with.

My friend can build a computer from the boards (PC's) and he reccommends SCSI, if you can pay a little extra. Most of those packaged deals come with IDE hard drives ('cause they want to keep the price attractive).

---Beth---

3365. Top 10 list

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:40:52 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192140.A0757wk@hofbbs.com>
Source record: 192642

Hi Dan,

I captured you list so I can look at it more carefully. I think you've done all of us Atarians a service, even if this is only your personal opinion. Atari information is not that previlent compared to other computers.

I'm not to familiar with MIDI either. As a student of the old fashioned kind of music (piano lessons, sheet music and practicing), I find MIDI and it's output (the waves and tracks) to be very confusing.

Thanks again for a job well done. <applause>

---Beth---

3366. Request for software recommendations

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:40:53 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192140.A0758wk@hofbbs.com>
Source record: 192643

HI Witold,

For the spreadsheet I reccommend LDW Power. You can use it with the mouse or in command mode. I think you students will like that. It also has a database as part of it, but I could never figure that out, even though I have a legally purchased copy with full docs. My knowledge of data bases is slim compared to what I know about spreadsheets.

---Beth---

3367. Weekly posting of new atari stuff

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:40:54 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192140.A0759wk@hofbbs.com>
Source record: 192644

HI Howard,
THanks for the news. Now where can one obtain this software?
I've been up to see JPL. You folks work at a cool place. I got to see
the Gallileo space probe in the clean room before it was launched. That was
something!

See Ya...
---Beth---

3368. What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:40:55 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192140.A0760wk@hofbbs.com>
Source record: 192645

Hi Dan,

What exactly is an Elite II? Is it some sort of high tech Atari peripheral. I thought I knew pretty much was available for the ATari, but I've never heard of this before.

I've got an ST souped up to 4 megs with a Quantum SCSI hard drive, Prometheus 2400B modem, and a used laserjet. I've also added TEC with the latest version of the ST operating system (as of last year, that is). Thought I had all the goodies, pretty much.

---Beth---

3369. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:57:51 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb19.155751.23170@cobra.uni.edu>
Source record: 192618

In article <2d63f735@p2.stacken.ct.se>, patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
> > From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
> >
> > 1) Can Atari produce a PowerPC-based machine and sell it cheaper than
> > either IBM, Compaq, Apple, or any of the other houses building PPC
> > machines (for example, Dell might be one of them, and I'm sure other
> > mail-order clone houses will follow). Atari used to be "Power
> > Without The Price!" but they certainly can't claim that these days,
> > and there's no way they can compete with much larger clone makers.
>
> Maybe they're not looking to compete with the clone makers. They could build on
> the Jaguar/Falcon concept with great arcade quality games, exciting new
> multimedia applications and pro tools for the music people.

Who's going to develop these multimedia apps on the Jaguar/Falcon? The market has consolidated into the PC and Mac.

>
> > 2) Can Atari build something decent? I mean, when you look at it,
> > TOS isn't very suitable for such a high-powered machine. As far as
> > TOS is concerned, the 68030 is just a fast 68000... it doesn't make
> > any use of the MMU, for example. It'd be about as bad as running DOS
> > on a Pentium system; oh, I guess people like to do that too. :-(
>
> A PowerPC based Atari computer should of course come with an enhanced version
> of MultiTOS.
>

Why?

> > 3) How will Atari differentiate its systems from the other ones? The
> > Apple systems will be Macs, with those weird floppy drives and that
> > simple (non-preemptive, non-protected) OS/GUI. IBM systems will
> > probably be in really ugly PS/2 cases (like the RS/6000) :) and run
> > AIX and eventually Workplace OS (OS/2's successor). What will make
> > Atari's machines stand out? Drop a DSP into it? Gee, Apple's
> > machines will have those. For it to be worth their while, there
> > has to be a _reason_ for people to buy Atari instead of Brand-X;
> > brand-loyalty has only sold ~20,000 Falcons... it probably hasn't
> ^^^^^^
> If you insist on knocking Atari, then at least get your numbers straight before
> posting false information.
>

Last I read, it was 35,000 Falcons sold worldwide.

> > paid for the R&D Atari had to lay out.
>
> Even if Atari can't match the price of mass market clones, they could still
> manage to grab a goodly share of the much neglected home market. All it would
> take is some nifty design and marketing and they could be back in business in
> no time. I think it would be a great pity to have a monopolized market entirely
> dominated by IBM and Apple, as their computers are mainly intended for pro
> users and not very suitable for home and hobby users imo.

Am I missing something? The Mac is not suitable for the home market? Why do
you think Apple launched the Performa line? The Mac and the PC have lots of
Apps that are suitable for the homemarket. I suggest you get a catalog from
Mac and PC Connection.

Peter Sinclair-Day
Univ.ofNorthern Iowa
Cedar Falls, Iowa USA

>
> _ _ _/ _ . /. /o o\ __ __ __
> /_)(_\ / / / /\ DON'T |___/| PANIC! FALCON / / _// /
> / ============== ___/ /_/__//_/ SX
> ____
> Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2
>

3370. Re: TOS PATCH LIST

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:58:28 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CLHrpH.GCD@cix.compulink.co.uk>
Source record: 192619

>-- John Townsend
> NOT with Atari Corp.
A pity......

3371. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 21:58:31 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CLHrpJ.GD0@cix.compulink.co.uk>
Source record: 192620

>I can afford it, and I bought it. But I'd still like a cracked version
>because the Dongle doesn't fit into my Falcon :-(
Why not contact the supplier/distributors for a new dongle?

3372. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 22:08:24 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb19.160824.23173@cobra.uni.edu>
Source record: 192621

In article <1994Feb19.172608.10497@alw.nih.gov>, rvenable@helix.nih.gov (Rick Venable) writes:
> In article <1994Feb18.185454.23146@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>>Atari has not done any marketing since the Tramiels took over. As the
>>Nintendo lawyer stated "Atari competed on the cheap".
>
> Completely untrue; the ST was marketed heavily (for Atari) when it
> first entered the fray in the mid-80's. As Hutch commented, that's
> ancient history; probably before you could read, eh? Lies like this
> make everything you say lack any credibility.

I was referring to the US market. Atari had basicaly zero marketing.

>
>>$1200 is a good value? I think the Q660 AV(33mhz-040, dsp) is a better value
>>from $1500-$2000.
>
> So buy one, but just be quiet about it and go away.

I probably well and so well hundreds of thousands of buyers.

>
>>Atari has zero credibility...
>
> And neither do you.

No comment..

>>Peter Sinclair-Day
>>Univ. of Northern Iowa
>>Cedar Falls, Iowa
>
> Yes, flame-bait fans, "he's back..."
>
> Umm, whatever happened to comp.sys.atari.advocacy?
>
> --

None of messages have contained flame-bait. Rick, crawl back under your keyboard.

> ___ O== ==O "It's deja vous all over again."
> |__) ICK O== ==O [sic]
> | \ / O== ==O
> \/ ENABLE O== ==O -- Yogi Berra

Get real!!

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa USA

3373. Re: Mega 2 ST power supply

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 22:18:00 UTC
From: Arndt_Baecker@w.maus.de
Message-ID: <A2395@W.maus.de>
Source record: 192622

apapouts@realm.tdkcs.waterloo.on.ca wrote at 09.02.94 in *Cs.Atari*:

AP>I'm reluctant to send my computer to atari in canada, or the states,
AP>because i've heard horror stories about not getting them back!

hi.

try getting a replacement power-supply!
i had troubles with the original mega st4 supply working with a internal (!)
quantum lps 120 (supply to weak, 12V went down to 10V :-().
then i bought a compatible power-supply from *best-electronics* in USA. this
replacement power-
supply is stronger and fits perfectly into the mega st case.
costs were 150 deutschmarks, this is about 90 US$. it was worth it.
i am sorry, but i can't give you the address of best-electronics, i've lost it.
:-(

Ciao, Arndt.
FidoNet: Arndt Baecker, 2:243/7800.2
MausNet: Arndt Bï¿½cker @ W

3374. Circuit diagram for 520STFM

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 22:24:26 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <CLHswq.3FL@bfsec.bt.co.uk>
Source record: 192623

Folks,

I'm in San Jose, California for a couple of weeks. I was wondering
if anybody knows where I could pick up a circuit diagram of an old
STFM while I'm here. Not that I need it (yet), but it would be handy
to have for the future (I recently picked up two 520STFMs with TOS 1.2
and Double-sided drive (beats my single sided one) at an auction for
a total of 30UKP (approx $45) - not bad...and they both work!).

Any help would be appreciated. Please either post or EMAIL me (I
have a link-up with my work in Belfast, N. Ireland).

Terry

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 232 894436

All opinions expressed are my own.

3375. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 22:36:00 UTC
From: Arndt_Baecker@w.maus.de
Message-ID: <A2396@W.maus.de>
Source record: 192624

graham@rbg.informatik.th-darmstadt.de schrieb am 01.02.94 in *Cs.Atari*:

AG>It's new for mw that there should be a Eagle '060. Would be a litle
AG>hard to built a machine with an 68060 without any of these chip
AG>avaiable...

hmm... the (swiss) manufacturer has bought a few samples of the 68060 from
motorola. they plan a series of *medusa* *060*!

Ciao, Arndt.
FidoNet: Arndt Baecker, 2:243/7800.2
MausNet: Arndt Bï¿½cker @ W

3376. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 22:53:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2k658i$j3n@golem.wcc.govt.nz>
Source record: 192625
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <hgm.761371963@news.ncsu.edu>, hgm@sparc01.cc.ncsu.edu (Hal G. Meeks) writes:

>rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>>In article <2jrahg$dje@auggie.CCIT.Arizona.EDU> hicksm@hindmost.lpl.arizona.edu (Mike Hicks x2692) writes:
>

>more made. The CNBC report didn't help matters.
>

Can some one enlighten a dumb Kiwi, what was this CNBC report, was it some thing on TV, what did it have to say about Atari etc...

>--hal

Thanks.................

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3377. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 22:53:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLHu8s.HxG@cix.compulink.co.uk>
Source record: 192626
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In message <2k5g1g$ao0@Tut.MsState.Edu>, skip@cy.cs.olemiss.edu said:
>
>I neither started the thread nor have I been the only one
>participating in the discussion. Perhaps you should learn
>to use your newsreader and find out how a killfile works.

I know you didn't 'start' it, but maybe you can stop it. Not everyone have
killfile facility.

Ofir ogal@cix.compulink.co.uk

3378. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 23:02:31 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192302.A0762wk@hofbbs.com>
Source record: 192648

Hi Jon,

Apple products seem to be over priced, and I don't care for their pull down menus. The ST had more to offer than the small original Macs, with no color and a screen that was smaller than our first TV (back in the good old bad old days of black and white).

---Beth---

3379. St accelerator needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 23:02:36 UTC
From: beth.freeman@hofbbs.com
Message-ID: <9402192302.A0769wk@hofbbs.com>
Source record: 192649

Hi Roger,

When and if you find this accellerator, please let me know. This
sounds like something worth while. I'd like to juice up the speed on my ST.
If you find a way, I'm willing to listen (or in this case read).

---Beth---

3380. Re: Printer upgrade (BubbleJet) questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 23:08:08 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2k664o$j3n@golem.wcc.govt.nz>
Source record: 192627

Hi I don't think you will find Drivers for those old unsuported
wordprocessers, but they could support the HP DeskJet..

I think WordUp had a HP Desk Jet driver, and from memory it was sold separatly
as it was a Fast GDOS driver, I think it was called Turbo Jet...

I thought the Epson Sylus 800 was a far better printer and uses far less ink,
and cheaper to run....

Roger.............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3381. Re: Old Atari games (Ballblaze

Newsgroup: comp.sys.atari.st
Date: 1994-02-19 23:30:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A62141@SL.maus.de>
Source record: 192628

In article 2jpjbd$5q5@mailer.fsu.edu Mickey
Boyd (boyd@gauss.math.fsu.edu) writes:

MBB>This is a great game! I don't know if EA is going to release
MBB>M.U.L.E. for anything (and almost certainly not for ST/Falcon), but
MBB>they have just recently released an updated Archon clone. I hear it
MBB>is excellent.
M.U.L.E. Was rereleased as 'Traders' on Amigas and DOS-Machines but not on
Ataris (due to Copyright-problems i think).

But the Archon-rerelease: Where is it available from and what's it's name?

Please email me!

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3382. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 01:32:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2k6eih$jtl@golem.wcc.govt.nz>
Source record: 192629

In article <2k48fg$rsi@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>
>
> Well if you heather barbarians in Europe would accept a REAL standard like
>NTSC you wouldn't have a problem ;)
>
>
> Dan

From what I have read about NTSC it stands for Never The Same Colour, I
thought that PAL was the REAL Standard...

Developed in Germany by Telefunken, were all good things come from...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3383. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 02:01:48 UTC
From: smegma@xmission.com
Message-ID: <2k6gac$ckg@xmission.xmission.com>
Source record: 192630
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers.other

This first item is for any ST MIDI users:

Casio VZ-8M rackmount synth $175 obo
Uses phase distortion (similiar to FM) synthesis. 8 voice polyphony,
can be 8 part multitimbral (all sounds would be mono). Also has special
modes for guitar and wind controllers. Fairly good MIDI implementation.
Owners manual and manual on MIDI system exclusive included. Also have
two sound disks in Atari ST format.

Inventory Master software package $20 obo
Complete inventory program for any type inventory.

Thunder! spell checker $10 obo

Citizen 120D dot matrix printer $50 obo
Used for several years with an ST, no problems

Epyx 500XJ joystick $15 obo

Atari 130XE package $100 obo
Includes 130XE computer, Indus GT disk drive, AtariArtist tablet/software,
Axiom AT-846 printer interface, 2 Wico joysticks, LOTS of software.
Will also include printer in package if requested.

Buyer pays shipping. No COD's please.

--
Roger Weeks --->>> Internet: smegma@xmission.com Prodigy: AMJP60A
"Something must be done about vengeance, a badge, and a gun"

3384. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 02:34:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLI4H5.Dt@cix.compulink.co.uk>
Source record: 192631

In message <1994Feb19.155751.23170@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

I am considering stopping reading Usenet. I find myself having to read
through lots of nonsense about Macs and Jaguars which is totally irelevant
to this group.

PLEASE IGNORE SINCLAIR and the likes.

Ofir ogal@cix.compulink.co.uk

3385. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 03:06:13 UTC
From: barua@plains.NoDak.edu
Message-ID: <CLI5yD.Mur@ns1.nodak.edu>
Source record: 192632
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

I also believe Atari will go up. I hope you make some money on this.
Bye,
Soumen

3386. xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 03:26:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2k6l9m$ihe@mailer.fsu.edu>
Source record: 192633

Can someone with a MegaSTE confirm that the sound cpx included with xcontrol 1.31 works? I cannot seem to get it to do so (it reports "no stereo sound available"). The sound cpx from an older version of xcontrol is working OK, but I would rather use the newer one.

Also, is 1.31 the newest version of xcontrol? Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3387. For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 04:39:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k6pi6$kgj@golem.wcc.govt.nz>
Source record: 192635
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Spectre GCR + Mac 128K installed ROM's.

Everything that comes with the package is included plus lots of extra software versions and hints & tips manuals. Version 3.0 of emulation software.

$200US - Postage/Shipping Included!

3388. Re: CV-Translator v3.0beta

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 04:42:36 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CLIAD6.M8u@news.cis.umn.edu>
Source record: 192636

Hello,

I have used the german to english tranlator, and I have had no
problems with it on my MSTE w/ TOS 2.05. I decided the
I really had no reason to translate anyother languages, so I have
yet to try the new program. The only other lnguages I would every
read is french, and I have no problem with that:)

Take Care,

Joe
.

3389. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 04:58:29 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CLIB3o.MIq@news.cis.umn.edu>
Source record: 192637

I have been pondering over this idea for a couple of days, and thought I'd share it with everyone.

I am hoping what I have been reading has made it into my brain clearly

Has anyone every thought of the following:

Knowing that a PPC can emulate different processors, why could someone do for Atari, like Next did for themselves(I hope I understood the Next story). Would it not be possible to abaondon the hardware angle, write a decent OS(atari compliant of course:), and just use it on somebody elses computer? If the PPC does have the ability to emulate another chip, why not just write the OS to the new chip, in another machine?

Give me some feedback, like why it could or could not be done. Again, it is just an idea, from someone who knows nothing about hardware and software technical stuff. I am just an end user, and I kind of like it that way:)

Thanks for reading my idea

Joe

3390. Shareware hard drive utils?

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 05:14:13 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Feb20.051413.24909@kn.PacBell.COM>
Source record: 192638

Are there any shareware Hard Drive utilities similar to Cleanup ST? i need a prog that will repair fat etc.. Thanks in advance!

mboldt@kn.pacbell.com
mboldt@pioneer.sjusd.k12.ca.us
Marco Boldt

3391. What is happening to Atari stock, a professional view.

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 06:16:52 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2k6v8k$k0s@ucunix.san.uc.edu>
Source record: 192646

I just found this on GEnie. I thought it was interesting reading because this topic has come up on various Atari newsgroups. This article mentions some visual files. Don't worry about them, they are not needed.

BTW: If anyone know how to filter out these damn carrage returns, please let me know. I know they are _very_ annoying. Still, the article isinteresting.

NOTE: This was published FEBRUARY 11.

```
+-------------------------------------+_
| *> Kevin Klasmeier | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.KLASMEIER | |
| [Cincinnati, Ohio in the US of A] | |
+-------------------------------------+ |
'-------------------------------------'
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~ GEnieLamp ST Special Report ~
""""""""""""""""""""""""""""""
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Note: Included in this archive are two picture files, ATC_2_11.PI3 and FRACTALS.PI3, which can be viewed using your faviorite file picture viewing utility.

[*] [*] [*]

```
[CAI]//////////////////////////
COMPUTERS AND INVESTING /
//////////////////////////////
Special Report on ATC
""""""""""""""""""""""
```

by Sanford E. Wolf
[S.WOLF4]

~ Copyright (c) 1994, Sanford E. Wolf, All Rights Reserved. ~

In response to requests to provide the ATC chart on a more frequent basis, this and future 'Special Reports' will do so between normal monthly GEnieLamp publication dates. Attached is a picture of the ATC chart through Friday, February 11. Below are some remarks of my own on what seems to be happening as I see it. Remember, this is only my opinion, and must not be taken as advice to trade this stock in any way. I have an investment position in ATC.

The strong downtrend which followed the peak at 12 3/4 on November 4, seems to have abated to some degree. The downtrend was marked by substantial short selling; the 'short interest' as of mid January was more than 5.6 million shares, or approximately 40% of the 'float'.

By 'float', I refer to the approximate number of shares which are available for buying and selling in the normal course of daily market activity. This _excludes_ the roughly 46% of the total shares held by the Tramiel family, the 25% held by Time-Warner, and the 4% held by various institutional investors. Other stock held by Atari employees and various private investors is probably being held off the market, so less than 14 million shares is available both to lend to the short sellers and to eventually supply them with shares to buy back for replacement of their borrowings. The relatively high degree of short interest may therefore be setting the stage for a fairly strong rise in the stock price once the short sellers become convinced that they cannot drive the price down much further.

Has this "repurchase" process started? The price has remained in a range of about 6 - 8 for over 2 months. It has twice hit what looks like a bottom -- at least a temporary bottom -- at 5 1/2, and bounced back up. The intra-day trading pattern has shown some strong buying, which may indicate the beginnings of covering by short sellers. During the past few weeks, there were several instances of heavy buying just before the close. On February 8, 300,000 shares drove the price up 1/2 point in the final minutes; on February 2, 250,000 shares were traded on an uptick in the last few minutes. Other examples of this type of activity have also showed up. Of course, some heavy selling must also be going on, which is giving the overall effect of an apparent balance or trading range.

Meanwhile, the rumors grow, some favorable, most very negative. If you want to see some, drop by topic 44 in category 14. The overall sentiment seems to be growing more negative daily, just the way it should be as a serious downtrend nears its end.

40 Day Cycle (?) My attempts at trying to fit a cycle model """""""""""""""" to ATC have not been very fruitful; however, a 40 (calender) day cycle seems to have made itself evident. The last three repetitions are marked by low points of Oct. 5, Nov. 19, Dec. 30, and Feb. 8. This cycle has just recently turned up and, if it remains effective, the price of ATC should rise during the coming week. If the

price gets above 8 1/8, then it is possible that a much longer cycle -- properly labeled a 'trend' -- has also turned up.

On the other hand, if the price does not rise this next week, then the outlook is quite negative for the next month or more. Thus sayeth the cycle model. We shall see.

A Fractal Model! Since last October, a few participants in topic 44 """""""""""""""" have been calling attention to the apparent repetiton of certain price patterns going all the way back to last April/May. Each successive repetition covers a longer time span and a wider price swing, but the essential structure seems to remain. One observer, on the basis of his understanding of fractal geometry, correctly predicted, last October, that the rise to 8 1/2 was only the beginning of a move to a high above 12! An impressive call.

Over the past several weeks, I have been refering (in topic 44) to a fractal basis for expecting a prolonged stay in the trading range where we have been stuck for over 2 months. I promised to present a chart showing what I was refering to. Attached hereto is the file 'FRACTALS.PI3'. Highlighted in the picture are the current and one previous repetition of the price pattern. Careful examination, on an enlarged scale, of the entire price chart since April suggests several repetitions of quite similar structures.

This fractal stuff has been both interesting and amusing. It has yielded some insightful forecasts. I have even found a serious book on the application of fractals to stock market forecasts; I intend to read it someday. Meanwhile, you are invited to interpret the pattern for yourself; it seems to be pointing to an interesting future for ATC. For the time being, however, it suggests to me a continued stay in the present trading range.

[*][*][*]

\\\

3392. Re: xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 06:56:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLIGM9.4CA@cix.compulink.co.uk>
Source record: 192647

In message <2k6l9m$ihe@mailer.fsu.edu>, boyd@gauss.math.fsu.edu said:
>
>Can someone with a MegaSTE confirm that the sound cpx included with xcontrol
>1.31 works? I cannot seem to get it to do so (it reports "no stereo sound
>available"). The sound cpx from an older version of xcontrol is working OK,
>but I would rather use the newer one.

The Sound.cpx with v1.31 is for Falcons only.

>Also, is 1.31 the newest version of xcontrol? Thanks in advance.

Yes.

Ofir ogal@cix.compulink.co.uk

3393. Re: Scorched Earth, projectile game

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 07:15:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k72ms$l2h@golem.wcc.govt.nz>
Source record: 192650

```
] Is there an updated version for the ST/STe? If not, is the code for
] the original available? Thanks!

Try 'Snowball' from DC Software on atari.archive.umich.edu, in either
the atari/Dc or atari/Games directory! Similar principle, HUGE game
though! (Mostly due to a bad software engine methinks!)
```

3394. Re: Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 07:20:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2k72vd$l2i@golem.wcc.govt.nz>
Source record: 192551

In article <1994Feb16.190937.24416@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>Subject: Re: Hard Disc TuneUp Program searched
>Newsgroups: comp.sys.atari.st
>References: <2jt9h7$dsr@charm.magnus.acs.ohio-state.edu>
>
>Michael Steve writes:
>: Ronald Hartwig <Ronald.Hartwig@arbi.informatik.uni-oldenburg.de> wrote:

>I have a disk defragmenter called 'The Optimizer'. I will upload it to
>ftp.uni-kl.de as 'optimize.zip' and you can have a look at it. If you
>do not have ftp access, I will E-mail you a UUenceded copy. Below is the
>Document file I will be uploading with it...
>
>Steve Taylor.
>

Please Please don't use this program, it dose not work to well and I have stuffed up my hard drive with it, mind you I still have a copy of it but it could be a early version..

But then again does it support BGM partitions...????

You must Clean Up your hard drive before you can use it....

Also I don't think this is PD Software......?????

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3395. TAZ

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 07:32:17 UTC
From: diehl@r-node.io.org
Message-ID: <2k73m1$a0g@r-node.io.org>
Source record: 192552

Greetings, Kevin!

I left the other member of "Neat 'n Nifty" E-MAil about Taz and was just wondering if he gets to his E-Mail much ... I tried out Taz, and do like it and think it has potential, but that screen flicker gets to be a bit much after a few minutes... :-)

Just curious...

```
__________________ ______ ____________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

3396. Re: Old Atari games (Ballblazer et al) for

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 07:35:20 UTC
From: diehl@r-node.io.org
Message-ID: <2k73ro$a33@r-node.io.org>
Source record: 192553

There was a public domain permutation of "M.U.L.E." that made it to the ST
called "colony". It was halfway decent, but unfortunately missed most of t he
more interesting aspect of MULE. I believe there is a Shareware troupe
currently working on a REAL conversion of EA's M.U.L.E. for the ST, however.

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
_____<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

3397. Re: RTF/Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 07:45:26 UTC
From: diehl@r-node.io.org
Message-ID: <2k74em$a8k@r-node.io.org>
Source record: 192554

I'd have to disagree about Marcel's stability. Set in standard word wrap mode, it has bombed completely out on me on occasion when I delete from one line up into another... it seems to happen inconsistently, not always the same way, not at the same times, but it does happen, and it's rather irritating.

I also wish the author would have used standard key codes to let you enter extended characters. the ALT+KEYPAD method of character entry IS built into the ST through a BIOS call; I don't know why he just didn't use that...

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

3398. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 07:48:27 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Feb20.074827.14050@gumby.cc.wmich.edu>
Source record: 192555

In article <CLGww5.Js3@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
> Everest 3 is very nice and fast, you could also try QED. Both available
> from most ftp sites.

Is Everest 3 available with English docs and RSC yet?
From what FTP sites? Thanks.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3399. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 07:49:04 UTC
From: diehl@r-node.io.org
Message-ID: <2k74lg$aco@r-node.io.org>
Source record: 192556

First of all in order for a floppy disk to be readable on a PC, it must be formatted to 720k (9 sectors, 80 tracks) with an IBM bootsector (which TOS does not put on as standard; most floppy formatters and copiers allow the option of formatting to MS-DOS standards). If the disk is a high density, and the drive on the PC is a high density drive, the second hole must be covered, otherwise the PC will refuse to read it, assuming it's fomatted 1.44 meg instead of 720k.

```
__________________ ______ ________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

3400. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 08:09:40 UTC
From: Lexicor@world.std.com
Message-ID: <CLIK05.FCJ@world.std.com>
Source record: 192557

In article <CLIB3o.MIq@news.cis.umn.edu>,
James A Hogan-1 <hoga0006@gold.tc.umn.edu> wrote:

>
>Has anyone every thought of the following:
>
>Knowing that a PPC can emulate different processors, why could someone do
>for Atari, like Next did for themselves(I hope I understood the Next
>story). Would it not be possible to abaondon the hardware angle, write a
>decent OS(atari compliant of course:), and just use it on somebody elses
>computer? If the PPC does have the ability to emulate another chip, why
>not just write the OS to the new chip, in another machine?

James,

Many others have thought of exactly this. Not necessarily Atari themselves but 3rd Party Developers ever since the PPC was a concept. The PPC is theoretically able to perform exactly what you described i.e. it could run TOS, MultiTOS or Unix, OS/2, Nextstep...you name it (OS), it could be written for it.

However it's not that simple. Atari themselves are concentrating themselves strongly on the Entertainment Market so we won't get to see it from Atari for a long time, more than likely.

3rd Party Developers as a matter of fact have offered to do this i.e. develope an Atari OS for the PPC. However they need to get the license to it, and consequently atari's permission and support. THAT is the big problem. Atari very rarely gives anything out, TOS and related is one of those things. The fact that the Medusa/Pandora actually was allowed to use the TOS is a miracle in itself. It's part of the reason why the GeSOFT Eagle is slowed down (so I heard), is the TOS license.

The stumbling block to the future of atari computers currently is invariably atari themselves. Of course atari has nothing to lose in releasing TOS, some might say...but it appears as if atari does not like to lose control over their influence in the computer market, which is why they are so tight on TOS.

Yat

- ysiu@lexicor.com

3401. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 10:29:44 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLIqHL.7yp@cix.compulink.co.uk>
Source record: 192558

> I like Storm, a new shareware telecom program from Alan "FLASH" Page.
>You can mark blocks in such a way as to use part of a line, instead of having
>to stop at the end of a line only.

Storm was recently uploaded to my 'home' system - it's awful. Try Connect
or STalker (preferably the former) to see what a comms package should be
like.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3402. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 10:29:46 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLIqHM.7zA@cix.compulink.co.uk>
Source record: 192559

>competent 128
>dangerous 1000
>deadly 3000
>elite 6000
>
>And every 256kills You get a 'right on commander' in The message-display.

My thanks for this - I'd been keeping a kill tally and had just about
given up getting to dangerous (ie 'nuke' mode [g]). Of course, I'd stopped
somewhere about 980 kills... [g]

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3403. Falcon030 Goes Mail-Order!

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 10:58:58 UTC
From: steve-j@teleport.com
Message-ID: <2k7fpi$li8@elaine.teleport.com>
Source record: 192560

For what it's worth, Atari Corp. has lifted the 'NO MAIL ORDER'
restriction for dealers carrying the Falcon030, so they are now
easily available to anyone who wants one (and can locate A
dealers at all! <grin>).

Just thought you'd all like to know!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3404. Anyone know The Prarie Chip?

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 11:15:46 UTC
From: sokol@eden.rutgers.edu
Message-ID: <Feb.20.06.15.46.1994.29844@eden.rutgers.edu>
Source record: 192561

What Up All.....

Does anyone remember this BBS name from a while ago (88, 89?) It was called 'The Prarie Chip' and it ran on Forem ST software. It was based in Wyoming before the Sysop (A woman if that jars anyone's memory) moved to Denver. I believe her node was 45 on the Forem list. Due to the fact that she moved and I went into college and lost any free time 8-) I managed to lose touch, . I forgot the name of her BBS till just now (Saw a msg. from Prarienet.org; jarred the few cells!)
If anyone knows of her, drop her a note with my address or give me the info straight out. I (when able anyway....) use the name Mission: (Have since 83....) and I ran a Forem ST BBS called Graffitti BBS in NJ(Node 17!). Just want to know what became of her and if she's OK...
Hasta,
Wood

--

"Father, father, | "What's tha matter with my BRAIN,
There's no need to escalate, | I can't think clear, Oh it's the hair!"
See, war is not the answer, | -Onyx "Atak of da Bal-Hedz"
For only love can conquer hate." |---
-Marvin Gaye "What's Going On" | Woody sokol@eden.rutgers.edu
---
.. And the MISSION continues ...

3405. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 11:19:44 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2k7h0g$1ah@harbinger.cc.monash.edu.au>
Source record: 192562

Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:

: Well if you heather barbarians in Europe would accept a REAL standard like
: NTSC you wouldn't have a problem ;)

NTSC has a higher refresh rate, PAL has higher resolution.

- Jim

3406. Re: xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 11:26:08 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Feb20.112608.11069@ibr.cs.tu-bs.de>
Source record: 192563

In article <2k6l9m$ihe@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
|> Can someone with a MegaSTE confirm that the sound cpx included with xcontrol
|> 1.31 works? I cannot seem to get it to do so (it reports "no stereo sound
|> available"). The sound cpx from an older version of xcontrol is working OK,
|> but I would rather use the newer one.
|>

It works fine with my STE

|> Also, is 1.31 the newest version of xcontrol? Thanks in advance.

I believe it is.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

3407. Re: Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 11:58:56 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBUNEDUY@zaphot.abg.sub.org>
Source record: 192564

In <2k72vd$l2i@golem.wcc.govt.nz> Roger Sheppard wrote :

>In article <1994Feb16.190937.24416@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve
Taylor) writes:
>>Subject: Re: Hard Disc TuneUp Program searched
>>Newsgroups: comp.sys.atari.st
>>References: <2jt9h7$dsr@charm.magnus.acs.ohio-state.edu>
>>
>>Michael Steve writes:
>>: Ronald Hartwig <Ronald.Hartwig@arbi.informatik.uni-oldenburg.de> wrote:
>
>>I have a disk defragmenter called 'The Optimizer'. I will upload it to
>>ftp.uni-kl.de as 'optimize.zip' and you can have a look at it. If you
>>do not have ftp access, I will E-mail you a UUenceded copy. Below is the
>>Document file I will be uploading with it...
>>
>>Steve Taylor.
>>
>
>Please Please don't use this program, it dose not work to well and I have
>stuffed up my hard drive with it, mind you I still have a copy of it
>but it could be a early version..
>
>But then again does it support BGM partitions...????
[...]

There is another tool called "CheckDisk". It's from Atari but freeware !
It can "repair" lost clusters and "compress" partitions. Works fine
with BGM-partitions and i had never problems :).

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

3408. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 12:04:54 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBUNEDVB@zaphot.abg.sub.org>
Source record: 192565

In <9402192140.A0760wk@hofbbs.com> beth.freeman@hofbbs.com wrote :

>
>Hi Dan,
>
> What exactly is an Elite II? Is it some sort of high tech Atari
>peripheral. I thought I knew pretty much was available for the ATari, but I've
>never heard of this before.
>
> I've got an ST souped up to 4 megs with a Quantum SCSI hard drive,
>Prometheus 2400B modem, and a used laserjet. I've also added TEC with the
>latest version of the ST operating system (as of last year, that is). Thought
>I had all the goodies, pretty much.
>
> ---Beth---

ELITE II is a video game. Do you remember the old "ELITE" wich was first
developed for the old Commodore C64 :-).

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

3409. Where to find GCC sources

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 12:25:08 UTC
From: gerco@cs.vu.nl
Message-ID: <CLIvtw.9rJ@cs.vu.nl>
Source record: 192566

Hello,

I want to try to make a gcc cross compiler which can produce 68000 (ST)
code (running on SunOS). Well, since I heard that 2.5.X is broken for 68000
system, I'm looking for older versions. But I can't find them! They are either
binaries or version >= 2.5.0. Can anybody give me some directions?

Any help or hints would be appreciated,
Gerco.

--
+-----------------------------+-----------------------------------+
| GC Ballintijn | I'm just an Analog man |
| Email: gerco@cs.vu.nl | in a Digital world... |
+-----------------------------+-----------------------------------+

3410. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 13:33:10 UTC
From: nj1@ukc.ac.uk
Message-ID: <6944@merlin.ukc.ac.uk>
Source record: 192567

In article <2k2f2d$m86@delphinium.cig.mot.com> whitema@rtsg.mot.com (Michael A. White) writes:
>In article <2k16el$o92@uqcspe.cs.uq.oz.au>,
>Warwick Allison <warwick@cs.uq.oz.au> wrote:
>> 2. Are there any colour icon editors?
>
>The only color icon editor I've seen is a German shareware demo.
>Unfortunately, there doen't seem to be an address to send your
>money to to get the real program. The demo will not save your
>changes. I think it's called ZOOM.ZIP or something like that.

The program is called Zoom! and is basically a cut-down version of a full resource construction set called Interface (containing just the icon editor as far as I know).
Both products are German, and were distributed by Shift. According to the latest edition of Atari ST User, Shift have ceased trading, which is a great shame, but all their products have been taken over by a company called No1.
I think HiSoft are handling the UK distribution of Interface, but I'm not sure about Zoom!

>Michael
>whitema@rtsg.mot.com

Regards,

Rodders.
--
Neil Jones-Rodway Talk me on UNIVERSITY OF KENT
Computer Science Student 'nj1@merlin.ukc.ac.uk' At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

3411. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 13:36:31 UTC
From: nj1@ukc.ac.uk
Message-ID: <6945@merlin.ukc.ac.uk>
Source record: 192568

In article <9402192140.A0760wk@hofbbs.com> beth.freeman@hofbbs.com writes:
>
> What exactly is an Elite II? Is it some sort of high tech Atari
>peripheral. I thought I knew pretty much was available for the ATari, but I've
>never heard of this before.
>

Elite II is a game - sorry to dissapoint you! However, it is supposed to be
excellent (I haven't played it myself). Frontier - Elite II (to give it it's
full name) is the sequel to the ageing classic Elite (no suprises there) and
is a space trading/fighting/exploring game.....

Supposed to be pretty darned good......

> ---Beth---

Rodders.
--
Neil Jones-Rodway Talk me on UNIVERSITY OF KENT
Computer Science Student 'nj1@merlin.ukc.ac.uk' At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

3412. Re: Falcon030 (TOS 4.04) and Storm

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 14:58:32 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2k7tqo$fnk@nasim.sta.sub.org>
Source record: 192569

Patrik Sanfridsson (patrik.sanfridsson@p2.stacken.ct.se) wrote:

> Yes, try installing the HSMOD02 package.

> You should install both FPATCH2 and BMAPFIX2 in your AUTO folder in that order.
> (Unless your application has some built in fix for this, in that case I don't
> know.)

1. Never install HSMODEM (DRIVIN/SCC) together with FPATCH2 or any
other Bconmap-Fix.
2. Installing FPATCH2 together with BMAPFIX2 makes no sense. BMAPFIX2
has to be the last solution for silly programs like Rufus 1.35 and
is not recommended for the standard configuration! I wish the
BMAPFIX2-Author would point this out in the documentation.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3413. Re: xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 15:10:10 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2k7ugi$fo2@nasim.sta.sub.org>
Source record: 192570

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> Can someone with a MegaSTE confirm that the sound cpx included with xcontrol
> 1.31 works? I cannot seem to get it to do so (it reports "no stereo sound
> available"). The sound cpx from an older version of xcontrol is working OK,
> but I would rather use the newer one.

As I remember, there comes no SOUND.CPX with XControl 1.31. There is an
FSOUND.CPX and it's for the FALCON only. Just install your old
SOUND.CPX an enjoy! ;)

> Also, is 1.31 the newest version of xcontrol? Thanks in advance.

Yes. There was a modified version of XControl 1.31, called XControl
1.31modifi (xcontrom.lzh), but Wilfred Kilwinger from ATARI has
forbidden the distribution of it. All known XControls have a bug in
saving registers because of the old TurboC-Library. Recompiling
XControl with PureC would solve the problem, but it seems to be too
hard for the people from ATARI to do this.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3414. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 15:34:39 UTC
From: barua@plains.NoDak.edu
Message-ID: <CLJ4Ls.Cz1@ns1.nodak.edu>
Source record: 192571
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

I also believe Atari will go up. Jump in the bandwagon.
Bye,
Soumen

3415. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 17:23:55 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb20.112355.23216@cobra.uni.edu>
Source record: 192572

In article <9402192302.A0762wk@hofbbs.com>, beth.freeman@hofbbs.com writes:
>
> Hi Jon,
>
> Apple products seem to be over priced, and I don't care for their pull
> down menus. The ST had more to offer than the small original Macs, with no
> color and a screen that was smaller than our first TV (back in the good old bad
> old days of black and white).
>
> ---Beth---

In what way are Apple products overpriced? I thought that the Mac's
price/performance is cheaper than ST/Falcon now adays.

A quadra 605 is cheaper than a STE with harddrive.

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa USA

3416. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 18:05:59 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CLJBMw.8pt@midge.bath.ac.uk>
Source record: 192573

>
>In what way are Apple products overpriced? I thought that the Mac's
>price/performance is cheaper than ST/Falcon now adays.
>
>A quadra 605 is cheaper than a STE with harddrive.
>
>
>Peter Sinclair-Day
>Univ[How?]. of Northern Iowa
>

In the UK 1 new STE costs $200
1 40meg harddrive $300

200+300=500 , you follow this ok Peter?

nowhere can you by a mac for $500

Bye,

3417. help with GEM programming in C

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 18:14:15 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CLJBzr.49n@usenet.ucs.indiana.edu>
Source record: 192574

Is there some kind soul out there that writes GOOD GEM programs in 'C' and can mail me some example code? I'm having a hard time getting a GEM version of "Hello World" working (ie in a window). either some nice example code or the name of a decent book would be very helpful. I have professional GEM and the Atari compendium at the moment.

thanks

David

3418. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 18:30:37 UTC
From: tom@basil.icce.rug.nl
Message-ID: <CLJCr2.Dz@basil.icce.rug.nl>
Source record: 192575

In article <2k49ed$34@yrsa.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger s) writes:
>
> I need a simple text editor that isn't too big (will take a short time to
> load) just to edit ASCII text (for README files etc).
> I can use my wordprocessor, but it takes a long time to load and it has many
> unnecessary functions for that use (extra fonts etc).
> I don't need text formatting (actually I'd rather not have it).
> Any suggestions of which program I should use?

I suggest you try out my port of JOVE. It's a reasonable small, fast and powerful emacs clone. Available from ftp site "ftp.icce.rug.nl" in pub/tom/jove.

--
__/__/__/__/ Tom Hageman (tom@basil.icce.rug.nl) [NeXTMail accepted]
__/ __/_/
__/__/__/ "...to baldly go where no man has gone before."
__/ _/_/ -- star trek TNG

3419. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 18:59:13 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLJE2p.D6@cix.compulink.co.uk>
Source record: 192576

>I think HiSoft are handling the UK distribution of Interface, but I'm not
>sure about Zoom!

I'm afraid not, in either case. I'm not sure that they ever will either -
this is a great shame since there is currently no resource construction
set (that i know of) that can handle any of the features of the new,
Falcon and MTOS AES.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3420. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 18:59:15 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLJE2r.Du@cix.compulink.co.uk>
Source record: 192577

>ELITE II is a video game. Do you remember the old "ELITE" wich was first
>developed for the old Commodore C64 :-).

I imagine that this is going to promote quite a few responses - Elite was first developed for the BBC computer made by Acorn. Working in 32K of RAM it was a wonder of the western world.

If only Elite II (which I still play and like) had kept pace with the increases in technology - it's good but hardly revolutionary.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3421. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 19:02:05 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k8c3d$o99@golem.wcc.govt.nz>
Source record: 192578

```
] Peter Sinclair-Day
] Univ. of Northern Iowa
] Cedar Falls, Iowa

Here comes the latest mac' updates guys.....
```

3422. Re: xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 19:40:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2k8eb3$siv@mailer.fsu.edu>
Source record: 192579

Frank Bartels (knarf@nasim.sta.sub.org) wrote:
> Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> > Can someone with a MegaSTE confirm that the sound cpx included with xcontrol
> > 1.31 works? I cannot seem to get it to do so (it reports "no stereo sound
> > available"). The sound cpx from an older version of xcontrol is working OK,
> > but I would rather use the newer one.

> As I remember, there comes no SOUND.CPX with XControl 1.31. There is an
> FSOUND.CPX and it's for the FALCON only. Just install your old
> SOUND.CPX an enjoy! ;)

There was both fsound.cpx and sound.cpx, but if the old one is OK I guess I
won't worry about it. Thanks to all for the help.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3423. Re: Falcon Blitter Speeds

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 20:15:55 UTC
From: jeff@leda.Arizona.EDU
Message-ID: <2k8gdr$4kl@auggie.CCIT.Arizona.EDU>
Source record: 192580

I would like to clarify that the BLIT speeds I posted were tested using vro_cpyfm() under standard TOS. This is the fastest way that I know of to BLIT. Does anybody out there know how "low level" a routine this OS call really is? Is there enough TOS overhead involved in these block functions to significantly effect my results? Does anyone know a faster way to BLIT?

Thanks a lot! :)
Jeff

3424. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 20:48:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2k8iah$oqn@golem.wcc.govt.nz>
Source record: 192581

In article <CLIqHL.7yp@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>> I like Storm, a new shareware telecom program from Alan "FLASH" Page.
>>You can mark blocks in such a way as to use part of a line, instead of having
>>to stop at the end of a line only.
>
>Storm was recently uploaded to my 'home' system - it's awful. Try Connect
>or STalker (preferably the former) to see what a comms package should be
>like.
>
>
> sabbath@cix.compulink.co.uk (Graeme Rutt)

Well try and run Connect on a normal ST running Med Res, The STORM is far far better, you get a full screen for one thing, plus background comms with out having to run it as a ACC....

I wonder if Connects Zmodem runs with the latest VMS Zmodem, THE STORM does but FLASH 2.2 does not...!!!

I will try Stalker and Connect to find out, I will leave a report here...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3425. 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 21:19:17 UTC
From: donm@ucon.gun.de
Message-ID: <1994Feb20.211917.27952@ucon.gun.de>
Source record: 192582

I'm slowly getting a tad furious ;-) with all these PowerPC groupies.
I wonder how many have actually bothered to check this processor out
before drooling. So, here's a reality check.

First of all, we have to remember that in spite of being made by
Moto (traitor! ;-) the original design is IBM, ergo - garbage by
definition, particularly in the areas of software and hardware.
Other than that, it's OK... :-)

When it comes to instructions PPC (PowerPC) is a mess! As I wrote in
my local box recently, there are three types of problem instructions
on the PPC :

1. 38 unimplemented Power 6000 instructions which must be software
emulated by 601/3/4 and 620+

2. 20 Power 6000 instructions implemented on 602/3/4 which subsequent
PPCs such as 620 will not have and would therefore have to emulate

3. 47 instructions which 620 will have but 601/3/4 do not and some
instructions must, again, be software emulated.

And, of course, only a bozoid the magnitude of IBM can call a processor
with 200+ instructions a "risc".

On the hardware side the PPC looks impressive for about an attosecond.
True, 601/3/4 have the 88110 bus (Moto's own Risc) but 620 (and presumably
up) have a different bus. In "true blue" tradition the processor is
incompatible with itself which means you can forget any easy processor
upgrades. (Don't bother telling me 620 is 64-bit, I know.)

Hopefully this will help cut down on PPC salivation. Please send flames
to advocacy (I don't read it) otherwise they will be gleefully ignore.

3426. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 21:24:58 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb20.152458.23233@cobra.uni.edu>
Source record: 192583

In article <CLJBMw.8pt@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk (L J Greenhalgh) writes:
>
>>
>>In what way are Apple products overpriced? I thought that the Mac's
>>price/performance is cheaper than ST/Falcon now adays.
>>
>>A quadra 605 is cheaper than a STE with harddrive.
>>
>>
>>Peter Sinclair-Day
>>Univ[How?]. of Northern Iowa
>>
>
>
> In the UK 1 new STE costs $200
> 1 40meg harddrive $300
>
> 200+300=500 , you follow this ok Peter?
>
> nowhere can you by a mac for $500
>
> Bye,

I have the December issue of Mac Format with me. A authorized Apple reseller
mail order called Computer Warehouse has the following Mac prices:

Mac LCIII 4/80 with keyboard for 600 English pounds.
with display plus monitor 699 English pounds.

Features lacking in the STE: 25 mhz. 030, SCSI, networking, more memory and
harddisk space, higher color resolution with 16 bit color, memory expandable to
36 megs and is backed by Apple, a responsible corporation run by real superior
management!!!

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa USA

3427. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 21:30:53 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb20.153053.23234@cobra.uni.edu>
Source record: 192584

In article <CLJBMw.8pt@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk (L J Greenhalgh) writes:
>
>>
>>In what way are Apple products overpriced? I thought that the Mac's
>>price/performance is cheaper than ST/Falcon now adays.
>>
>>A quadra 605 is cheaper than a STE with harddrive.
>>
>>
>>Peter Sinclair-Day
>>Univ[How?]. of Northern Iowa
>>
>
>
> In the UK 1 new STE costs $200
> 1 40meg harddrive $300
>
> 200+300=500 , you follow this ok Peter?
>
> nowhere can you by a mac for $500

In the United States a one meg STE with out harddrive is $399 if they are
available. To add a decent size external harddrive would cost $400-500 more.
For the same price you can get a 040 Quadra 605 for about $900 with keyboard.
An LCIII with keyboard can be had for about $750.

Know were in the states you can buy a Falcon with harddrive for $800 new!!!

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, Iowa USA

>
> Bye,

3428. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 21:54:19 UTC
From: solman@athena.mit.edu
Message-ID: <2k8m6b$8nq@senator-bedfellow.MIT.EDU>
Source record: 192585
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <CLHDpM.5F0@virtual.cuc.ab.ca>, jim@virtual.cuc.ab.ca (Jim Durward) writes:
|> Does anyone out there know any details about Microsofts recent
|> announcement about some kind of data delivery system that is 10 times
|> less expensive than any other kind. It uses standard telephone lines.

Microsoft was just following standard Microsoft procedure and preannouncing in the face of major competition. Microsoft has spent millions developing video server technology that will run on ordinary PCs. But Oracle has cornered just about every major contract in this area. Microsoft won't be ready for another year and a half, so they did the only thing they could do, preannounce.

In this case, it won't work because ORCL just isn't the push-over MSFT's usual competitors are.

JWS

3429. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 22:01:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLJMIy.7JF@cix.compulink.co.uk>
Source record: 192586

In message <CLJBMw.8pt@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk said:

PLEASE DO NOT RESPOND TO SINCLAIR. He just gets worse.

Ofir ogal@cix.compulink.co.uk

3430. Re: Falcon 486 emulation & 040 status?

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 22:26:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bh3qAi6g2CU@semprini.waterloo-rdp.on.ca>
Source record: 192587

In <21784@uswnvg.uswnvg.com>, Elmer Croan writes:

I said:
> : >Not likely. Atari will never release another computer, in my opinion.
> : >If they had brains, they'd skip the '040 and design a computer around
> : >the new PowerPC 603 chip.

Elmer said:
> !!! Just a question here ??? Why the 603 and not the 601 ??? The 603 is
> no improvement for a DESKTOP computer over the 601 !!! The major
> difference in the 603 is the ability to shutdown parts of the chip
> not currently being used and as such save power. The delay wait for
> this chip would not be necessary on a DESKTOP as the 601 is already
> a very efficient chip it only uses 1/3 the power of a 586 INTEL.

The PPC603 is slated to cost quiet a bit less than the PPC601; Atari's
main concern has always been putting cheap silicon into their hardware.

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3431. Re: pd chess program for atari ste on internet?

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 22:40:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cwuJqQ3MK5k@semprini.waterloo-rdp.on.ca>
Source record: 192588

In <2jp59h$mei@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>
> >... Warwick Allison ... is working on a much enhanced version of GNU
> >Chess 2.0 and it should be fully GEM compatible.
>
> Sorry this one is taking so long. It's really a matter of me finding time
> to put it all together. Not being a Chess player myself, I'm 100 times more
> likely to be found working on GEM NetHack than on GEM GNUChess!

That's called "working" now? :-D

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3432. Re: PD/Shareware on CD-ROM ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 22:42:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&5Efv4LokgA@semprini.waterloo-rdp.on.ca>
Source record: 192589

In <CLBJoF.62z@bbc.co.uk>, John Derbyshire writes:
>
> HI
>
> Does anybody know of a CD-ROM containing PD/Shareware files for ATARI st
> range of computers
>
> It seems a shame if not because there are roms for most others

There was one just released about a month ago... I just got my copy last
week (got a free one 'cause some of my stuff is on it).

If you can ftp over to atari.archive.umich.edu or one of its mirrors,
there's a file there describing the GEMini CD-ROM from Walnut Creek...
it looks pretty good, but I haven't poked around on it yet.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3433. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 22:49:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4nh6KuHvGwM@semprini.waterloo-rdp.on.ca>
Source record: 192590

In <CL9Fnv.t7@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <2jrgin$1p0@pellew.ntu.edu.au>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
> |> Is there anyway possible of convincing an STx to have more than 4 Meg of memory.

> In the UK, a firm called marpet (marpet@cix.compulink.co.uk) do a board that
> allows some STs to go to 12Mb. The extra 8Mb looks like TT RAM AFAIK. It needs
> TOS 2.06 to work properly. The board is very cheap if bought unpopulated.

How does the Marpet board attach to the ST? My ST has some seriously
mutant RAM expansions (yes, two... one is a bizarre X-Tra RAM card that
sits between the video shifter and the motherboard, with a big wire
heading off to the MMU, the other is a pair of SIMMS hardwired into the
motherboard)...

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3434. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 22:56:51 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2k8prj$17c@reseau.cict.fr>
Source record: 192591

```
Greeting from one barbarian.
Have a nice day.
```

3435. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 23:07:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLJpJw.A16@cix.compulink.co.uk>
Source record: 192592

In message <2k8iah$oqn@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>
>Well try and run Connect on a normal ST running Med Res, The STORM is far far

I wouldn't like to try anything in med-res, thanks.

Ofir ogal@cix.compulink.co.uk

3436. Re: help with GEM programming in C

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 23:21:18 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2k8r9e$dak@darkstar.UCSC.EDU>
Source record: 192593

In <CLJBzr.49n@usenet.ucs.indiana.edu> dvasilef@copper.ucs.indiana.edu (David Alan Vasileff) writes:

> Is there some kind soul out there that writes GOOD GEM programs in
>'C' and can mail me some example code? I'm having a hard time getting
>a GEM version of "Hello World" working (ie in a window). either some
>nice example code or the name of a decent book would be very helpful.
>I have professional GEM and the Atari compendium at the moment.

I've found that introductory "good" GEM programming can be gotten from
C-Manship COmplete by Clayton Walnum, published by Taylor Ridge Books,
(203) 643-9673 That, the COmpendium and a few general C books are all I use.

~Chris

> thanks

> David

3437. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 23:49:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLJrIC.Bwp@cix.compulink.co.uk>
Source record: 192594

In message <1994Feb20.153053.23234@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

Peter Sinclair-Day,

Don't you have a spell checker on your lovely Mac ?

Ofir ogal@cix.compulink.co.uk

3438. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 23:55:50 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLJrt2.C78@cix.compulink.co.uk>
Source record: 192595

>Well try and run Connect on a normal ST running Med Res, The STORM is far far
>better, you get a full screen for one thing, plus background comms with out
>having to run it as a ACC....

With that set up you almost have to use Freeze Dried, for the speed and good ANSI emulation. I don't understand your comment regarding background comms - do you mean under a multi-tasking OS?

>I wonder if Connects Zmodem runs with the latest VMS Zmodem, THE STORM
>does but FLASH 2.2 does not...!!!

I don't know - but I'm sure the author will include it if it doesn't, he's very good with the updates.

>I will try Stalker and Connect to find out, I will leave a report here...

Try them out - although I'd recommend neither in ST Medium Res. In fact, to be honest, I wouldn't recommend doing any serious work in that particular mode.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3439. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-20 23:55:52 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLJrt4.C7t@cix.compulink.co.uk>
Source record: 192596

>Peter Sinclair-Day
>Univ. of Northern Iowa
>Cedar Falls, Iowa USA

Some of your comments are correct (and some of them aren't), I'm not interested in talking about that. What does interest me is your motivation in sending any messages at all into a newsgroup that is aimed at a computer you obviously don't like. I'm sure that psychology has some interesting terms for this kind of behaviour - however, I prefer to use the term 'git'.

Why not run along to a mac newsgroup and hang out with your chums?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3440. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 00:10:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d67fc9d@p2.stacken.ct.se>
Source record: 192597

> From: hutch@bellman.lanl.gov (John Hutchinson)
>
> Quite honestly, Scott, I'm SICK of hearing about the Jaguar. It's a
> great game machine, alright, but that doesn't mean diddly to me as an
> Atari computer owner/user. And I hope you don't belong to that camp of
> deluded souls who believe that good Jaguar sales = new & improved Atari
> computers.

Ah, and you of course know for a fact that this is not so? Face it, if it weren't for the Jag, Atari Corp. would already be past history and there would be NO Atari computers. That's a fact for sure.

> The betting office is now open for those who think otherwise. ;-)

Ok, we now know what you, me and Chris "the Atari will never release another computer man" Herborth thinks so let's here some others. :-)

```
_ _ _/ _ . /. /o o\ __ __ __
/_)(_\ / / / /\ DON'T |\___/| PANIC! FALCON / / _// /
/ ============== \___/ /_/__//_/ SX
```

Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

3441. CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 00:22:44 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLJt1w.D55@cix.compulink.co.uk>
Source record: 192598

Further to my post of a few weekws ago: -

>I've compiled a copy of CBZONE (X-Windows B*TTL*Z*NE clone) for the ST
>which makes use of the co-processor. Its a bit of a dog on standard STs,
>but apparently with a co-processor its actaully quite playable.
>Its main problem is that I've only uploaded it to CiX (UK) at the moment as
>I'm far to much of an Internet novice to know where or how to uploaded it
>for world wide distribution.

- Micky Boyd (boy@math.fsu.edu) has kindly uploaded this program to:

atari.archive.umch.edu

The file name should be CBZONE02.ZIP and the souce should be CBSRC02.ZIP.

:-)

Roland.

3442. Re: FTL/ Software Haven

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 01:54:07 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2k947v$ph3@irz401.inf.tu-dresden.de>
Source record: 192599

In article <c7HXHc1w165w@sys6626.bison.mb.ca>, redhead@sys6626.bison.mb.ca (eva crouse) writes:
>mentioned in the Atari Asylum column. A new company now is developing
>Dungeonmaster III for the PC. Darn!
^^^

To be honest,it's only Dungeon Master II - not III.
And it is coming for Amiga/PC/Mac and maybe consoles... >(
But FTL is still developing it with some help of Interplay - their distributor.
Maybe Interplay owns the rights to Dungeon Master too now.For those who might
point out that Psygnosis has re-published the game in Europe along with the
PC-version (i'm speaking of Dungeon Master I,not II !):As far as i know
Psygnosis only bought the rights for Europe and only for DM I.

Matthias
--
.-----------------------+---.
| Matthias Rauhut > public mail:mr2@irz.inf.tu-dresden.de |
| > mail concerning ftp:ftp@irz.inf.tu-dresden.de |
| > IRC:st-guru |
| > BT-MUSE3056:Helmut |
+-----------------------+---+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`---'

3443. Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 01:55:18 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <761812350.AA04904@byte.bbs.no>
Source record: 192360

```
>There is another tool called "CheckDisk". It's from Atari but freeware
>It can "repair" lost clusters and "compress" partitions. Works fine
>with BGM-partitions and i had never problems :).

But CHKDSK3 can't fix cross-linked cluster (overlapping files) and
some other serious stuff... A program called TUNEUP cound do this,
but it also messed things up from time to time, and the version I
tried couldn't handle anything but the original sector-sizes :-(

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

3444. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 02:33:52 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb21.023352.20100@bradford.ac.uk>
Source record: 192600

Ofir Gal writes:
: In message <1994Feb18.185454.23146@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

: Oh no, he's back :-(

I put him in my Kill file when you suggested it last time he infested this
group, and now I don't know how to get him out. Probably best to leave him
there anyway.
Someone tell me if a good ole flame war develops.
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3445. Re: ST accelerator needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 02:46:55 UTC
From: abarbiero@delphi.com
Message-ID: <529KeE-.abarbiero@delphi.com>
Source record: 192351

There is also supposed to be a T28 and a T36 available, although
I have only seen them advertized in the UK.

Andreas@AEO

3446. Re: xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 03:01:01 UTC
From: abarbiero@delphi.com
Message-ID: <xU+rms9.abarbiero@delphi.com>
Source record: 192352

Have no problem with the CPX on my MSTe.... and I have 1.31...
I will double check for you... then agian I may have the fixed CPX, since
I got the software AT Atari.

Andreas@AEO

3447. The Lasers and The Men - Shareware version out Today!?

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 04:51:44 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2k9el0$6u@news.dmpe.CSIRO.AU>
Source record: 192353

Isn't The Lasers and The Men supposed to be released Today (Yesterdat by my time ...) I long for a decent game to play on my Falcon, and want to send in my Shareware fee, but the game has to come first 8*| ....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

3448. CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 05:42:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2k9hjp$sdo@golem.wcc.govt.nz>
Source record: 192354

Hows this for a change you Atari people....

Commodore (CBM) anounces the closure of it Australia division, the company OZZ, is up for sale, reasons given are heavy debts and lack of sales..

The N.Z. division is to carry on as sales here are far better than in OZZ..

Food for Thought......!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3449. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 07:51:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2k9p6j$jmn@uqcspe.cs.uq.oz.au>
Source record: 192355

Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>EM>2,000t ship with all the toys, 50 shield generators, 100MW beam lasers
>EM>on both my turrets

>Hmm, took me four days, coz I travelled between Sol and Lalande 21185 trading
>Animal meat/Fruit & Vegetable and Illegal Stuff/Robots/Computers between these
>systems.
>Fruit & Vegetable is often wanted in Lalande's Bulletin board
>Robots/Computers is often wanted in Sol's Bulletin board

Crikey. It took me four HOURS trading between Sol and Barnard. Luxury
Goods (and Liquor when the stocks of that are low) to Bardard, Robots
(and Computers when low) to Sol. $50000 to $100000 per trip in a Lion
Transporter.

>- I Sold all but Hyperdrive and automatic pilot.

What about atmospheric shielding? Although I admit, I find docking in
orbitals much easier (well, launching is easier docking is of course auto)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3450. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 08:04:34 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBVJEFVM@zaphot.abg.sub.org>
Source record: 192356

In <CLJE2r.Du@cix.compulink.co.uk> "Graeme Rutt" wrote :

>>ELITE II is a video game. Do you remember the old "ELITE" wich was first
>>developed for the old Commodore C64 :-).
>
>I imagine that this is going to promote quite a few responses - Elite was
>first developed for the BBC computer made by Acorn. Working in 32K of RAM
>it was a wonder of the western world.

Sorry - i know the Acorn BBC - but it was not a very "important" machine
in germany (altough it was better than the C64 i guess).
Because of that, i did never see any Elite for the Acorn, only for the
Commodore C64 (wich also had a 6502-compatible CPU).
But this machine also had only 64k of RAM.

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

3451. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 08:10:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2k9q9b$kbf@uqcspe.cs.uq.oz.au>
Source record: 192357

walra@moacs11 (Waldi Ravens) writes:
>Warwick Allison writes:

>> Slow? Not at all. It's slow on an ST without a screen accelerator (and
>> warp-9 doesn't work with multi-tos). But on a TT, is fantastic. And it's
>> a great way to get AES 4.

>I do have a TT and NVDI 2.5, but I tend to disagree -- it's *slow*.

Well, I tested it this weekend, with no special adjustment of
priorities, I ran a compile from bash in a MINIWIN. It took 80 seconds
under MultiTOS. I ran the same thing from a bash window under TOSWIN
running as an application (ie. not an ACC which would be slower) under
plain TOS 3.06, and that took 74 seconds.

So, MultiTOS is costing me just *** 7.5% CPU ***.

Sure, if you start running multiple applications, the machine will
slow down accordingly. But that's obvious.

Maybe it just seems slow... try turning up your double-click rate,
as that affects how quickly the system responds.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3452. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 08:18:00 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBVJEFVP@zaphot.abg.sub.org>
Source record: 192358

In <1994Feb20.153053.23234@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote :

>In article <CLJBMw.8pt@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk (L J Greenhalgh)
writes:
>>
>>>
>>>In what way are Apple products overpriced? I thought that the Mac's
>>>price/performance is cheaper than ST/Falcon now adays.
>>>
[...]
>
>In the United States a one meg STE with out harddrive is $399 if they are
>available. To add a decent size external harddrive would cost $400-500 more.
[...]

! PLEASE !

Stop this awful discussion about prices and "buy or buy not" !
I'm sad about reading articles like this :-(.

Buy any machine you want (Atari, Mac, PC, Amiga ...) - it doesn't matter !

One time the Amiga-users, another time the PC-users ...
...and now the Atari-users :-|

Every year there are discussions like this - without any results.
So why don't you try to talk about _important_ things ?

! THANKS !

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

3453. HSMODA02

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 09:18:02 UTC
From: wwc@dxhrb3.cern.ch
Message-ID: <CLKHu2.I3s@dscomsa.desy.de>
Source record: 192359

Concerning HSMODA02 Harun Scheutzow (the author) asked me to publish the following posting of him. (Mainly because HSMODA02 coming with the conn245.lzh distribution was one of those beta releases which I accidently took for the official one)...

Harun writes:

Somebody (I don't know who) distributed the BETAversion of the HSMODA02.LZH-package. If you find this BETAversion on your computer, in a mailbox, on a fileserver or so, please delete it or inform the sysop to delete it. This BETAversion is included in the CONNG245.LZH-package, but Wolfgang Wander did NOT the first step to distribute this HSMODA-version not made for the public.

All the drivers of the BETAversion have (not less than) one bug in the Fcntl TIOCFLUSH which may cause bombs on STs after file transfers. That's why I strongly recommend to delete the BETAversion and to use the official version, which may and shall be distributed.

The BETAversion has the following properties (if one of these points occur, delete the archive)
- Upload before January 9th 1994
- Some text files don't contain an english translation (that means, only the German part).
- The drivers (MFP*.PRG, *SCC*.PRG) have the date 1994-01-01 (January 1st 1994)
- HSMODA02.LZH is shorter than 80000 byte (is 71764 byte long).

The right official version has all the following properties:
- Upload after January 9th 1994
- All text files contain an English translation too.
- The drivers (MFP*.PRG, *SCC*.PRG) have the date 1994-01-06 (January 6th 1994)
- HSMODA02.LZH is 84598 byte long.

Greetins, Harun

3454. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 09:56:25 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLKJM2.H01@barclays.co.uk>
Source record: 192361

```
In article <2k48fi$n15@rainbow.sosi.com>, dkoster@rainbow.sosi.com (David Koster) writes:
|> Mark Muhlestein (mmm@park.uvsc.edu) wrote:
|>
|> <Mark's trying to read ST disks on a PC...>
|>
|> ST users often use extended formatting (more than 80 tracks or
|> nine sectors per track) which won't be readable by MS-DOS.
Wrong! I regularly read ST formatted disks with wierd formats using a PC. No
problems yet.... 81/10 definetly reads OK on our IBM PS/2 with DOS 5

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

3455. Re: THE FUTURE OF ATARI

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 10:26:06 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1994Feb21.102606.7739@Informatik.TU-Muenchen.DE>
Source record: 192362

In article <138100@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David Forrai) writes:
|> In article <60.44215.4514.0N1947A1@canrem.com>
|> paul.nazaroff@canrem.com (Paul Nazaroff) writes:
|>
|> > According to Bob Brodie, TT
|> > and Falcon production started again two weeks ago.
|>
|> Last June he announced TTs were back in production, yet I know of no
|> one who got a TT out of that (vaporware) run.
|> --
|> David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

Nice to meet you David !!!!!!!!
I bought one in December with an AIR-Mail note on it From the end of November
(1993 !!). This machine was new!!!!!!

Dont express opinions that only cause troubles!!!!!!!!

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

3456. Re: Where to find GCC sources

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 10:32:43 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb21113243@issan.informatik.uni-dortmund.de>
Source record: 192363

In article <CLIvtw.9rJ@cs.vu.nl>, gerco@cs.vu.nl (Ballintijn GC) writes:

|> Hello,
|> I want to try to make a gcc cross compiler which can produce 68000 (ST)
|> code (running on SunOS). Well, since I heard that 2.5.X is broken for 68000
|> system, I'm looking for older versions. But I can't find them! They are either
|> binaries or version >= 2.5.0. Can anybody give me some directions?

Version 2.5.8 is quite fine, the bugs affecting the 68000 have been
removed. Give it a try :-)

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3457. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 10:47:01 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <CLKLyD.75y@cee.hw.ac.uk>
Source record: 192364

In article <Up-EBUNEDVB@zaphot.abg.sub.org>, aw@zaphot.abg.sub.org (Arno Welzel) writes:

|>
|> ELITE II is a video game. Do you remember the old "ELITE" wich was first
|> developed for the old Commodore C64 :-).

No, ELITE was not written on the C64 first, it was written on the 32k BBC microcomputer in the UK.

Kevin.

3458. HELP! MegTT an Nova VME+

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 10:47:48 UTC
From: schweitz@reich.uni-koblenz
Message-ID: <2ka3gkINN9qa@mailhost.uni-koblenz.de>
Source record: 192365

Hi folks,

since saturday I'm the (happy?) owner of a MegTT, which is a fastram card.
Currently it has got 8MB RAM and it works really nice (TeX is almost twice as
fast).
Now my problem: Since I plugged in this card, my NOVA VME plus doesn't work
anymore. Sometimes it displays nothing at all,sometimes only the menu and the
best it did was 640*480*2.

So, is it a hardware problem?
Doesn't the driver (Version 2.01) support TT-Ram?
Is the TT powersupply (64 W) to weak for 13 Mb (4ST+8TT+1Nova) ?

I'm dispaired, please help me!

Thanks in advance,
Thomas.

email: schweitz@informatik.uni-koblenz.de

3459. Re: TT RAM vs ST RAM (Was Re: TT Socketed Ram)

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 11:02:49 UTC
From: "Thomas Schweitzer"
Message-ID: <2ka4cpINN9qa@mailhost.uni-koblenz.de>
Source record: 192366

Hello world,

I've got a MegTT with 8 MB. I compared some programs with and without TT-Ram access:

ST-RAM TT-RAM

TeX 3min 50s 2min
POVRay 1min 15s 0min 47s
pento 11s 6.7 s (searches for solution in the game pentomino)
mountain 59s 50s (generates fractal mountains)

Also I remeber a comparison of data transfer rates:
ST-Ram: 3.6 Mb/s
Atari-TT Ram: 6.5 MB/s
Mighty Mic: 6.6 Mb/s
MegTT: 7.9 Mb/s

Bye, Thomas

email: schweitz@informatik.uni-koblenz.de

3460. SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 11:39:23 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CLKoDo.4o6@newcastle.ac.uk>
Source record: 192367

Just an interested post here......

I just read Gunter Minerup's review of the TT version of SoftPC
the software only IBM emulator that apparently worked very nicely.
It's a shame it will never see the light of day (developement was dropped
due to an argument with atari). (STUSER magazine)

(NOTE: I am NOT talking about the old PC-Ditto1 software emulator.)

This is criminal......I could almost be tempted to ask if anyone has got
the pre-release version that Gunter got from a BBS ? But it's comercial,
even if it's never getting released.....he got it of a BBS in Germany??

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3461. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 12:26:50 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CLKqKr.EEs@cs.vu.nl>
Source record: 192368

Iain.Laskey@barclays.co.uk writes:

>In article <2k48fi$n15@rainbow.sosi.com>, dkoster@rainbow.sosi.com (David Koster) writes:
>|> Mark Muhlestein (mmm@park.uvsc.edu) wrote:
>|>
>|> <Mark's trying to read ST disks on a PC...>
>|>
>|> ST users often use extended formatting (more than 80 tracks or
>|> nine sectors per track) which won't be readable by MS-DOS.
>Wrong! I regularly read ST formatted disks with wierd formats using a PC. No
>problems yet.... 81/10 definetly reads OK on our IBM PS/2 with DOS 5

But... you need a HD drive for that. But... with a DD drive it's also
possible to read up to 10 sectors/track and more than 80 tracks (depending
on the drive how much tracks you can read). You only need an 'INT 13H'
replacement, which comes with several exotic formatting programs like
fdformat and fmt. These are both available at wuarchive.wustl.edu.

>--
>+-------------+---+
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>| |Laserdisc & Pro-Logic - The only way to watch movies at home|
>| |Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+

IvO+> van Poorten

3462. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 12:55:43 UTC
From: njh@ukc.ac.uk
Message-ID: <6955@merlin.ukc.ac.uk>
Source record: 192369

In article <A2396@w.maus.de>, Arndt Baecker <Arndt_Baecker@w.maus.de> wrote:
>hmm... the (swiss) manufacturer has bought a few samples of the 68060 from
>motorola. they plan a series of *medusa* *060*!

Does anyone have any information about what exactly the differences are
between the 68060 and the rest of the 680x0 range?

Nik.
--
Niki Hemmings. University of Kent at Canterbury.

3463. Re: Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 13:09:38 UTC
From: roemer@zeus.rbi.informatik.uni-frankfurt.de
Message-ID: <2kabqi$olq@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 192370

The latest version of the socket library can be found at
atari.archive.umich.edu:/atari/Mint/Network/net-xxx.tgz
ftp.uni-muenster.de:/pub/atari/Mint/Network/net-xxx.tgz

Cheers,
Kay Roemer.

3464. UMS 2 on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 13:12:01 UTC
From: cabp09@ccsun.strath.ac.uk
Message-ID: <2kabv1$54u@loch2.cc.strath.ac.uk>
Source record: 192371

I just read (by complete chance) a post in the amiga group about
UMS 2 being a budget game.. I have the original UMS (Universal
Military Simulator) for the ST and while it is enjoyable (still)
its a bit slow and limited.

Has anyone heard of UMS 2 for the Atari ST at all ??

E-mail please.. my project deadline is looming (gulp)..

Ta,
Dave.

+---+
| David McNicol 4th year laser physics Strathclyde University |
+ - +
| cabp09@cc.strath.ac.uk |

+ - +
| "Parrots. Huge parrots. Specially bred for their huge |
| lungs. They can't fly. They just sit on hilltops and |
| scream at each other." |
+---+

3465. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 13:36:48 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb21.073648.23251@cobra.uni.edu>
Source record: 192372

In article <CLJrt4.C7t@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>Peter Sinclair-Day
>>Univ. of Northern Iowa
>>Cedar Falls, Iowa USA
>
> Some of your comments are correct (and some of them aren't), I'm not
> interested in talking about that. What does interest me is your motivation
> in sending any messages at all into a newsgroup that is aimed at a
> computer you obviously don't like. I'm sure that psychology has some
> interesting terms for this kind of behaviour - however, I prefer to use
> the term 'git'.

I was responding to other's post. I have not done anything inapropriate in this newsgroup. So Mr. Censor have you notified the other posters?

>
> Why not run along to a mac newsgroup and hang out with your chums?
>

I have a right to hang out with the Atari chums(or chumps?) here.

>
> ---
> sabbath@cix.compulink.co.uk (Graeme Rutt)
> ---
>
>
>

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, IOWA USA

3466. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 13:43:26 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2kadpu$27q@harbinger.cc.monash.edu.au>
Source record: 192373

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: Hows this for a change you Atari people....

: Commodore (CBM) anounces the closure of it Australia division, the company
: OZZ, is up for sale, reasons given are heavy debts and lack of sales..

Atari Australia closed shop a long time ago. They are distributed
by some third party, future tech or something or other. The Atari
Jaguar probably appear in New Zealand/Australia until 1995.

: The N.Z. division is to carry on as sales here are far better than in OZZ..

Australia and New Zealand are pretty small markets, even with the Free
Trade agreement between the two countries, 20+ million consumers isn't
a very big market.

- Jim

3467. NeoDesk and Falcon: Compatible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 13:58:59 UTC
From: djs@jet.uk
Message-ID: <1994Feb21.135859.13812@jet.uk>
Source record: 192374

I had been running the well out-of-date Neodesk 2 for some time, but it is not quite right with the Falcon AES (redraws get a bit mangled, because NeoDesk 2 makes assumptions about the widths of scroll bars, for example).

After seeing someone else's Version 3 on an ST I decided to upgrade, but which versions are Falcon compatible? I borrowed 3.01, but it refused to run at all (thinks it wasn't started from the desktop). Silica shop had 3.03, but didn't know if it was Falcon compatible, and didn't want to break the seal on their copy in order to find out.

I tried asking Compo, but they are only dealing with NeoDesk from version 4 onwards, and that isn't due out until "at least April or May".

--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3468. Monitor Freq. wanted - Help

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 14:40:49 UTC
From: kslate@mtholyoke.edu
Message-ID: <2kah5h$edl@slab.mtholyoke.edu>
Source record: 192375

Can someone remind me what the three freq. the ST uses for low
med. and high. I'm upgrading my monitor and don't remember what I need
for a multisync.

thanks

Kevin

3469. Re: Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 14:47:09 UTC
From: djs@jet.uk
Message-ID: <1994Feb21.144709.14026@jet.uk>
Source record: 192376
Cross-posted to: comp.music,comp.sys.atari.st

In <CLGzFs.LI0@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <1994Feb19.071602.5199@jet.uk>, djs@jet.uk said:
>>
>>...
>>on a song-in-progress, pulled the Cubase dongle out of my ST and
>>attempted to put it into my Falcon. IT DOESN'T FIT! :-(

>Is that v3 dongle (red) ? Mine fits perfectly.
Yes, it is version 3. It is red (well, claret perhaps), and it does not fit. Perhaps my Falcon is a newer revision (it's quite new). Underneath the socket, protuding as far as the socket itself, is the circuit board, and under that is metal shielding.

I would call Harman Audio (the UK disributors) but I can't find an ad with their number, right now. Anyone have the number to hand? (Directory enquiries aren't very helpful when you don't know the town!).

--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3470. Drawing schematics?

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 14:50:01 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CLKx7E.GwG@cs.vu.nl>
Source record: 192377

Is there a program available through ftp to draw schematics?

IvO+> van Poorten

3471. Re: Scorched Earth, projectile

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 15:12:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A62220@SL.maus.de>
Source record: 192378

In article 2ju7fv$kce@mailer.fsu.edu Mickey
Boyd (boyd@gauss.math.fsu.edu) writes:

MBB>There is a German mono game called Baller that sounds like it will
MBB>interest you.

Well, the archive may be named Baller; but the games' name is 'Ballerburg'
(Shooting-Castle to translate it dirty).

Some excerpts of the game:
You (and your oppnonent, maybe a human too or the computer with different
levels of strength) choose a castle with depots for powder, cannonballs, money,
There's a king too who comment's your playing. Then you must try to hit your
opponent's castle to destroy his cannons, depots or the king ;-)
The game it VERY old but VERY funny too. And it's PD.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3472. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 15:36:01 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2kakd1INN2nrc@rs1.rrz.Uni-Koeln.DE>
Source record: 192379

In <H.eg.wi16EPtpaOs@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>2) Can Atari build something decent? I mean, when you look at it, TOS
> isn't very suitable for such a high-powered machine. As far as TOS
> is concerned, the 68030 is just a fast 68000... it doesn't make any
> use of the MMU, for example. It'd be about as bad as running DOS
> on a Pentium system; oh, I guess people like to do that too. :-(

For all I know, MiNT does make use of the PMMU in that it support memory protection. Seems to me that PC Unixes are the only OSs that share this feature so far on microcomputers.
Of course, the MMU might be used more efficiently -- just recently, I was told it was possible to use it to re-map freed blocks of memory such that all free memory forms one large, contiguous block at all times and get rid of memory fragmentation. Sounds cool to me.

>3) How will Atari differentiate its systems from the other ones? The
> Apple systems will be Macs, with those weird floppy drives and that
> simple (non-preemptive, non-protected) OS/GUI. IBM systems will
> probably be in really ugly PS/2 cases (like the RS/6000) :) and run
> AIX and eventually Workplace OS (OS/2's successor). What will make
> Atari's machines stand out? Drop a DSP into it? Gee, Apple's
> machines will have those. For it to be worth their while, there
> has to be a _reason_ for people to buy Atari instead of Brand-X;
> brand-loyalty has only sold ~20,000 Falcons... it probably hasn't
> paid for the R&D Atari had to lay out.

For myself, I can say that TOS compatibility will be a crucial difference between a future Atari computer and others. Other than that, I think it would be a good idea if Atari promoted the development of a free Unix if they want to sell high-end computers in the future. If, in a year or so, there is a power TOS machine and Linux available for that, I will likely buy that.
About the DSP, I don't care that much but it'd certainly be nice to drop it in. I can imagine that the (Multi)TOS environment is a much better basis for making use of a DSP than the crummy Mac OS.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |

-----=< hierarchical systems are for files, not for humans >=-----

3473. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 15:43:48 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <2kakrk$6ld@charm.magnus.acs.ohio-state.edu>
Source record: 192380

In article <6955@merlin.ukc.ac.uk>, Niki Hemmings <njh@ukc.ac.uk> wrote:
>
>Does anyone have any information about what exactly the differences are
>between the 68060 and the rest of the 680x0 range?
>

I saw a summary table in Computer Shopper a few months ago that
said the 68060 was superscalar and had a deeper pipeline (which
should allow for a higher clock frequency). A friend threw away
the magazine before I could actually read the article, so I don't
know if there are any other major differences.
--Jeff

3474. ZX Spectrum Emulator 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 15:47:30 UTC
From: FARAMIR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <2kal2i$4d1@elna.ethz.ch>
Source record: 192381

Hi!

Has anyone seen the ZX Spectrum emulator *2.0* from Christoph Gandler on
a FTP site yet?

All I found were versions 1.xx. But I'm looking for 2.0. If someone knows
a site that carries 2.0 definitely, then please let me know.

thanks,

Martin.

- Martin Braschler - faramir@ezinfo.vmsmail.ethz.ch / mbraschl@iiic.ethz.ch -

3475. Re: Mega 2 ST power supply

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 16:08:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kam9t$1ri@mailer.fsu.edu>
Source record: 192382

Arndt Baecker (Arndt_Baecker@w.maus.de) wrote:
> then i bought a compatible power-supply from *best-electronics* in USA. this
> replacement power-
> supply is stronger and fits perfectly into the mega st case.
> costs were 150 deutschmarks, this is about 90 US$. it was worth it.
> i am sorry, but i can't give you the address of best-electronics, i've lost it.

I recently asked the same question, and this the response I got:

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950

--
-=-
Jerry Dunham, MSE hoosier@rider.cactus.org (512)244-8598
Tandem Computers, Inc. dunham@mpd.tandem.com
Integrity Systems Division dunham_jerry@tandem.com

Ray's Rule of Precision:
"Measure with a micrometer. Mark with chalk. Cut with an axe."

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3476. Captain's .QWK

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 16:11:30 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <2kamfi$2hb@usenet.INS.CWRU.Edu>
Source record: 192383

I do not have FTP cap. so could someone mail me, UUENCODED, the latest version
of Captain's QWK reader, English version... I believe it is 2.2 or something...
I had the version off of archive.umich.edu, but it was corrupted.
##
--
From Benjamin Hoppe (usr1322a@tso.uc.edu), compliments of Yakko Warner:
"It's a great big universe, and we're all really puny, we're all little specks
about the size of Mickey Rooney. It's big and black and inky, and we are small
and dinky, It's a great big universe, and we're not!"

3477. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 16:24:32 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2kan80$d9h@percy.cs.bham.ac.uk>
Source record: 192384

lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>0{{ "Markus" == Markus Gutschke <gutschk@uni-muenster.de> writes:
>>> But on a TT, is fantastic. And it's a great way to get AES 4.
>
>Markus> BTW, have you tried to run GEM.SYS from GEMRAM.PRG? This will
>Markus> get you AES 4 in single tasking mode.
>

I've wondered about doing this too.. Anybody tried this?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3478. Wanted: MegaSTE schematic

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 16:25:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kanan$1ri@mailer.fsu.edu>
Source record: 192385
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I post this once again. I have found someone that can sell me back issues of various ST euro publications (Steves Atari Store in CA). I just need to know the month and year of the issue I am looking for (though I would not turn down an offer for a Xerox for some cash, of course). If you remember seeing this or any other good discussion of the MegaSTE model, please let me know what magazine and issue it was in. Thanks in advance.

Wanted: back issue of ST Format that had a review of the MegaSTE. Included was a schematic of the motherboard. I am looking for:

1. What the exact issue of the magazine is (i.e. July 92).
2. A Xerox copy of the article.
3. The article.

Thus, I am willing to purchase this magazine (or even a copy of this particular article). Alternately, we could work out some other favor/trade (pints of my blood?).

Also, can anyone point me to other MegaSTE articles (preferably with lots of technical info, like what chips are where on the motherboard)? I am interested in any and all I can get, excluding those in Current Notes (I have all of them). I presume some of the other Euro ST magazines also had reviews when the machine came out.

Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3479. Re: Spectre GCR and TT?

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 16:31:53 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <94052.30713.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 192386

---------- Original Article ----------

>Why not borrow a copy of Spectre, or kindly ask Small (?), before deciding on
>doing such a task!?

One problem with that. Small doesn't have the courtesy to answer customer
questions. He just ignores his customers. ---Mark van Wyk

3480. Re: NeoDesk and Falcon: Compatible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 16:43:49 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2kaoc5$dk8@percy.cs.bham.ac.uk>
Source record: 192387

djs@jet.uk (David Stevenson) writes:
>I had been running the well out-of-date Neodesk 2 for some time, but it
>is not quite right with the Falcon AES (redraws get a bit mangled, because
>NeoDesk 2 makes assumptions about the widths of scroll bars, for example).
>
>After seeing someone else's Version 3 on an ST I decided to upgrade, but
>which versions are Falcon compatible? I borrowed 3.01, but it refused
>to run at all (thinks it wasn't started from the desktop). Silica shop
>had 3.03, but didn't know if it was Falcon compatible, and didn't want to
>break the seal on their copy in order to find out.
>

It is supposed to be compatible with the Falcon and MultiTOS. It has a
few bugs on my ST with MiNT, occasionally crashing (but hey, that
could be MiNT!).

One bug -- it cannot delete directories, because it calls Ddelete()
with a pathname with a trailing '\', which has always been illegal,
but always tolerated. Until TOS 4...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3481. MEGA/4 STE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 16:44:09 UTC
From: ad533@yfn.ysu.edu
Message-ID: <2kaocp$hu1@news.ysu.edu>
Source record: 192388

ATARI MEGA/4 STE FOR SALE

The following system is for sale. If interested please

send e-mail with questions, offers, etc, to

ad533@yfn.ysu.edu.

Mega/4 STE

*4 megs RAM-2 years old-never any problems

*TOS 2.05

*internal DSDD floppy drive

*internal Seagate ST157N 50 meg hard drive-no bad sectors

*external DSDD floppy drive

*the Link-allows you to hook up any SCSI periperal to Mega

Monitors

*SC1224 color monitor

*SM124 mono monitor

*Monitor Master-allows you to switch between monitors

I can fill the hard drive up with PD and SW programs.

Swiftcalc, Partner, DataManager by Timeworks, and

Pha$ar by Antic Publishing goes also, along with anything

else Atari I can find. (I might be persuaded to part with

my complete collection of STart magazines.)

Again if interested, send e-mail to ad533@yfn.ysu.edu.

Kevin

3482. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 17:26:43 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb21.112643.23279@cobra.uni.edu>
Source record: 192389

In article <1994Feb21.023352.20100@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
> Ofir Gal writes:
> : In message <1994Feb18.185454.23146@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:
>
> : Oh no, he's back :-(
>
> I put him in my Kill file when you suggested it last time he infested this
> group, and now I don't know how to get him out. Probably best to leave him
> there anyway.
> Someone tell me if a good ole flame war develops.

I am not causing a flame war!!!

> --
> Steve Taylor.
> /\
> \ I thought it was about time I had a .Sig, so here goes... /
> | (Witty quotation coming up in next week's edition) |
> /Please do not include this .Sig when you are quoting me. It pisses me off.\
> \/

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

3483. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 17:31:46 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <94052.34306.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 192390

---------- Original Article ----------

I was responding to other's post. I have not done anything inapropriate in
this newsgroup. So Mr. Censor have you notified the other posters?

I'm with you, Sinclair. Who appointed anyone as the Net Policeman, anyway.
BTW, as far as the Atari vs. Mac vs. PC debate goes, my read is this. Five
years ago, whenever anyone asked me what kind of computer they should buy, I'd
enthusiastically recommend an Atari ST. "Power without the Price," and all
of that. Today, I would NEVER recommend anyone buy an Atari computer, Falcon
or otherwise. They'd own an orphan, made by a company that publically stated
last week in the S.F. Chronicle (see my previous post) that they have "backed
away" from the P.C. market. I'm holding on to my Mega STe for sentimental
reasons, and if anyone can pick up a new or used on at a decent price, go for
it. It's still a nice machine, superior in some ways to the Mac.
---Mark van Wyk

>
> Why not run along to a mac newsgroup and hang out with your chums?
>

I have a right to hang out with the Atari chums(or chumps?) here.

>
> ----------
> sabbath@cix.compulink.co.uk (Graeme Rutt)
> ----------
>
>
>

Peter Sinclair-Day
Univ. of Northern Iowa
Cedar Falls, IOWA USA

3484. Re: Galactic Empire, a comms game.

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 18:12:20 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CLKq68.CIv@ryn.mro.dec.com>
Source record: 192391

In article <CLBE90.E7v@festival.ed.ac.uk>, emdu02@castle.ed.ac.uk (Alan Swanson) writes...
>Does anyone know where I can get "Galactic Empire", a (null) modem
>game that I have seen in a PD distributor. I have looked but can
>not find the afore mentioned game.

I have ported Galactic Empire years ago (to ST basic ;-) from the C-64 version,
but it does not include a nullmodem option, players take turn at the keyboard
and what is typed does not appear on the screen. Graphics are limited to an
ascii starmap. Maybe I'll write a better version in the future. There may be a
more advanced version in the PD, I don't know.

>BTW can anyone tell me anything about Storm the new licenceware
> game that's supposedly like Gauntlet but in a Alien atmosphere?

It is reviewed in Atari ST User. From the looks of it, it is like Space Crusade
in 'map' view where graphics are concerned. But it isn't a boardgame like Space
Crusade, but an action game, a bit like gauntlet I think (one-player I think)

Erlend.

3485. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 18:33:14 UTC
From: hiot@sun.rz.tu-clausthal.de
Message-ID: <1994Feb21.183314.27951@solaris.rz.tu-clausthal.de>
Source record: 192392

```
--

____ ___
/ / / / Oliver Teuber hiot@sun.rz.tu-claustahl.de
/ / / / Schulweg 8
/___/ /__ _/_ D-37534 Badenhausen DH0OAE@DB0KG

ftp.tu-clausthal.de: FTP-Server fuer HAM-RADIO,ATARI,UNIX,DOS,LINUX,MAC,AMIGA
```

3486. atari-packet.radio

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 18:38:48 UTC
From: lette@sluis.wilt.aha.nl
Message-ID: <1994Feb21.183848.14659@wilt.aha.nl>
Source record: 192393
Cross-posted to: comp.sys.atari.st,rec.radio.amateur.packet

Dear atarists, amateurs.

Does anyone own or know where to acquire packet software for the ST ?

73's Marcel, PE1GDK.

3487. Re: URGENTLY NEEDED!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 18:39:21 UTC
From: bjgrier@bnr.ca
Message-ID: <CLL7tp.6II@nrtpa22.bnr.ca>
Source record: 192394

In article <CLHAs0.57C@freenet.carleton.ca>, ai187@FreeNet.Carleton.CA (Andrew Cochran) writes:
|>
|>
|> My SM124 monitor just died and I need a replacement for a resonable price
|>
|> ASAP!
|>
|> Please email me with your price! It is needed by next Friday!
|>

Open up the unit and in the power supply area are two fuses. One is probably blown. Replace it. If it blows immediately when you turn on the monitor then keep looking, but I've done this to three SM-124s and all are still working, (I haven't had to do this in the last two years)

Brian

P.S. make sure your monitor is unplugged, and only use non-conductive (non-mettallic) tools inside the power supply area.

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3488. Notator Logic with 1 Meg?

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 19:26:37 UTC
From: mode@csd4.csd.uwm.edu
Message-ID: <2kb1tdINN6bn@uwm.edu>
Source record: 192395

has anyone had problems running Notator Logic on a 1 megger?

dan.

3489. Re: Hard Disc TuneUp Program searched

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 20:21:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2d691939@daggskim.ct.se>
Source record: 192396

Lars-Erik Osterud wrote on 21 Feb 94 (to All), and I quote...

> From: lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud)
>
>> There is another tool called "CheckDisk". It's from Atari but
>> freeware It can "repair" lost clusters and "compress" partitions. Works
>> fine with BGM-partitions and i had never problems :).
>
> But CHKDSK3 can't fix cross-linked cluster (overlapping files) and
> some other serious stuff... A program called TUNEUP cound do this,
> but it also messed things up from time to time, and the version I
> tried couldn't handle anything but the original sector-sizes :-(

Tuneup had its problems (was commercial too - don't know if that early version is freely available BTW). Checkdisk can't fix cross-linked automatically, but if you can identify one of the cross-linked files and erase it manually, you're left with either lost clusters, which can, or a truncated file, which can also be fixed. Checkdisk is at least reliable in what it does. Knife v1 was released as free-demo-coverdisk some time ago, but it too has the failing of not handling BGM partitions (though it "tries"...).

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

3490. Re: SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 20:32:48 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CLLD2p.5zI@cix.compulink.co.uk>
Source record: 192397

>This is criminal......I could almost be tempted to ask if anyone has got
>the pre-release version that Gunter got from a BBS ? But it's comercial,
>even if it's never getting released.....he got it of a BBS in Germany?
It was on several BBSs. The word went out it wasn't PD and most removed
it. I had a long chat with Insignia in the Uk about it. They were kind
enough to help me get the 'copy' I had up and running. It works and works
well. On a Falcon, the Norton SI is 0.7.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

3491. new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 20:47:58 UTC
From: vicb@clark.edu
Message-ID: <2kb6lu$1g2@clark.edu>
Source record: 192398

I've just uploaded the demo of my recently-completed game, WingLord.

It's similar to Joust in concept (no pterodactyls or eggs, but a
couple of new twists), and it's been tested and runs on all
Atari 68K systems (incl. TT, but it needs to be patronized a bit...),
though it's intended for machines with DMA sound.

Uploaded to atari.archive, ftp.cs.ruu.nl, ftp.uni-kl.de, and a couple
others as well.

Hope someone enjoys it.

Victor Bruhn
vicb@clark.edu

3492. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 21:04:27 UTC
From: grr@crunch.commodore.com
Message-ID: <1994Feb21.210427.26177@cbmnews.commodore.com>
Source record: 192399
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <1994Feb16.133932.5880@apgea.army.mil> rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
> >>2. They are both "hungery". They've been at the bottom for close to 8 years
> >> now. (since 86) While they both have been dropping the ball, I don't
> >> think they will do it again.
> >
> >Let's hope. Keep in mind, though, that the same people are in charge that
> >put these companies where there are now.
> >
> No, Atari is now headed by Sam Tramiel not Jack. Sam is younger and
> appears to have a clue.

The Tramiel sons have been running the company for a while, which seems to correspond to the declining days of the ST family. It may be that Sam has pushed the other stooges aside and told Dad to take a hike, but Jack is still the major stock holder and the company is still controlled by the same characters as before.

The inital realease stuff did seem to be better organized than previously, which might have meaned that Sam had gained a clue or that they brought in someone to manage the product strategy. Take your pick.

--
George Robbins - now working for, work: to be avoided at all costs...
but no way officially representing: uucp: ...!rutgers!cbmvax!grr
Commodore, Engineering Department domain: grr@cbmvax.commodore.com

3493. looking for BTX PRG

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 21:33:50 UTC
From: bundy@informatik.uni-rostock.de
Message-ID: <CLLFwF.5zu@informatik.uni-rostock.de>
Source record: 192400

Does somebody knows a PD or Shareware BTX PRG for the Atari ST??
Please send me a mail.

Holger Janz
bundy@informatik.uni-rostock.de
tfb561@uni-rostock.de

3494. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 21:55:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d692e54@p2.stacken.ct.se>
Source record: 192501

> From: dbyfield@outb.wimsey.bc.ca (Douglas Byfield)
>
> Atari is good at coming up with new, fairly innovative computers. So
> why not stick to R&D and have someone else market, produce and service
> Ataris? Go with your strengths.

The Atari-IBM deal on the Jaguar is a good first step in that direction imho.

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

3495. Re: Cleveland Free-Net Internet Access Increases Yet Again!

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 21:55:42 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2kbaku$5ff@irz401.inf.tu-dresden.de>
Source record: 192502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

WOW! The first time after 1 year i could connect to my Cleveland account.

Matthias

3496. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 21:58:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d692f51@p2.stacken.ct.se>
Source record: 192503

> From: hallvart@ifi.uio.no (Hallvard Tanger.s)
>
> I need a simple text editor that isn't too big (will take a short time
> to load) just to edit ASCII text (for README files etc).
> I can use my wordprocessor, but it takes a long time to load and it has
> many unnecessary functions for that use (extra fonts etc).
> I don't need text formatting (actually I'd rather not have it).
> Any suggestions of which program I should use?

I recommend you try Everest 3 (shareware) or STeno (commercial).

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

3497. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:03:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d69305c@p2.stacken.ct.se>
Source record: 192504

> From: skip@cy.cs.olemiss.edu (Skip Sauls)
>
> In article <CLGCut.Awx@cix.compulink.co.uk> ogal@cix.compulink.co.uk
> ("Ofir Gal") writes:
>>
>> All this Jaguar sales speculation is not interesting and definitely
>> not related to this group, take it somewhere else please.
>
> I neither started the thread nor have I been the only one
> participating in the discussion. Perhaps you should learn
> to use your newsreader and find out how a killfile works.

Unfortunately, there's no such thing as a killfile if you receive your news
through an internet-fidonet gateway. You end up with everything. :-(

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

3498. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:07:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d6934af@p2.stacken.ct.se>
Source record: 192505

> From: sinclap2954@cobra.uni.edu

Oh no, look who's back! :-(

> Who's going to develop these multimedia apps on the Jaguar/Falcon? The
> market has consolidated into the PC and Mac.

If there's enough of a market, there will also be developers. And the Jaguar has a huge potential market. Something a company like Id Software (Doom) has already smelled. Others will follow, I'm sure. And the Jaguar is not limited to games you know. When the concept of multimedia makes a general breakthrough, the Jaguar will be there to handle it at low cost.

> Am I missing something? The Mac is not suitable for the home market?
> Why do you think Apple launched the Performa line? The Mac and the PC
> have lots of Apps that are suitable for the homemarket. I suggest you
> get a catalog from Mac and PC Connection.

Why? I'm perfectly happy with my Falcon thankyou. Funny that my opinion should bother you so much if you're so confident in Apple as you say.

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

3499. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:12:20 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb21.221220.577@isle.waterloo-rdp.on.ca>
Source record: 192506

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: Gee I pity you, may be its a good time to learn to read, and find out about TOS
: 1.04, there are over 2 pages of Fixes and new features, I have had tos 1.04 for
: a few years now, but I can never understand how any one can use any thing less
: than TOS 1.04....

: Its like having a all new ST...???

: There is a lot of software that will not work with any thing less than TOS
: 1.04..

On a similar topic, I've had Tos 2.06 for at a couple years, and couldn't
imagine using anything less... :-)

3500. Re: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:16:13 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb21.221613.651@isle.waterloo-rdp.on.ca>
Source record: 192507

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:

: This may not be quite true. In addtion to physical problems (Atari used 1/3
: height floppies, and many had the nifty trapezoidal buttons), there is also
: the media check problem. In a nutshell, many floppy mechs will not drop
: into an ST and work properly, due to the screwy way STs check for media
: change. Now, this information may be affected by TOS upgrades (i.e. newer
: TOS's might not have this problem, I'm not sure).

[stuff deleted]

Actually, from the experiences I've had installing IBM floppies in STs, I
have found a fairly easy way to hook up any drive.. Most IBM drives have a
'disk ready' switch either beside the write protect, or the HD switch.. If you
either cut the pin, or open up the switch, so it always looks like the disk
is in, the drive will perform media changes, properly...

3501. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:20:50 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2kbc42$3mq@news.dmpe.CSIRO.AU>
Source record: 192508

```
>> I think that you'll find that Doom was actually originally developed on NeXT
>> boxes, not NeXTstep for Intel .... Well, that's what one of the guys at ID told
>> me ....
>
>Funny, that's not what the posts I've seen from id have said; the
>message I saw (from the guy doing the port to the Jaguar) said they had
>some '486 system with a JAWS graphics sub-system... I'm not sure if
>that's a system from Intel or what.

Just on this thread, the info page in Doom actually says

'Developed on NeXT Computers.'

Go Figure. I'd say it was done on NeXt cubes originally from this ;^)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |
```

3502. Re: Old Atari games (Ballblaze

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:27:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <1ikvjc-8@mk.maus.ruhr.de>
Source record: 192509

SD>M.U.L.E. Was rereleased as 'Traders' on Amigas and DOS-Machines but
SD>not on Ataris (due to Copyright-problems i think).

Hmm, I don't think so. A friend of me bought "TRADERS" for the ST a few years ago. But the game isn't good as M.U.L.E. is.

Tschau,

/Martin/

3503. Re: Falcon030 (TOS 4.04) and Storm

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:39:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d693ae3@p2.stacken.ct.se>
Source record: 192510

> From: knarf@nasim.sta.sub.org (Frank Bartels)
>
> 2. Installing FPATCH2 together with BMAPFIX2 makes no sense. BMAPFIX2
> has to be the last solution for silly programs like Rufus 1.35 and
> is not recommended for the standard configuration! I wish the
> BMAPFIX2-Author would point this out in the documentation.

Sorry, but this part is pure nonsense. FPATCH2 contains, apart from the Bconmap fix, a sound initialiser that is required for some programs to run properly on the Falcon. Therefore, it DOES make sense to use BOTH programs. The reason to use BMAPFIX2 is to get a safer and better fix for the Bconmap call as pointed out in the docs. I don't know what you mean with "silly programs". I use it mainly to run the Semper mailer and it's not silly in any way, I can assure you.

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

3504. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:52:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d693c20@p2.stacken.ct.se>
Source record: 192511

> From: sinclap2954@cobra.uni.edu
>
> In the United States a one meg STE with out harddrive is $399 if they
> are available. To add a decent size external harddrive would cost $400-
> 500 more. For the same price you can get a 040 Quadra 605 for about
> $900 with keyboard. An LCIII with keyboard can be had for about $750.
>
> Know were in the states you can buy a Falcon with harddrive for $800
> new!!!

In Sweden, you can now buy a 4meg/85meg Falcon for less than $1000 USD
including tax. A decent AV Mac costs more than $3000 USD.

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

3505. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:57:56 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <99e_9402222005@dswhq.omahug.org>
Source record: 192512

In a message of <15 Feb 94 09:02:00>, magnus.thylander@p4.troed.ct.se (2:200/61) writes:

m> Hmm... Now this is VERY strange! On my Falcon I get the very weird
m> alert saying: "This program can only be run on a Falcon030" or
m> something similar...

It does it to me, also. I'm running Tos 4.02. How about you?

Later,
Gizmo

3506. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 22:58:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d693d6f@p2.stacken.ct.se>
Source record: 192513

> From: aw@zaphot.abg.sub.org (Arno Welzel)
>
> ELITE II is a video game. Do you remember the old "ELITE" wich was
> first developed for the old Commodore C64 :-).

Not quite. Elite was first developed for the BBC micro, an early eigthies
british home/school computer if I remember correctly. Rumour has it some people
bought the computer just so they could play this game. :-)

Later versions appeared for almost every other major computer including the
Spectrum, C64, PC, Amiga and Atari ST.

Btw, the newsgroup rec.games.video.atari is much better suited for discussions
about video games in general and Atari games in particular.

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

3507. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 23:02:02 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLLJzF.DI6@cix.compulink.co.uk>
Source record: 192514

>I was responding to other's post. I have not done anything inapropriate in
>this newsgroup. So Mr. Censor have you notified the other posters?

Rule 1. - as soon as anyone is asked kindly to shut the fuck up they
shall accuse you of being either a censor or a net policeman.

Apart from that, you're not worth talking to - I think i'll go find how to
use a kill file on this 'ere new usenet gateway.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3508. Re: Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 23:02:06 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLLJzI.DIt@cix.compulink.co.uk>
Source record: 192515
Cross-posted to: comp.music,comp.sys.atari.st

>enquiries aren't very helpful when you don't know the town!).

Boreham Wood, London etc.

>David Stevenson, JET Joint Undertaking.

I recognise that name - thanks for registering GEM-View, the disk and
letter was prepared today to be sent tommorow.

regards,

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3509. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 23:02:09 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLLJzL.DJE@cix.compulink.co.uk>
Source record: 192516

>I'm with you, Sinclair. Who appointed anyone as the Net Policeman, anyway.

Well, what a surprise - another one responding to Rule 1.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3510. Re: HELP! MegTT an Nova VME+

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 23:06:24 UTC
From: Lexicor@world.std.com
Message-ID: <CLLK6p.7GK@world.std.com>
Source record: 192517

In article <2ka3gkINN9qa@mailhost.uni-koblenz.de>,
case (neptun),01.94 <schweitz@informatik.uni-koblenz.de> wrote:
>Hi folks,
>
>So, is it a hardware problem?

Your problem sounds odd. Did you try re-installation?

>Doesn't the driver (Version 2.01) support TT-Ram?

It's less that...for starters get th new VDI available on ftp sire:
world.std.com

at /pub/atari/Graphics/Lexicor/NOVA and get vdi for the nova vme plus 2.05/6
and see what happens.

>Is the TT powersupply (64 W) to weak for 13 Mb (4ST+8TT+1Nova) ?

No..I use 4ST+32TT+1Nova and it works fine, NOVA Vme Plus, NOVA or SuperNOVA.
It would help if you told me what the bib files looked like, you can email
for NOVA support nova@lexicor.com.

Glad if I can help

Yat

a happy NOVA user

3511. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-21 23:45:44 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb21.174544.23303@cobra.uni.edu>
Source record: 192518

In article <2k9hjp$sdo@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:
> Hows this for a change you Atari people....
>
>
> Commodore (CBM) anounces the closure of it Australia division, the company
> OZZ, is up for sale, reasons given are heavy debts and lack of sales..
>
>
> The N.Z. division is to carry on as sales here are far better than in OZZ..
>

Don't forget that Atari closed it's Australian division too?

>
>
> Food for Thought......!!!
>
>
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

3512. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 00:38:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kbk6j$466@uqcspe.cs.uq.oz.au>
Source record: 192519

dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:

>You mentioned that Warp 9 doesnt run with Multitos? Codeheads brought out
>version 3.8 which was the Falcon version. Any version previous was never
>meant to run on the Falcon.

Warp 9 is NOT compatible with MultiTOS. Even the latest version. The latest
version adds Falcon support, not MultiTOS support.

Everyone should buy NVDI. I wish I had.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3513. WANTED: Monitor Master thingy

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 00:50:56 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2kbktg$41i@agate.berkeley.edu>
Source record: 192520

I'm looking for one of those boxes that lets you switch between color and mono monitors on an ST. I'd prefer one that also has a separate audio output, but I'll live without it if I have to. E-mail me with an offer.

Building the information supercollider.
John Hauser---jhauser@cs.berkeley.edu

3514. Re: xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 00:53:43 UTC
From: hallvart@ifi.uio.no
Message-ID: <2kbl2n$5fk@holmenkollen.ifi.uio.no>
Source record: 192521

In article <2k6l9m$ihe@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> Can someone with a MegaSTE confirm that the sound cpx included with xcontrol
> 1.31 works? I cannot seem to get it to do so (it reports "no stereo sound
> available"). The sound cpx from an older version of xcontrol is working OK,
> but I would rather use the newer one.
>
> Also, is 1.31 the newest version of xcontrol? Thanks in advance.
>
> --
> **
> * Mickey Boyd *
> * Systems Administrator *
> * Florida State University Mathematics Department *
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
> **

Yeah, I also got the same problem! I still need the sound cpx though, so
where can I get it?

Hallvard, Oslo, Norway

3515. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 01:17:49 UTC
From: dkoster@rainbow.sosi.com
Message-ID: <2kbmft$j8t@rainbow.sosi.com>
Source record: 192522

Iain.Laskey@barclays.co.uk wrote:
: In article <2k48fi$n15@rainbow.sosi.com>, dkoster@rainbow.sosi.com (David Koster)
writes:
: |> Mark Muhlestein (mmm@park.uvsc.edu) wrote:
: |>
: |> <Mark's trying to read ST disks on a PC...>
: |>
: |> ST users often use extended formatting (more than 80 tracks or
: |> nine sectors per track) which won't be readable by MS-DOS.
: Wrong! I regularly read ST formatted disks with wierd formats using a PC. No
: problems yet.... 81/10 definetly reads OK on our IBM PS/2 with DOS 5

Then it may be that the disks I was using were twisted...do you know
of any restrictions that may be causing the original posters' problems?

David Koster, dkoster@rainbow.sosi.com

3516. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 01:24:42 UTC
From: dkoster@rainbow.sosi.com
Message-ID: <2kbmsq$jeb@rainbow.sosi.com>
Source record: 192523

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
: Iain.Laskey@barclays.co.uk writes:

: >dkoster@rainbow.sosi.com (David Koster) writes:
: >|> Mark Muhlestein (mmm@park.uvsc.edu) wrote:
: >|>
: >|> <Mark's trying to read ST disks on a PC...>
: >|>
: >|> ST users often use extended formatting (more than 80 tracks or
: >|> nine sectors per track) which won't be readable by MS-DOS.

: >Wrong! I regularly read ST formatted disks with wierd formats using a PC. No
: >problems yet.... 81/10 definetly reads OK on our IBM PS/2 with DOS 5

: But... you need a HD drive for that. But... with a DD drive it's also
: possible to read up to 10 sectors/track and more than 80 tracks (depending
: on the drive how much tracks you can read). You only need an 'INT 13H'
: replacement, which comes with several exotic formatting programs like
: fdformat and fmt. These are both available at wuarchive.wustl.edu.

The 'INT 13H replacement'...would you amplify a bit?

David Koster dkoster@rainbow.sosi.com

3517. Re: xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 02:19:04 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kbq2o$64n@golem.wcc.govt.nz>
Source record: 192524

```
] Can someone with a MegaSTE confirm that the sound cpx included with xcontro
] 1.31 works? I cannot seem to get it to do so (it reports "no stereo sound
] available"). The sound cpx from an older version of xcontrol is working OK
] but I would rather use the newer one.

It reported that on my 1040-STE as well.
```

3518. Re: UMS 2 on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 02:22:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kbq9g$64n@golem.wcc.govt.nz>
Source record: 192525

] Has anyone heard of UMS 2 for the Atari ST at all ??

It's been around for the ST for ages. So, it shouldn't be too tricky
to locate.

3519. Re: NeoDesk and Falcon: Compatible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 02:25:23 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kbqej$64n@golem.wcc.govt.nz>
Source record: 192526

] After seeing someone else's Version 3 on an ST I decided to upgrade, but
] which versions are Falcon compatible? I borrowed 3.01, but it refused
] to run at all (thinks it wasn't started from the desktop). Silica shop
] had 3.03, but didn't know if it was Falcon compatible, and didn't want to
] break the seal on their copy in order to find out.

I had v3.03 running quite happily on a Falcon. It seemed to work 100%
(It's resolution independant).

Neodesk 4 apparently has much enhanced support for other-than-ST machines
and probably has all sorts of things that would make it a lot better
than v3.xx for running on a Falcon! (Such as being multi-tasking friendly,
with Geneva at least... :)

3520. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 02:26:04 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb22.022604.1669@isle.waterloo-rdp.on.ca>
Source record: 192527

> First of all in order for a floppy disk to be readable on a PC, it must be
> formatted to 720k (9 sectors, 80 tracks) with an IBM bootsector (which TOS
> does not put on as standard; most floppy formatters and copiers allow the
> option of formatting to MS-DOS standards). If the disk is a high density, and

Actually using the Desktop's format option under Tos 1.4 and later, you do
get a perfectly IBM readable/writable diskette. Apparently all it was missing
in the first place was a single measly media descriptor byte.

Just a hint to anyone else, if you will be using the disk more from the IBM,
do not format it with twister. PC's bios/dos (not sure which is responsible)
is faster at reading a disk without sector skewing.. the twister disks are
actually slower access (on the order of double time obviously) on most of the
PC's I have taken ST disks over to.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

3521. Re: VRAM 030 or Outside III?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 02:28:27 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb22.022827.1737@isle.waterloo-rdp.on.ca>
Source record: 192528

> heading off to the MMU, the other is a pair of SIMMS hardwired into the
> motherboard)...

Now where the heck would you get something like that put into an ST? Hey
woah! How did these SIMMs get under my cover?!!!

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

3522. Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 03:01:20 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <CLLv29.404@darkside.osrhe.edu>
Source record: 192529

What's up with Atari. I ordered a Falcon from my local dealer almost 2 weeks ago and it still isnt here. Supposedly it was out of stock. I dont know if that is bad or good. Bad cause I don't have it or good cause that means they are seliing. It was the 4 meg 85HD version. He called three different suppliers and none had them. They had the 1 meg no HD and other variations but not what I wanted.
As for those who talk about a Power PC machine, If I wanted a PC I would have joined their message base. I want a TOS machine and even If the Falcon isnt the top of the line machine these days, it is a faster machine than my STe.(A faster TOS machine)

--

Eric Winkle
ericw@okcforum.osrhe.edu
Unix Club of OKC

3523. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 03:39:22 UTC
From: lordthan@news.delphi.com
Message-ID: <2kbupa$h5e@news.delphi.com>
Source record: 192530

Looks like yet another insecure Atari owner trying to stroke himself into some sort of position of power. This is probably the same guy who just gave up on the 8-bit Ataris last week, I think. I'm glad I switched out of the Atari as my primary platform; I'd be embarrased to have something in common with a twit like this.

3524. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 03:47:35 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0uq6@outb.wimsey.bc.ca>
Source record: 192531

I stand corrected. :-) I naively assumed that version 3.8 working on the Falcon meant working COMPLETELY! Oh well. I have read that NVDI works better on 256+colour modes on the Falcon anyway.
Doug

3525. Re: Cubase question

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 04:43:44 UTC
From: glenn@loose.apana.org.au
Message-ID: <2kc2i0$7np@loose.apana.org.au>
Source record: 192532

Iain.Laskey@barclays.co.uk writes:

>In article <2jqnlr$cjn@cville-srv.wam.umd.edu>, dwallace@wam.umd.edu (He whose name must not be spoken...) writes:
>|> Anyway, I recently read a writeup of Cubase for the Macintosh in a magazine,
>|> and it sounds pretty nifty; it apparently lets you do _real_ sequencing with
>|> both MIDI and sampled audio.
>|> This sounds like Cubase Audio which only does sampling with the Falcon. It
>performs multitrack direct to HD sampling in conjunction with it's sequencing
>abilities which are, as you say, very good indeed. Cubase Audio is not cheap
>though - you'll need 700GBP for the software and then need a big hard disk to
>sample to - 1Gb is reasonable.
I just had a guy who demonstrates all this stuff. You can do it on a ST
with a Yamaha CBX5. This gives you 4 tracks audio, 4 seperate outs,
parametric EQ, 2 SPX990's and a big hole in your wallet!
>|> My question, which I ask with crossed fingers, is will the ST version of
>ST Version??? Cubase originated on the ST!

>|> the program allow this miracle to be performed?
>Not on a normal ST

>|> In particular, how well does Cubase Lite (or whatever its called) function
>Cubase lite is a cut down version of Cubase. Basically there are three
>versions. Cubase is the standard one. Expensive but good. Cubase lite is cut
>down and much cheaper and Cubase Audio adds direct to HD sampling on a Falcon.

>|> about the capabilities of Cubase would be great. Thanks!
>Cubase is very, very powerful, easy to use and not very cheap. It's really
>aimed at the pro musician. Maybe you ought to consider something a little more
>downmarket? Pro 24 III is good for the price - I have seen it sold very
>cheaply - 40GBP in the UK - it used to be over 250GBP at one time. It's the
>predecessor to Cubase but works in a totally different way.

>--
>+-------------+---+
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>| |Laserdisc & Pro-Logic - The only way to watch movies at home|
>| |Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+

3526. Re: Where to find GCC sources

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 05:17:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kc4hd$g4h@uqcspe.cs.uq.oz.au>
Source record: 192533

gerco@cs.vu.nl (Ballintijn GC) writes:

> I want to try to make a gcc cross compiler which can produce 68000 (ST)
>code (running on SunOS). Well, since I heard that 2.5.X is broken for 68000
>system, I'm looking for older versions.

You want version 2.5.8. Versions 2.5.0 to 2.5.7 had the 68000 bug, but as
far as I have seen, 2.5.8 is clean.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3527. Re: xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 05:34:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kc5hq$5kc@mailer.fsu.edu>
Source record: 192534

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

> In article <2k6l9m$ihe@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> > Can someone with a MegaSTE confirm that the sound cpx included with xcontrol
> > 1.31 works? I cannot seem to get it to do so (it reports "no stereo sound
> > available").
>
> Yeah, I also got the same problem! I still need the sound cpx though, so
> where can I get it?

Well, I got a working one from an older copy of xcontrol that I had (v. 1.0).
As you seem to need it, I'll stick it on ftp.math.fsu.edu (192.12.122.28). It
will be in /pub/atari.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3528. Re: WANTED: Monitor Master thingy

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 05:42:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kc601$68o@mailer.fsu.edu>
Source record: 192535

A Man Called John (jhauser@pine.CS.Berkeley.EDU) wrote:
> I'm looking for one of those boxes that lets you switch between color and
> mono monitors on an ST. I'd prefer one that also has a separate audio
> output, but I'll live without it if I have to. E-mail me with an offer.

Toad computers (1-800-448-TOAD) sells a couple of different types. Other
folks should at least have the Monitor Master, which does have stereo
output. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3529. Re: Falcon030 and PageStream

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 06:03:33 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2kc77l$bpp@cxc1.cl.msu.edu>
Source record: 192536

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

>I have that problem with 2.2 aswell ....set's all the colour's past 2 as black
>and Despite numerous attempt's to chance the default it resett's
>those
>colour's as default. Does it also retrun the black color's when you exit to
>the desk (From a proper set up color PGS) ? I have also found that the screen
>color mapping is pretty strange as well .
>I think it may be a bug in 2.2 since 2.1 worked OKay.

Actually, it turns out that a suggestions made by someone here resolved the
problem. The particular installation of PageStream was done by copying the
files from a monochrome ST system to a Falcon via a Syquest cart. That
meant that the PGS2.INF file was created on a system that HAD to have all
the color registers set to black...

The solution was to blow away the PGS.INF file, then launch PageStream and
let it rebuild the file automatically. Voila. PGS now runs in color.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

3530. Re: Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 06:13:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLM3xw.33q@cix.compulink.co.uk>
Source record: 192537
Cross-posted to: comp.music,comp.sys.atari.st

In message <1994Feb21.144709.14026@jet.uk>, djs@jet.uk said:
>
>I would call Harman Audio (the UK disributors) but I can't find an ad with
>their number, right now. Anyone have the number to hand? (Directory
>enquiries aren't very helpful when you don't know the town!).

Very strange this one. Harman are 081-207 5050

Ofir ogal@cix.compulink.co.uk

3531. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 06:20:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kc86n$73o@golem.wcc.govt.nz>
Source record: 192538

Okay, a simple solution for the problem:/

Not _all_ PC's will read ST disks. The newer the machine, the better the chance of a PC being able to read it.

A lot of PC's I've seen are incapable of reading Twisted/Skewed (Fast Format) disks, and the majority are incapable of reading 10 sector per track disks (Except for a lot of the machines with High-Density drives, which must be capable of reading (I think) at least 16 sectors per track in order to get the extra 720K.

Usually the easiest, and most efficient way to get files transferred from an ST to a PC is this.

Format a disk on the PC in 720K mode (Something like FORMAT /F:720 type FORMAT /? for more information).

Copy the files onto the disk from the ST, and then read them with the PC.

If the machines aren't in the same building, this can be a problem, so using something like DC-Format on the ST to format the disks as:

9 Sectors Per Track
80 Tracks
2 Sides
Standard (Non-Skewed) sectors.

Then write an MS-DOS boot-sector to the disk. (BTW, Anyone who doesn't have DC-Format should get it, it's 'Write Bootsector' option has all sorts of handy uses!).

Using this has never failed for me.

There is a utility for the PC, filename something like ATARIDSK.??? which allows a lot of them to manage some of the slighty more non-standard formats (Skewed sectors etc.).

This util' _should_ be in the ./atari/Diskutils directory at atari.archive.umich.edu

Hopefully that is of some help.

3532. Re: xcontrol 1.31 sound cpx

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 06:22:13 UTC
From: kfason@csn.org
Message-ID: <CLM4D2.M63@csn.org>
Source record: 192539

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Can someone with a MegaSTE confirm that the sound cpx included with xcontrol
: 1.31 works? I cannot seem to get it to do so (it reports "no stereo sound
: available"). The sound cpx from an older version of xcontrol is working OK,
: but I would rather use the newer one.
That's easy. the one that comes back with no stereo sound is for the
Falcon030. I tried all the Falcon030 CPXs a while back anbd thats what I got.

: Also, is 1.31 the newest version of xcontrol? Thanks in advance.
I think so.. Though I wish it would look at the NVRAM of the Flacon030
and lay out the day format that way... day/month/year took me forever to
figure out... Thought my battery and other things where dead...

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Representative Run PC Computers
US Robotics Dual Standard	The STore that ==Runs To You!
Atari Jaguar	Higher Educations Computer Source
Multi-Game Hunter ASIC	Proudly Supporting Atari!

3533. Re: Notator Logic with 1 Meg?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 06:37:17 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2kc96t$rcf@darkstar.UCSC.EDU>
Source record: 192540

In <2kb1tdINN6bn@uwm.edu> mode@csd4.csd.uwm.edu (modE) writes:

>has anyone had problems running Notator Logic on a 1 megger?

I've heard it is pretty much an impossible situation. Notator uses a great deal of memory. people with 4 meg machines are complaining...

~Chris
>dan.

3534. Digital Audio & Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 07:27:44 UTC
From: steve-j@teleport.com
Message-ID: <2kcc5g$r5l@elaine.teleport.com>
Source record: 192541

I can't remember who'd asked about this before, but after talking with others who are using their Falcon030s for 8-track digital audio, I can assure you that you don't need a 1800K/sec. fast SCSI-II drive to do it. I talked to one person who was using a Maxtor 7213 and Rodime 3058 regular SCSI drives and has no problems doing 8-track digital audio on them ("as long as I keep them defragged"). I've asked him what the data transfer/seek rates are, but haven't received a reply yet.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3535. minixfs

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 07:56:26 UTC
From: petep@info.isbiel.ch
Message-ID: <2kcdra$be0@vega.info.isbiel.ch>
Source record: 192542

i had installed a partition (f:) with the latest minixfs version. after some days without problems i couldn't open this drive anymore. i got the message . and .. missing. the only thing i could do was to format the hole harddisc again.

now i'm a bit worried of installing minixfs again. what can i do if it happens again? can i remove a minixfs partition instead of formating the hole disc?

thanks in advance

patrick

3536. backup

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 07:58:54 UTC
From: petep@info.isbiel.ch
Message-ID: <2kcdvu$be0@vega.info.isbiel.ch>
Source record: 192543

who knows a easy to use, good shareware/ftp backup-program for harddiscs?

please tell me where i can get it and some details about it.

thanks in advance

patrick

3537. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 08:08:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2kcehg$7k8@golem.wcc.govt.nz>
Source record: 192544

In article <2kadpu$27q@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
>Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
>
>Atari Australia closed shop a long time ago. They are distributed
>by some third party, future tech or something or other. The Atari
>Jaguar probably appear in New Zealand/Australia until 1995.

Not acording to Bob Brodie, Atari OZZ made a profit last year..???

and a few people here have been talking to them, dealers users etc....

>- Jim

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3538. Re: Teddy-Term question

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 09:41:28 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.HAvQvfVnrKE@albemuth.equinox.gen.nz>
Source record: 192545

In <LANCER.94Feb19113856@wpi.WPI.EDU>, Stephe Lewis Foskett writes:
>I too have just discovered TeddyTerm! It's a really nice program...
>I just wish it had vt102 and supported the arrow keys... And that the
>thing I'll mention in a second was the default, not the option...

Yes I have also started using it. The arrow keys are usable by the thing
that you mention next:

>OK, here's what you do: Press both shift keys at once. That's it!
>Now none of the hotkeys will work!

>I wish the programmer had realized how important control keys are to
>modemers and had stuck to alt-key combinations for his hotkeys...

Yes agreed. There are very few BBSs even that don't require control-key
combinations somewhere in there message editors. As for Other online
systems, it is very necessary.

>It is a bit buggy in places, though... The redialer and the font at
>the bottom of the screen cause me no end of grief... And the capture
>buffer is always set on unless you manually turn it off... It just
>seems that some settings are bass-ackwards...

Yeah, I can see why he's done this though. In the manual he states that
he started out writing a term program that was easily useful for
novices, but also flexible for those who want more power. I guess it
is a matter of opinion what people want as a default. Anyway you can
save your settings!

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

3539. STE + Casio CTK1000

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 09:55:36 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2kckqo$355@apakabar.cc.columbia.edu>
Source record: 192546

My brother (we're a family of Atari wonks!) recently bought a Casio CTK1000 keyboard to use with his STE (2mb) to begin to play with the rudiments of MIDI. He's a bit of a neophyte with MIDI (I am too, actually), and he therefore needs a bit of help...

Therefore, any recommendations as to software (PD or Inexpensive--he knows about and can't afford Cubase) or as to whether this is a proper keyboard for basic uses (at $350, it was right w/in his price range), will be greatly appreciated.

Thanks a lot.

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

3540. Re: Shareware hard drive utils?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 10:23:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <2d69dd94@straight.ct.se>
Source record: 192547

```
In a Message of <20 Feb 94 06:14:13>, Marco Boldt Writes:

MB> Are there any shareware Hard Drive utilities similar to Cleanup ST?
MB> i need a prog that will repair fat etc.. Thanks in advance!

Diamond Edge is a very good Hard drive utility.. But it's not SW..

Regards Bertil...

=====================================================================
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden         =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104     =
=====================================================================
```

3541. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 10:24:53 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Feb22.112454.913@cathy.ijs.si>
Source record: 192548

```
In article <CLF3uq.78A@si.hhs.nl>, Roest, R. <v902123@si.hhs.nl> wrote:
>> 2. Are there any colour icon editors?
>
>I have absolutely no idea. I'ld like one too for my Falcon. :-)
The only one I know of is Interface - a commercial program from Germany.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
```

3542. Re: ST accelerator needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 10:30:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <2d69dedb@straight.ct.se>
Source record: 192549

In a Message of <21 Feb 94 03:46:55>, abarbiero Writes:

a> There is also supposed to be a T28 and a T36 available, although
a> I have only seen them advertized in the UK.

Have you heard anything about a STE version of T28/T36??

Regards Bertil.

==
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

3543. Re: I need help reading old Atari ST floppies

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 10:37:45 UTC
From: wh@fileserv1.MI.Uni-Koeln.DE
Message-ID: <2kcn9pINN1qpt@rs1.rrz.Uni-Koeln.DE>
Source record: 192550

In article <CLFw1v.no@park.uvsc.edu>, mmm@park.uvsc.edu (Mark Muhlestein) writes:
|> This is a second try, I didn't see any responses. Could someone please
|> help this Atari-impaired individual? It seems like something that
|> should be in the FAQ, but I couldn't find my answer.
|>
|> I need to know if there is any way to read really old Atari ST floppies
|> on a PC. I'm trying to help a guy get some source files from an
|> upgraded 520 ST system (GEMDOS copyright 1985). He says the floppy is
|> dual sided double density, which made me think it might be readable on
|> a PC 720k drive.
|>
|> However, when I try to read the floppy I get a general failure. I have
|> tried several different ways (including MKS toolkit's dd), always with
|> the same result. Is this because of some basic incompatibility, or do
|> I just have an alignment problem?
|>
|> Assuming I am able to physically read the data, is there some kind
|> of DOS conversion utility I need to be able to get the files? I found
|> something that looked promising on the umich archives, ataridsk.zip,
|> but it was only 47 bytes long.
|>
|> If I can't access the floppy, I'm guessing a serial link via Kermit
|> would probably be my next choice...
|>
|> Any thoughts or help would be greatly appreciated.
|>
|> Mark Muhlestein -- mmm@park.uvsc.edu

Hi,

I used to succesfully apply the following trick:

Start Norton Commander on a PC in maintenance mode (-m) and modify the first
three bytes in the boot sector.

How to modify them? Examine the first three bytes of a disk formatted
on that PC. I had acces to a PS/2 and there I had to write

EB 34 90 or something like that.

Winfried

3544. Ishar II - HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 11:10:01 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CLMHpx.Lxt@midge.bath.ac.uk>
Source record: 192401

Does anyone know where I can pick up Dandelion Puree???
I can't find it anywhere

3545. Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 11:37:10 UTC
From: donm@ucon.gun.de
Message-ID: <1994Feb22.113710.5230@ucon.gun.de>
Source record: 192402

> Many others have thought of exactly this. Not necessarily Atari themselves but
> 3rd Party Developers ever since the PPC was a concept. The PPC is theoretically
> able to perform exactly what you described i.e. it could run TOS, MultiTOS or
> Unix, OS/2, Nextstep...you name it (OS), it could be written for it.

Oh c'mon... The same can be said for *ANY* processor. PPC is nothing special, it's just a processor! OK? So enough with those silly rumors about PPC being able to emulate everything under the sun. That's just patent nonsense! THERE IS NO HARDWARE EMULATION OF ANY TYPE IN THE PPC!!! Period! For goodnes' sake the PPC is not even compatible with itself let alone other processors! It can't even emulate the Power 6000 without software!!!

People, please read the spex before playing into IBM's hands and spreading this false propaganda. I wrote a message about this a couple of days ago - maybe it got lost so here it is again:

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

--- cut -------------------------
I'm slowly getting a tad furious ;-) with all these PowerPC groupies. I wonder how many have actually bothered to check this processor out before drooling. So, here's a reality check.

First of all, we have to remember that in spite of being made by Moto (traitor! ;-) the original design is IBM, ergo - garbage by definition, particularly in the areas of software and hardware. Other than that, it's OK... :-)

When it comes to instructions PPC (PowerPC) is a mess! As I wrote in my local box recently, there are three types of problem instructions on the PPC :

1. 38 unimplemented Power 6000 instructions which must be software emulated by 601/3/4 and 620+

2. 20 Power 6000 instructions implemented on 602/3/4 which subsequent PPCs such as 620 will not have and would therefore have to emulate

3. 47 instructions which 620 will have but 601/3/4 do not and some instructions must, again, be software emulated.

And, of course, only a bozoid the magnitude of IBM can call a processor with 200+ instructions a "risc".

On the hardware side the PPC looks impressive for about an attosecond.
True, 601/3/4 have the 88110 bus (Moto's own Risc) but 620 (and presumably
up) have a different bus. In "true blue" tradition the processor is
incompatible with itself which means you can forget any easy processor
upgrades. (Don't bother telling me 620 is 64-bit, I know.)

Hopefully this will help cut down on PPC salivation. Please send flames
to advocacy (I don't read it) otherwise they will be gleefully ignore.
--- cut -------------------------

3546. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 11:49:23 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2kcrg3$spp@harbinger.cc.monash.edu.au>
Source record: 192403

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <2kadpu$27q@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
: >Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: >
: >Atari Australia closed shop a long time ago. They are distributed
: >by some third party, future tech or something or other. The Atari
: >Jaguar probably appear in New Zealand/Australia until 1995.

I wonder why Atari can't supply hard-drives and tell you to go to
Aus Tech P/L?

: Not acording to Bob Brodie, Atari OZZ made a profit last year..???
: and a few people here have been talking to them, dealers users etc....

Selling what? Atari 2600's? Lynx's? There the only two items that
seem be stocked in mainstream stores. Certainly not the Falcon, or
to a large extent now, the Atari ST range. Lynx games are usually
in the bargain bins, along with the C=64, Atari ST and old Amiga 500
games.

Ask the Candians when they're going to get their Jaguars. Then ask
yourself if the Australian/New Zealand market is any bigger, or going
to be more profitable.

- Jim

3547. Re: Help - Short Ste brain damage demo needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 12:09:43 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CLMKG8.LsB@cs.vu.nl>
Source record: 192404

kebl0011@black.ox.ac.uk (Andrew Sage) writes:

>
> Hi there! I am trying to get hold of a copy of the brain damage demo for the
>Ste. However, all of the FTP sites that I have tried only have files that are
>over 720K, so I can't fit them onto my floppy disks. Could someone please
>direct me to an FTP site that has them in a more useable form. (or could they
>even post me an MSA version that is split into smaller chunks?)

> Thanks very much.

> Andrew Sage

If you download the file from the FTP site you have some options to fit it onto
several 720 Kb disks:
- uncompress on your site and recompress it in several smaller files.
- use the UNIX-commands 'split' and 'cat' to split it.
(cat to reassamble it, you need cat for the atari though)
- UUENCODE the file. Split it in several files. (Compress them)
When at home, uncompress the files, make one UU file (if you have
a hard disk) and UUDECODE them.

Good Luck.

Florentijn van Kampen

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

3548. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 12:48:55 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <2kcuvn$1dm2@rs6000.bham.ac.uk>
Source record: 192405

Arno Welzel (aw@zaphot.abg.sub.org) wrote:
: ELITE II is a video game. Do you remember the old "ELITE" wich was first
: developed for the old Commodore C64 :-).

Not quite, twas the (Acorn) BBC micro, in the UK at least. It's possible that the first worldwide version appeared for the C=64 I suppose.

Gio

3549. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 13:01:50 UTC
From: ma92jls@cen.ex.ac.uk
Message-ID: <CLMMv2.C9z@cen.ex.ac.uk>
Source record: 192406
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

> As for advertising, I've seen more Jaguar ads in the past few months
> than I can remember seeing for an Amiga in years! At least Atari is
> advertising outside of the machine-specific magazines. Commodore's
> approach is what I think of as "preaching to the choir." I can see
> it now, they'll advertise the CD32 in AmigaWorld and AC, but not
> bother with the various gamer mags where the real market is.

I'll be the first to admit that Commodore haven't advertised much in the past
, but then neither have Atari . When it comes to the CD32 , it is a different
story (well , it is here in Europe!) the CD32 has been advertised on T.V and
satellite (MTV Europe) and on billboards (like the one outside Segas European
HQ ..."To be this good will take Sega ages..."). It has also been reviewed
etc in gaming magazines (not just Amiga magazines) . The opposite is true
of the Jaguar . It hasn't been released over here ....well, if it has , it
isn't being advertised anywhere , nor do any large electrical or computer
stores sell it .
I believe that Commodore's Ad campaign will be lower key in the U.S.
but this won't be due to C= not knowing how to market machines , it'll be
due to lack of financial resources . (money...something Atari don't have much
of either) . However the money they are making will probably partially go
towards advertising in the U.S (not just in AC and Amiga World)
At first the U.S Amiga mags will be the only place it is advertised
but it will catch on... (it is a nice earner for C= here in Europe).

```
*******************************************************************************
* *
* Jonathan Sears (ma92jls) University of Exeter Math student *
* *
* Vic20-------CBM128---------A500 3MB *
* Saving for a A4000/030 *
* *
* CD, THE FUTURE OF GAMING ..... CD32 THE FUTURE OF CD *
* *
* C= FOREVER *
*******************************************************************************
```
.

3550. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 13:14:22 UTC
From: hoosier@rider.cactus.org
Message-ID: <6788@rider.UUCP>
Source record: 192407
Cross-posted to: comp.sys.atari.st,local.atari,comp.sys.atari.st.tech

From: Gregg Mack <gmack@paceline.sps.mot.com>
To: hoosier@rider.cactus.org
Date: Mon, 21 Feb 94 21:13:38 CST

Jerry,

Well, he does have a few valid points, but in general I think he's
just blowing his horn. I'm not a programming expert, but I've read
the PowerPC instruction set and architectural definition. I know and
understand the hardware interfaces of the 603 and 604 enough to be
considered an expert, and I spent nearly 3 months studying the 620's
bus. I'll try and respond to Mr. Maple's comments by interleaving
mine with his. You may post this to the Atari newsgroup if you'd
like, but be sure and preface it with this paragraph. The views that
I express are my own and are not the official views of anyone other
than myself! ;-)

BTW, I will not be available to respond to any follow-ups to what I
say here as I am leaving at noon on Tuesday to fly to San Fransisco
to attend the WinHEC '94 at the Musconi Center.

Gregg Mack

> Subject: 'Powder' PC (fwd)
> To: gmack@paceline (Gregg Mack)
> Date: Mon, 21 Feb 94 12:43:01 CST
> From: hoosier@rider.cactus.org (Jerry Dunham)
>
> Is this guy full of prunes, or does he have a valid point? I've been
> looking forward to the day when I could finally afford a used MIPS or
> PowerPC machine as the next logical step beyond my 68000-based Ataris,
> but this doesn't sound exactly wonderful. What's the REAL scoop? Let
> me know whether your rebuttal is private or may be posted back to the
> Atari newsgroup.
>
> --Jerry
>
>
> Forwarded message:
>
>]From: donm@ucon.gun.de (Don Maple)
>]Newsgroups: comp.sys.atari.st
>]Subject: 'Powder' PC
>]Date: 20 Feb 94 21:19:17 GMT
>]Organization: Unlimited Communication and Networking, Duesseldorf, FRG. (pvt)

>]
>]I'm slowly getting a tad furious ;-) with all these PowerPC groupies.
>]I wonder how many have actually bothered to check this processor out
>]before drooling. So, here's a reality check.

I saw the very first 603 run on a printed circuit board. I saw the very first 604 run on a printed circuit board. (No, that's not a typo.) I think I have a pretty good idea of what kind of performance these chips are capable of. I'm drooling all the way to the stock broker to buy as much Motorola stock as I can. (Of course, Motorola stock prices are mainly dominated by the Communications Sector. That's my reality check!)

>]First of all, we have to remember that in spite of being made by
>]Moto (traitor! ;-) the original design is IBM, ergo - garbage by
>]definition, particularly in the areas of software and hardware.
>]Other than that, it's OK... :-)

Thanks for the vote of confidence for Uncle Mo! The 601 instruction set was defined by IBM. The 601 is a one-chip implementation of the 9 (?) chip implementation in the original Power processor found in the RS/6000 workstation. I believe that the 601 did not implement ALL of the Power instructions.

The PowerPC architecture and instruction set was co-developed by IBM, Apple, and Motorola here in Austin. The PowerPC instruction set is a subset of even the 601 instruction set. Therefore, the 601 has several instructions that are not part of the official PowerPC instruction set. I guess the architects deemed that they weren't necessary at all or were used so seldom in systems that emulating them with a handful of alternate instructions wouldn't hurt overall performance any noticeable amount. Also, some of the instructions were tossed out because they used microcode or could not be "sped-up" by utilizing super-pipelining and/or super-scaler techniques.

So maybe some of the "garbage" was tossed out. I would think that the savvy software writers would avoid the "601-only" instructions so that it will also run on the "real" PowerPC implementations without any tweaking.

>]When it comes to instructions PPC (PowerPC) is a mess! As I wrote in
>]my local box recently, there are three types of problem instructions
>]on the PPC :
>]
>]1. 38 unimplemented Power 6000 instructions which must be software
>] emulated by 601/3/4 and 620+

See "garbage tossing" mentioned above.

>]2. 20 Power 6000 instructions implemented on 602/3/4 which subsequent
>] PPCs such as 620 will not have and would therefore have to emulate

Also see above. BTW, what's a 602?

>]3. 47 instructions which 620 will have but 601/3/4 do not and some
>] instructions must, again, be software emulated.

I must confess that I didn't read all of the 620 Book IV document (which
describes the instructions that that processor implements in addition to
the PowerPC required instructions), but I would tend to think that Don
is referring to the 64-bit instructions.

>]And, of course, only a bozoid the magnitude of IBM can call a processor
>]with 200+ instructions a "risc".

At first reading the PowerPC instruction set looks awfully big, but then
you realize that the "Load 16-bits" instruction is listed separately from
the "Load 16-bits and Zero the upper 16-bits while you're at it" instruc-
tion! There must be well over a dozen "Load" instructions and well over a
dozen "Store" instructions! Anyone familiar with the 68000 assembly
language mnemonics would find this rather strange (the 68k User's Manual
described the MOV instruction as a single instruction).

>]On the hardware side the PPC looks impressive for about an attosecond.
>]True, 601/3/4 have the 88110 bus (Moto's own Risc) but 620 (and presumably
>]up) have a different bus. In "true blue" tradition the processor is
>]incompatible with itself which means you can forget any easy processor
>]upgrades. (Don't bother telling me 620 is 64-bit, I know.)

You are correct about the bus on the 60X devices. It is a "split" bus
where in a multiprocessor environment it is entirely possible to have a
seperate master of the address bus than the data bus at any given time.
The 60X bus is a 64-bit data bus that is "flow controlled" by the memory
subsystem. The 620 bus has a 128-bit wide data bus that is "flow controlled"
by the data provider (620 on a write, memory on a read). Furthermore,
the 620 bus is a "split transaction" bus where the processor puts out
a "tag" during the address phase, and when data is returned on a read
that has that same "tag", the processor knows that that data is what
it asked for earlier. Several bus cycles may be "outstanding" on the
bus at any one time. No, this 620 won't be an "overdrive" for a 60X,
but BFD. Sometimes to make a quantum leap in performance, you have to
break from the past. Anyway, the end user and programmers will never
know. (Which 68k devices would work on the same bus?)

>]Hopefully this will help cut down on PPC salivation. Please send flames
>]to advocacy (I don't read it) otherwise they will be gleefully ignored.

Maybe, maybe not! It's going to be a VERY interesting year. ;-)

--
Gregg Mack -------- __o
gmack@paceline.sps.mot.com ------- _`\<,_
Motorola RISC - Austin, TX ------- (*)/ (*)

3551. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 13:24:02 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2kd11iEill@uni-erlangen.de>
Source record: 192408

lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:

>>1. How do I `run' desk accessories after mtos has booted?
>Just double-click on them.
>Or start them from a shell with the ACC command (ACC DESK1.ACC)
Sorry, this will work _only_ with the NEWDESK that comes with the beta
MultiTOS. MultiTOS 1.01 does not support this.

Regards
Thomas
---
tskuenne@cip.informatik.uni-erlangen.de

3552. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 13:58:44 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1637@usdtsg.DaytonOH.NCR.COM>
Source record: 192409

In article <1994Feb20.152458.23233@cobra.uni.edu> sinclap2954@cobra.uni.edu (His Honor, Pete Sinc.) writes:
[misc drivel deleted]

>Features lacking in the STE: 25 mhz. 030, SCSI, networking, more memory and
>harddisk space, higher color resolution with 16 bit color, memory expandable to
>36 megs and is backed by Apple, a responsible corporation run by real superior
>management!!!

Features lacking in a Peter Sinclair-Day: the ability to use the
.advocacy groups, like they are intended to be used for. Where ya
been, Pete, we've missed ya ;-)

Rob

...can we say "followup-to: comp.sys.atari.advocacy"?...

3553. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 14:14:12 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2kd3vk$2c0@percy.cs.bham.ac.uk>
Source record: 192410

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <H.eg.PrJumd4UTGg@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>>
>>Not really. Those extra TTs are just to feed the Jaguar developers,
>>since the only current Jag development platfor is a TT+extra goodies.
>>
>>Has anyone heard of any of those TTs making it to dealers for sale as
>>"normal" TTs?
>
>Yes, yes, yes! You can but a TT from System Solutions in London any time.
>I know someone who just got one.
>

Yes! I bought one last week from System Solutions!! (I don't know
Ofir, so that means at *least* two people bought TTs!)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3554. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 14:24:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2kd4ip$2hf@percy.cs.bham.ac.uk>
Source record: 192411

dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>>This is not accurate. The need for the patch is not related to the total
>>number of folders on your HD, but to the total number of folders opened in
>>one session and also to the number of malloc() calls in that session.
>
>Can you recommend a figure to use Ofir? At the moment I'm using the ICD
>6.4.2 booter with 64 folders reserved, should this be enough?

Ofir meant the GEMDOS call Malloc(), not the libc malloc(), by the
way.

Each extra 'folder' added only takes up 132 bytes or so, so you can
quite happily added 2-300 folders without worrying about wasting memory.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3555. Re: Falcon & Ethernet

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 14:35:57 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94053.093557STIRRE31@MAINE.MAINE.EDU>
Source record: 192412

Well, I think this topic is of interest! I, too, have a Falcon at college and have the option of an ethernet port. I believe that there are no internal ethernet cards available for the Falcon (anybody?), but wouldn't it be possible to use an external ethernet box with the SCSI-2 port on the Falcon? I know it would cost more (much as external hds do). Are there any programs for the Falcon such as Fetch for the Mac which would make FTPing much easier?
-scott tirrell

3556. Re: Circuit diagram for 520STFM

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 14:40:47 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94053.094047STIRRE31@MAINE.MAINE.EDU>
Source record: 192413

I'm not sure, but San Jose Computers can probably help you out.
Unfortunately, I do not have their address or phone number on
hand. Anyone else have it?
-scott tirrell

3557. Falcon Desktop Picture

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 14:56:49 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94053.095649STIRRE31@MAINE.MAINE.EDU>
Source record: 192414

Anyone know of a program that will display a desktop picture on
a Falcon in 640 x 480 in 256 colors?
thanks,
scott tirrell

3558. Re: RTF/Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 14:57:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLMs7u.D4r@barclays.co.uk>
Source record: 192415

```
In article <CLMpML.FMs@ryn.mro.dec.com>, nagel_e@cecehv.enet.dec.com (Besiktas...) writes:
|>
|> In article <2k1l21$8pt@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells)
writes...
|> >About the question for an RTF importer/exporter for the ST, a pretty
|> >good little word-processor that will handle RTF's has just appeared
|>
|> >filename: marcel22.lzh
|>
|> Would this be the commercial version of Marcel Word?
|> Has this been released as shareware? Or is it just a demo?
|> I heard it should be pretty good, but I expected it wouldn't do very well
|> because it has so much competition from other wordprocessors like Multiwriter
|> and such.
What is Multiwriter? I've never seen or heard of this before. I'm in the UK so
maybe it's not available in an English language version???
--
+-------------+------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+------------------------------------------------------------+
```

3559. ST(E) MotherBoard Ad info

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:08:06 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <2kd74m$e4g@olivea.ATC.Olivetti.Com>
Source record: 192416

Hi there,

In some UK Magazine I saw adverts of STfm/STe mother boards.
They are only 49.99 UK pound (First Computer Centre),
I wonder if the mother board comes fully equipped with all
the chips, less the RAM memory of course, and I wonder if I can
swap a 1040Stfm with a 1040 Ste board directly using the same
Power Supply, Keyboard, Floppy, mouse, video and case (maybe
drilling it a bit..)?

savino

3560. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:22:38 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb22.152238.6542@bradford.ac.uk>
Source record: 192417

BARRY WILSON writes:

: >3) Is there any advantage in getting an internal HD drive, given that
: > I have pleny of space on SCSI externals?

You get considerably more software from Atari if you buy a Falcon with an
internal Hard Drive. In use, the IDE's are usually slower than an
exeternal SCSI. (obvioulsy this depends on individual drives and the
operations expected of them.

: Other items on my shopping list would include NVDI, SVGA monitor,
: screenblaster or hardup.
^^^^^^
Do you mean BlowUP?
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3561. Re: RTF/Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:22:55 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94053.102255STIRRE31@MAINE.MAINE.EDU>
Source record: 192418

Marcel 2.2 has been released as shareware! Personally, I thought
that it was worth the commercial price. At the time it was very
nice being able to take my files from my 1 meg STe and go down
to the school's computer cluster to print them out from MS Word
on a laser printer! I still use Marcel to do my word processing
and only use AtariWorks to print. Marcel is quick while Atariworks
sometimes needs to "catch up" to my typing, even on a single-tasking
Falcon. Any owners of Marcel 2.1 get the upgrade to 2.2 for $1!
sincerely,
scott tirrell

3562. Overscan on ST/STe

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:27:29 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2kd892$ped@vishnu.jussieu.fr>
Source record: 192419

Specially to Alan Parker:

It has been achieved for long by European coders: left, right, top and bottom overscan as well as full-screen (all directions at the same time). The first full-screen (by Level16 in "The Union Demo") featured only a little sprite, soundchip-music, and vertical scrolltext. The latest versions of such screens featured hardscroll, soundtrack at 16Khz, big sprites, even 3D-full graphics !!! Get demos on FTP, you won't regret it!

MB.


```
_____________________________________________________________________________
--______ Marc BOURLON ______--
--" -o_".___ Universite Pierre et Marie Curie ___."_o- "__
/ /=__". DESS de Genie Logiciels Applicatifs ."__=\ \
/ / /_---"-: :-"---_\ \ \
/ / / __-- E-mail: bourlon@gla.ecoledoc.ibp.fr --__ \ \ \
/ /_-- --_\ \
_-- --_
```

3563. Re: of lasers and men - v1.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:39:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLMu5K.G98@barclays.co.uk>
Source record: 192420

In article <9402192140.A0754wk@hofbbs.com>, beth.freeman@hofbbs.com writes:
|> I have a second hand HP laserjet II. I like it very much but I have
|> some problems using it with LDW power, SpeedoGDOS and a few minor problems with
I use Speedo with my LJ II and have never encountered any problems. What problems
are you having?

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3564. Overscan on the desktop on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:44:58 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2kd99q$ped@vishnu.jussieu.fr>
Source record: 192421

I don't remember the exact position of the parameter to set. So, proceed
like this:
Save your desktop in ST-LOW. Search in your newdesk.inf for the
string:
00 A2 if you've got a color monitor at 50 Hz
00 82 if you've got a color monitor at 60 Hz
00 12 if you've got a VGA monitor

Reboot, and save THE SAME DESKTOP CONFIGURATION, but in ST-MID. Normally
the only change in your newdesk.inf file should be the string you found earlier,
and it should be
00 A9 if you've got a color monitor at 50 Hz
00 89 if you've got a color monitor at 60 Hz
00 19 if you've got a VGA monitor

If you fail, stop here.

Otherwise, now that you've got the good number, save your desktop as
you like, but in the video mode you want to "overscanize". For example,
640x200x16 colors. Now, your newdesk.inf should have a new value. Just replace
the former 00 by 01. That's done.

If ever you misacted, and your Falcon bombs when you boot, press control
during the boot-sequence, until you get the desktop, then erase you newdesk.inf

That's all folks.

By the way, the best mean to get GREAT video modes is to use
FalconScreen from Martin Backshat if I'm not wrong, or better, my own version.
For example, I always work in 800x288x16c, which is REALLY good. Too bad I
haven't spread it yet, but it'll perhaps be done in a near future. Only if
people are interested, of course.

MB.

3565. DSP memory

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:55:22 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2kd9ta$ped@vishnu.jussieu.fr>
Source record: 192422

Sorry to contradict you, Martin, but Timothy Wilson is right, in fact,
as long as the DSP56001 Motorola's book is right. X and Y memory are separate
16K, but P memory is mapped on those 2 !!

MB.

3566. Falcon games.

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:56:00 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2kd9ug$ped@vishnu.jussieu.fr>
Source record: 192423

Hello to all Falcon owners in the world.
You've got a very good machine, but there are very few games on it.
That's why I decided to make games on the Falcon. But I don't want to sell them, coz games I want to code must have too expensives licences (SuperBomberMan, StreetFighter II, etc...)

In a few days, I'll be able to start coding all my time. I will do DynaBlaster/SuperBomberMan on the Falcon. It won't be a shareware, since I haven't bought the rights! But I plan to do an EXACT conversion of the SuperNes game. But I would like to know if I can hope making money - I have to live, U know? -. My aim is to offer the best at the lowest cost: no licence paid, no distributors, etc... That's why I would know how many people would pay if I do such things: remember, it wouldn't be sharewares, only public domains, and money I would receive would be gifts... I was thinking of 20$ gifts, for "per-fect" conversions...

The aim of this letter is to ask Falcon owners how many Falcon owners they know would pay for games. I mean, WOULD pay really! And, also, make a little survey to know which games are most wanted on Falcon.

Thank you in advance.

MB.


```
------------------------------------------------------------------------------
--______ Marc BOURLON ______--
--" -o_".___ Universite Pierre et Marie Curie ___."_o- "__
/ /=__". DESS de Genie Logiciels Applicatifs ."__=\ \
/ / /_---"-: :-"---_\ \ \
/ / / __-- E-mail: bourlon@gla.ecoledoc.ibp.fr --__ \ \ \
/ /_-- --_\ \
_-- --_
```

3567. Re: Scorched Earth, projectile game

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:57:46 UTC
From: diehl@r-node.io.org
Message-ID: <2kda1q$406@r-node.io.org>
Source record: 192424

I have been considering writing a sort of conversion to that game on the ST. However I lack the knowhow on how to do some of the more advanced effects (falling dirt, "fractal" explosions, etc.). It IS an incredibly simplistic game, and a whole mess o' fun playing with other people... I may attempt an ST conversion, but perhaps I'd be better passing it along to someone who's better qualified to handle the more intricate routines...

_____ ______ ____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

3568. Re: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 15:58:09 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CLMv12.5564@austin.ibm.com>
Source record: 192425

In article <CLLv29.404@darkside.osrhe.edu>,
Eric Winkle <ericw@okcforum.osrhe.edu> wrote:
>
>What's up with Atari. I ordered a Falcon from my local dealer almost 2
>weeks ago and it still isnt here. Supposedly it was out of stock. I dont
>know if that is bad or good. Bad cause I don't have it or good cause that
>means they are seliing. It was the 4 meg 85HD version. He called three
>different suppliers and none had them. They had the 1 meg no HD and other
>variations but not what I wanted.

Two weeks is blazing speed for getting Atari products. Amazingly, marketing
techniques which other companies believe are unacceptable are considered
standard in the Atari world.

> As for those who talk about a Power PC machine, If I wanted a PC I
>would have joined their message base. I want a TOS machine and even If the
>Falcon isnt the top of the line machine these days, it is a faster machine
>than my STe.(A faster TOS machine)

Actually the Falcon is a PC (Personal Computer). And some Atari computer
may use the Power PC chip in the future. TOS is just the operating system
and could be ported to many computer architectures. Like Univell's UNIX
operating system, TOS is written mostly in C. With much less effort than
was required for the 68000, Atari could move their incantation of TOS to
the Power PC, Alpha, or the Jaguar CPU. Actually TOS was available on the
Intel 80x86 based machines before MS Windows was available. Unfortunately
Apple sued DRI over the trash can, and severely crippled the future of DRI's
TOS.

My point is that people tend to associate the operating system and the user
interface with the hardware. So someone, like my wife, may see a nice color
point and click interface on an Apple computer and say, hey that's a really
good computer, look at those colors/pictures and the mouse interface; when
really all of those things are on lots of computers and exactly (for the
MacIntosh) on the Power PC. If you look at my .signature, you'll see that
I am horribly biased too. :-)
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

3569. Re: Gemview & associated programs

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 16:10:12 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2kdap4INN783@rs1.rrz.Uni-Koeln.DE>
Source record: 192426

In <CL6qty.292@cix.compulink.co.uk> sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

>>VDI_FIX.PRGpresumably fixes my VDI, but what's wrong with it?

>Probably... [g]

VDI_FIX.PRG fixes a bug in the handling of virtual workstations.
The VDI manages a linked list of virtual workstations, and if
sevaral virtual workstations are opened and then closed in a
certain sequence, the VDI messes up the list and keeps passing
out the same virtual workstation handle upon all subsequent
v_opnvwk() calls. This bug is only present in certain TOS
versions, I think VDI_FIX checks the TOS version first and
installs the patch only if needed.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3570. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 16:22:52 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLMw65.IxG@barclays.co.uk>
Source record: 192427

In article <9402192140.A0760wk@hofbbs.com>, beth.freeman@hofbbs.com writes:
|> What exactly is an Elite II? Is it some sort of high tech Atari
|> peripheral. I thought I knew pretty much was available for the ATari, but I've
|> never heard of this before.
it's a game. The followup to Elite (not surprisingly :-))

|> I've got an ST souped up
Falcon with 65MB internal & 340Mb & 48Mb external, V32bis modem, HP laserjet,
taxan multisync, Blowup030, NVDI, Speedo, MTOS.
I want more speed.....

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3571. I formatted Disk A of Amberstar

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 16:25:37 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1994Feb22.162537.19608@porthos.cc.bellcore.com>
Source record: 192428

I was having problems with disk A of Amberstar (needed
to use the install program) with read errors. So I decided
to try to copy files to a blank disk that needed formatting.
Through a combination of idiotic moves I un-write-protected
disk A and proceeded to format it, thus solving my read error
problems but good. I called the vendor who sold it to me
(TOAD Computers - very good people, by the way), but they
have nary a copy, though they will try to procure one from
England in a later shipment. They suggested I might get
help from a bbs service, so I'm trying the net. Would one
of you be willing to receive disk A (the original obviously
or I wouldn't be in this mess) and a couple of $ to
cover shipping and copy disk A for me?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

3572. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 16:34:05 UTC
From: avg@cwi.nl
Message-ID: <CLMwot.3v4@cwi.nl>
Source record: 192429

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>>0{{ "Markus" == Markus Gutschke <gutschk@uni-muenster.de> writes:
>>>> But on a TT, is fantastic. And it's a great way to get AES 4.
>>
>>Markus> BTW, have you tried to run GEM.SYS from GEMRAM.PRG? This will
>>Markus> get you AES 4 in single tasking mode.
>>

>I've wondered about doing this too.. Anybody tried this?

From what I've heard (and experienced) GEMRAM still needs a German TOS.
I am using ROMRAM. I'd love to run AES 4 in single tasking mode!!
Does anyone know where we can find a GEMRAM which can launch GEM.SYS and
which works on a UK machine?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3573. Re: Scorched Earth, projectile

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 16:34:34 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kdc6q$9kt@mailer.fsu.edu>
Source record: 192430

Stefan Damerau (Stefan_Damerau@sl.maus.de) wrote:
> In article 2ju7fv$kce@mailer.fsu.edu Mickey
> Boyd (boyd@gauss.math.fsu.edu) writes:
>
> MBB>There is a German mono game called Baller that sounds like it will
> MBB>interest you.
>
> Well, the archive may be named Baller; but the games' name is 'Ballerburg'
> (Shooting-Castle to translate it dirty).

Ah, thanks for the correction. This game is very addictive! After having "checked" it to answer that post, I have now burned up an additional 5 hours or so playing it.

--

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

3574. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 16:44:39 UTC
From: monnier@di.epfl.ch
Message-ID: <2kdcpn$f7p@disun41.epfl.ch>
Source record: 192431
Cross-posted to: comp.sys.atari.st,local.atari,comp.sys.atari.st.tech

In article <6788@rider.uucp>, Jerry Dunham <hoosier@rider.cactus.org> wrote:
> I saw the very first 603 run on a printed circuit board. I saw the
> very first 604 run on a printed circuit board. (No, that's not a typo.)
> I think I have a pretty good idea of what kind of performance these
> chips are capable of. I'm drooling all the way to the stock broker
> to buy as much Motorola stock as I can. (Of course, Motorola stock
> prices are mainly dominated by the Communications Sector. That's my
> reality check!)

Well, other RISC processors exist and they are also impressive.
As far as I know (I don't know much about 60x, x>1), except for
marketing reasons, the PowerPC doesn't have much more potential than
POWER or MIPS or ALPHA or HPPA or SPARC or ...
Especially given that the architectures are basically very close (same
number of registers same kind of addressing modes, ...)

> >]First of all, we have to remember that in spite of being made by
> >]Moto (traitor! ;-) the original design is IBM, ergo - garbage by
> >]definition, particularly in the areas of software and hardware.

Hahaha !! good start !
What exactly do you know about IBM's prestations except being the
originator of the big PC-mess industry (I know IBM should be ashamed
of that, but he's not the main reason of the mess: he never intended
to used the ISA-bus with a 386, for example)

> >]When it comes to instructions PPC (PowerPC) is a mess! As I wrote in
> >]my local box recently, there are three types of problem instructions
> >]on the PPC :
> >]
> >]1. 38 unimplemented Power 6000 instructions which must be software
> >] emulated by 601/3/4 and 620+

Well, given the PowerPC is supposed to be another architecture (though
partly compatible), it's not that bad: MIPS code is much harder to
run on a SPARC station, for example.

> >]2. 20 Power 6000 instructions implemented on 602/3/4 which subsequent
> >] PPCs such as 620 will not have and would therefore have to emulate

see above

> >]3. 47 instructions which 620 will have but 601/3/4 do not and some
> >] instructions must, again, be software emulated.

Is upward compatibility a bad choice ?
Do you mean the PowerPC should be totally frozen and never evolve ?

> >]And, of course, only a bozoid the magnitude of IBM can call a processor
> >]with 200+ instructions a "risc".

Hahahaha !!!!!
One more "sentence of the week" !
Only an total ignorant of computer architecture could say that !

- First: how do you define the number of instructions ? don't forget the
68030 has about 50 opcodes and 50 addressing modes, so that it's
number of instructions is of the order of 2500 (well, some
instructions don't allow all addressing modes, but others can combine
two of those addressing modes so I think my estimate isn't so far from
reality). That's 10 times more !!
- risc isn't about the number of instructions but about the kind of
instructions (especially the addressing modes). Most other RISC
architectures also have between 100 and 200 instructions.

> >]On the hardware side the PPC looks impressive for about an attosecond.
> >]True, 601/3/4 have the 88110 bus (Moto's own Risc) but 620 (and presumably
> >]up) have a different bus. In "true blue" tradition the processor is
> >]incompatible with itself which means you can forget any easy processor
> >]upgrades. (Don't bother telling me 620 is 64-bit, I know.)

So blue tradition is "incompatible with itself".
Of course, that's why the 360 architecture is more than 30years old
and still selling.

Oh well, he probably believes that pentium is a CISC processor with a
RISC implementation !

Stefan
--

-- On the average, people seem to be acting normal --

3575. Re: St accelerator needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 16:46:58 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLMxAB.KCE@barclays.co.uk>
Source record: 192432

In article <9402192302.A0769wk@hofbbs.com>, beth.freeman@hofbbs.com writes:

|> When and if you find this accellerator, please let me know. This
|> sounds like something worth while. I'd like to juice up the speed on my ST.
|> If you find a way, I'm willing to listen
There are quite a few accelerator cards for STs including 28 & 36Mhz. Reasonably priced and with NVDI, it makes a hell of a difference..

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3576. Re: Trouble with MiNT, Minix fs, bash, gcc, emacs on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 16:52:28 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2kdd8clNN1u6v@rs1.rrz.Uni-Koeln.DE>
Source record: 192433

In <PERBANDT.94Feb17185531@sv5.mch.sni.de> perbandt@sv5.mch.sni.de (Perbandt.Adalbert T 7651 R 92-508 WS tx30) writes:

>My problems:
>The bash does not execute the startup file .bashrc located in my home
>directory. [...]

This problem, as well as a few others that you describe, might be caused by the UNIXMODE environment variable not being set. Try "setenv UNIXMODE /rU" in mint.cnf (oops -- mint.cnf doesn't use csh syntax, but you'll figure it out).
A few words of explanation: UNIXMODE is a hack that is supposed to add features like long file names, case sensitivity and some others to the TOS file system. This doesn't involve any tweaking of the file system itself, rather, an additional layer of interpretation of file names is established by the library functions for file access. These library functions can make up short "TOS-ized" file names for long file names, create a special file called .dir where they store the mappings between UNIXMODE and TOS file names, convert slashes to backslashes and so on. These features are activated by setting the UNIXMODE environment variable. The characters for the UNIXMODE variable suggested above mean:
/ : allow '/' to be used instead of '\'
rU : use U as root drive (i.e. let /foo.bar mean U:/foo.bar really.
For a complete description of UNIXMODE see the file UNIXMODE.doc in the mintlib (or gnulib) sources.

>Furthermore bash does not recognize the executables located along the $PATH.
>$PATH is initialized to \bin in C:\MINT\MINT.CNF. I change its value
>to something like "/bin:/usr/bin:/usr/local/bin:/usr/local/emacs/etc"
>(maybe not all these directory are physically existent this time) but
>no one of the executables spread over those directories is recognized.
>Currently the only way to execute a program is to type its absolute path.

Check the docs that came with your bash port. There ought to be something said about how the port deals with the problem that you have to specify a drive along with the path with the drive letter separated from the path by a colon (as in "c:/bin"), but the list in the PATH variable is supposed to be colon-separated. I only know about the tcsh port, it uses the prefix "/dev/X" instead of "X:" to specify a drive, thus eliminating occurrences of colons within elements of the path list. This way, the colon can still be used as a separation character.

>The tilde-character "~" is not properly initialized. My $HOME is
>/usr/users/ad and "~/file" expands to something like "/usrusersad/file".

This looks like your slashes are treated as escape characters.

>The gcc2.2.2 crashes during preprocessing a simple "hello world"
>program (have already downloaded gcc 2.5.8 but not tried yet).

What are the symptoms of the crash (bombs, error messages...)?
gcc 2.2.2 is not quit up to date, but it worked to compile more
than a "hello world" for me.

>All that together is really frustrating, isn't it?

Yep. But don't give up, keep trying. Believe me, the result is
rewarding.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3577. Re: new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 16:59:38 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CLMxvF.MoE@cix.compulink.co.uk>
Source record: 192434

>It's similar to Joust in concept (no pterodactyls or eggs, but a
>couple of new twists), and it's been tested and runs on all
>Atari 68K systems (incl. TT, but it needs to be patronized a bit...),
>though it's intended for machines with DMA sound.

Will it work on the Falcon at all?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

3578. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 17:14:45 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2kdei6INNdpa@sat.ipp-garching.mpg.de>
Source record: 192435

Allanon (mm68@unix.brighton.ac.uk) wrote:

[...]

: the software is non-existant.

Granted, you will never see Microsoft Word for an Atari, but it is simply not true that software is non-existant. The problem is that you often cannot choose from brands; and in several areas, there is almost no software at all (I've seen hardly more than 5 molbio programs for the Atari).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

3579. Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 17:17:05 UTC
From: black@xs4us.hacktic.nl
Message-ID: <2kdemhlNNekh@xs4all.hacktic.nl>
Source record: 192436

I was wondering if there are any programs and/or libraries out in net
land that offer more (different) icons on the desktop (tos 2.06) than the
standard that comes with the ST.

Wondering...
&
--

Peace
-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-
Freedom is free of the need to be free - George Clinton '70
With love there is no death - Prince '86
--

Peace
-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-
Freedom is free of the need to be free - George Clinton '70
With love there is no death - Prince '86

3580. Need documentation for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 17:44:44 UTC
From: GE.HEG@forsythe.stanford.edu
Message-ID: <2kdgac$h7g@morrow.stanford.edu>
Source record: 192437

Subject: Need documentation on Atari ST

I know nothing about Atari computers, but my brother in Denver has
an Atari ST and asked me if I could find a source for the following
documentation.

Video Tutor I. He said he already has Video Tutor II.
Beginners Guide to Atari St.
How to use Video word writer.

Any source near San Jose, California, or Denver would be
appreciated. Thank you.

3581. Re: DOOM = killer-app for Jaguar!

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 17:46:53 UTC
From: bossoj@vccsouth04.its.rpi.edu
Message-ID: <2kdged$hg9@usenet.rpi.edu>
Source record: 192438

In article <uplink.761891645@cwis>, uplink@cwis.unomaha.edu (John M. Scheibeler) writes:
|> umcymbal@cc.umanitoba.ca (Greg Lance Cymbalist) writes:
|>
|> >I can't wait to see DOOM for the Jaguar...I think this will be the game to sell the system.
|> >So much for the SNES.
|>
|> The problem is, you WON'T be seeing it for the Jaguar. Considering
|> how late it is already to hit the shelves, I don't foresee ID getting their
|> heads together to make a Jag version anytime this decade. And by then,
|> something better will be here.
|>
|> uplink (who just unsubscribed to this newsgroup, email any replies)
|>
|> --
|> END OF LINE. -- uplink@unomaha.edu | "We are Homer of Borg. Prepare to
|> "We Are GURPS. Resistance is Futile.| be assimi -- ooo, donuts."
|> You will be Assimilated into a | "We are Bart of Borg. Assimilate
|> Worldbook." - The people at SJ Games | my shorts, man."

Hello?? What world are you living in?? ID has stated many times that
they ar currently working on DOOM for the Jag. As a matter of fact
someone from ID posts to rec.games.video.atari regularly with
status reports of their work...

Joe
bossoj@rpi.edu

3582. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 17:49:06 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb22.174906.24590@newshost.lanl.gov>
Source record: 192439

In article 2d63bb98@secom.ct.se, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>
>Hmm .. the version up on SECOM works now, after being patched. (I assume
>Vincent, who told me how to patch it, will post the patch here himself)
>
>The game seems to assume we all run in NTSC ... tss tss ... those americans ...

Yeh, how dare those Americans only write games that work on 'their' television standard. After all, any public domain or shareware Atari programmer should be forced to run out and buy PAL, SECAM, SECAM II, and _any_ other TV standard to be sure of supporting all Atari users around the world... all 500 of 'em. :)

Give him a break, Rickard. I agree that PAL is a _much_ nicer standard than NTSC (Never The Same Color) but it's unreasonable to expect such demands from hobbyist programmers, don't you think?

Would that we HAD only one broadcast standard... and one line voltage rate... and one universal system of measurement... and one... (ad nauseum). Of course, then I reckon the world would be a tad bit more boorish, eh?

Cheers,

-Hutch- @ Fair Dinkum Tech

3583. Luscher color test?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 17:50:31 UTC
From: awhawks@uncc.edu
Message-ID: <CLn088.1E6@unccsun.uncc.edu>
Source record: 192440

I am looking for a public domain program that will run on a 1040 STE that administers the Luscher color test. I used to have a list of public domain titles and it was on it but now I can't find out where to get it.

Any help would be appreciated.

email to awhawks@uncc.edu

3584. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 17:52:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb22.175228.24838@newshost.lanl.gov>
Source record: 192441

In article 17221@t.hfb.se, CRACKER <no@I.have.none> () writes:
>There was a discussion a while back about Cubase and if anyone has
>cracked it yet.
>Well, has anyone?

Oh LORD, not THIS crap again???

>Hardware protected software SUCKS.

Not near as sucky as software thieves, IMHO.

-Hutch- @ Fair Dinkum Tech

3585. Re: People Selling STs

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 18:00:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb22.180009.25499@newshost.lanl.gov>
Source record: 192442

In article 1477@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
>What real advantages would upgrading to TOS 1.4 do for me???

Gee, it's been so long since TOS 1.4 (more accurately, 1.04, but who cares?) was introduced I've forgotten most of it's features. But as memory serves, it corrected most of the more annoying bugs that existed in TOS 1.0 and 1.2. I don't honestly recall if it took care of the 40 folder limit, but I think so. It came with a much improved file selector dialog (although still far short of Universal Item Selector, IMHO) and improved hard disk and floppy disk access. I remember it eliminated two disk swaps when doing a floppy disk copy when you have only one drive (argggh! very painful). I'm sure others here can reiterate the features 1.4 includes. I do recall, however, that I thought it was _well_ worth the upgrade price at the time. Of course now, I'd recommend going with TOS 2.06, even if you have to buy an adapter board (like the TEC from CodeHead) as I reckon it's well worth it.

Just my $.02 but I'd say definitely upgrade your TOS 1.0 to 1.4 or 2.06.

-Hutch- @ Fair Dinkum Tech

3586. Avalon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 18:02:15 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2kdhb7$37l@charm.magnus.acs.ohio-state.edu>
Source record: 192443

Does anyone know if there are any plans for an Avalon style program for the Falcon. I know someone who wants to do some private remastering of old recordings and needs to clear out scratches and such.

Dan Ackerman
ackerman.29@osu.edu

3587. Re: minixfs

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 18:04:55 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0uvn@outb.wimsey.bc.ca>
Source record: 192444

I successfully used my drive f: for a minix partition for 6 months. My hd is formatted with AHDI ver 5.? Did you try accessing the minix partition from Tos without running Mint? I think the docs warn against that-it corrupts the partition. Try zeroing the partition or backing up to floppy and then reformat the whole hd. I know you don't want to do that, but...Or maybe you were just unfortunate enough to find a weird bug!
Doug

3588. Re: How to create a signature?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 18:14:32 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb22.181432.26659@newshost.lanl.gov>
Source record: 192445

In article 10877@dct.ac.uk, mcssesw@dct.ac.uk () writes:
>Could someone please tell me how I can create a signature in NEWS.

If you are using a UNIX based newsreader, then just create a text file of your desired 'signature' and save it to your home directory with the filename .signature (so that it's a hidden file). Whenever you send mail or post a message to a newsgroup, your system should automatically append the .signature text file to the bottom of your post.

But please... be nice and try to keep your .signature file to 5 lines or less, OK? Really BIG signatures are sometimes neat to look at for the first time, but get a quite tiring after awhile (especially for those who have to *PAY* for their net access). Thanks for your consideration.

-Hutch- @ Fair Dinkum Tech

3589. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 18:21:31 UTC
From: bjgrier@bnr.ca
Message-ID: <CLn1o0.KqE@nrtpa22.bnr.ca>
Source record: 192446

In article <2kdei6INNdpa@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
|> Allanon (mm68@unix.brighton.ac.uk) wrote:
|>
|> [...]
|>
|> : the software is non-existant.
|>
|> Granted, you will never see Microsoft Word for an Atari, but it is simply
|> not true that software is non-existant. The problem is that you often
|> cannot choose from brands; and in several areas, there is almost no
|> software at all (I've seen hardly more than 5 molbio programs for the
|> Atari).
|>
|> --Cornelius.

Actually I was one of the foolish that bought Microsoft Word for the ST.
What a piece of ...

Of course that was many years ago, and Microsoft did not port the newer version to the ST, because sales of the original port were so bad. The really sad part was that the ST version worked exaclty like the Mac version! But that was the state of the art for the Mac.

So since we did not support their really mediocre (read horrible) version Microsoft will not support TOS/GEM.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

3590. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 18:39:06 UTC
From: ant@mks.com
Message-ID: <1994Feb22.183906.28377@mks.com>
Source record: 192447

[Note I'm still waiting on a replacement user manual from Toad Computers that is not missing the sections concerning Navigation and Combat (pages 11-42). It sure makes copyright checks a problem.]

What are peoples prefered method of combat: keyboard, mouse, or joystick?

I'm used to the Elite I control method which I use the joystick for, but in Elite II its like I have power steering and can't target pirates using manual controls. Is there something I don't know about from the combat section? It is my initial ship or laser thats inadequate? I'm I missing some piece of equipment (interplanetary drive) that allows me a finer degree of control over manual fly-by-wire combat. Is there an option I should enable/disable?

-ant

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

3591. Re: Avalon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 18:40:48 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1994Feb22.184048.10152@news.arc.nasa.gov>
Source record: 192448

In article <2kdhb7$37l@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
|>
|> Does anyone know if there are any plans for an Avalon style program for
|> the Falcon. I know someone who wants to do some private remastering of old
|> recordings and needs to clear out scratches and such.
|>
|> Dan Ackerman
|> ackerman.29@osu.edu

I have heard from Steinberg/Jones that they (Steinberg) are seriously considering releasing
Avalon for the Falcon - Sorry I don't have any more details, but I don't think there are any
more details to be had. I invite anyone to show me otherwise.

- Glenn

3592. Re: Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 18:42:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A3351@M4.maus.de>
Source record: 192449

>Just as well I haven't thrown away my ST yet; I went to do some work
>on a song-in-progress, pulled the Cubase dongle out of my ST and
>attempted to put it into my Falcon. IT DOESN'T FIT! :-(

It does fit - unless you got one of the rare ones that are slightly too flat.
You can get these in, too - but you'd better have them swapped by Steinberg.

3593. /|\tari Revolution Logo

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 19:11:59 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2kdle0$2d3@m.ehd.hwc.ca>
Source record: 192450

Some time ago, (seems like the beginning of time now but it was only a few years ago,) AtariUser was running a 'Join the Atari Revolution' campaign. Does anyone have the design of the logo used for the rubber stamps? Could you send me a GIF or IMP of the stamp?

Thanks
--

Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe

My opinion has been held over from a previous life
and is not the responsibility of Health Canada

3594. Speccy

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 19:13:08 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <761958163.AA04952@byte.bbs.no>
Source record: 192335

Does anybody know if someone is working on a Speccy emualtor for the Falcon030?

Could the inclusion of audio in/out make it possible to connect a standard tape deck to the Falcon and then load the games from cassete? (Then one could later save them to the HD) With the Falcon one should be able to speed the old games up a bit.

I know it's old, but some of the games are still fun. (IMHO)

-- ReadMail ST

3595. Re: Canadians have Jaguars

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 19:17:42 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.0uvt@outb.wimsey.bc.ca>
Source record: 192301

Gee, as a Canadian, I know several people who have Jags. What make you think they're unavailable here?

3596. Re: Falcon & Ethernet

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 19:51:33 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CLn5ty.8HD@cix.compulink.co.uk>
Source record: 192302

>Well, I think this topic is of interest! I, too, have a Falcon at
>college and have the option of an ethernet port. I believe that
>there are no internal ethernet cards available for the Falcon
>(anybody?), but wouldn't it be possible to use an external ethernet
>box with the SCSI-2 port on the Falcon? I know it would cost more
>(much as external hds do). Are there any programs for the Falcon
>such as Fetch for the Mac which would make FTPing much easier?

Scott, I don't know if it would be of any use to you, but I have here
copies of software, along with circuit diagrams to build a link port for
an ethernet adaptor. The link circuit access's the parallel and cartridge
ports.

```
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
```

3597. Re: Falcon Desktop Picture

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 19:51:38 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CLn5u2.8Hz@cix.compulink.co.uk>
Source record: 192303

>Anyone know of a program that will display a desktop picture on
>a Falcon in 640 x 480 in 256 colors?

You need DeskPic v1.05.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

3598. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 19:52:49 UTC
From: lancer@vole.WPI.EDU
Message-ID: <LANCER.94Feb22145249@vole.WPI.EDU>
Source record: 192304

```
0{{ "Annius" == A V Groenink <avg@cwi.nl> writes:
Annius> From what I've heard (and experienced) GEMRAM still needs a
Annius> German TOS. I am using ROMRAM. I'd love to run AES 4 in
Annius> single tasking mode!! Does anyone know where we can find a
Annius> GEMRAM which can launch GEM.SYS and which works on a UK
Annius> machine?

I use Gemram on my American TOS 2.06 MSTE. It works fine! I'd love
to try AES4 in singletasking but I don't have GEM.SYS...

AFAIK, ROMRAM ONLY works on machines with TT-RAM! That means Gemram
is really your only alternative for non-TTs...

.s.
--
- lancer@wpi.wpi.edu - - PWEI, "The Fuses Have Been Lit": -
- I've got a little blue tube to give my views -
- Of a world in dischord, my life's unmoved -
```

3599. Re: The Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 19:56:42 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2kdo1q$obc@mailer.fsu.edu>
Source record: 192305

Brian Grier Perpk (bjgrier@bnr.ca) wrote:
> In article <2kdei6INNdpa@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
>
> Actually I was one of the foolish that bought Microsoft Word for the ST.
> What a piece of ...

I believe you mean Microsoft Write, and indeed it was horrible.

As for using MS Word, it is as simply as getting a Spectre 128 or GCR. My Spectre has opened up a lot of doors for me in terms of software (though I use ST programs for most things). IMHO, Mac capability is great when you need to do something fairly unusual (like the molecular biophysics programs a previous poster mentioned). Also, it gives one the ability to run "mainstream" applications easily (like MS Word, for example). I personally don't like MS Word all that much (I'm more of a TeX guy, I guess), but it is handy to have around.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3600. Re: RTF/Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 19:58:09 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CLMpML.FMs@ryn.mro.dec.com>
Source record: 192306

In article <2k1l21$8pt@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes...
>About the question for an RTF importer/exporter for the ST, a pretty
>good little word-processor that will handle RTF's has just appeared

>filename: marcel22.lzh

Would this be the commercial version of Marcel Word?
Has this been released as shareware? Or is it just a demo?
I heard it should be pretty good, but I expected it wouldn't do very well
because it has so much competition from other wordprocessors like Multiwriter
and such.

Erlend.

3601. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:02:22 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLn6By.8x6@cix.compulink.co.uk>
Source record: 192307

>Stop this awful discussion about prices and "buy or buy not" !
>I'm sad about reading articles like this :-(.

Well said.

I'm here to learn more about my new Falcon - both in terms of programming, applications and even games. Not to read thousands of characters every single day about how much the latest macintosh computer may or may not cost. It's a waste of space - surely there's a general computer discussion newsgroup for this kind of thing.

This isn't censorship, it's just sensible.

BTW - I'm still looking for a 68000 assembler line drawing routine (any mode), so if anyone's got one can you send it to me? thanks.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3602. Re: Falcon JPEG Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:02:25 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLn6C1.8xv@cix.compulink.co.uk>
Source record: 192308

[quote about Brainstorm DSP JPEG decoder deleted]

>
>How does one write a program to use the decoder, is the some documentation
>somewhere?
>

Unfortunately not (to my knowledge), Brainstorm, or possibly Atari
themselves, will send you the information for a fee of somewhere around
US$ 100. An interesting project for a hacker there, me thinks.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3603. Re: Falcon sound input problems

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:02:29 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLn6C5.8yI@cix.compulink.co.uk>
Source record: 192309

>I have a screwed port on mine, but the company I brought mine from went bust
>so I have no fall back.

Yes you do - phone up Atari and demand a replacement. It's your right as a
customer, the fact that you bought it from a deceased dealer has no
bearing on the matter.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3604. Re: Falcon games.

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:02:33 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLn6C9.8z6@cix.compulink.co.uk>
Source record: 192310

> The aim of this letter is to ask Falcon owners how many Falcon owners
>they know would pay for games. I mean, WOULD pay really! And, also, make a
>little survey to know which games are most wanted on Falcon.

I'd pay a shareware fee (and let's face it, that's what it'd be - if
not legally [g]) if it was a good game which kept my attention for more
than a couple of hours.

Most wanted - well StreetFighter 2 would be a good start [g], I'm quite
partial to platform games (although they bore a lot of people to tears)
but the one game I would *love* to see is an archon-clone, with much
better graphics and sound but maintaining the playability.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3605. Re: Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:14:45 UTC
From: Paul.D.Race@DaytonOH.ncr.com
Message-ID: <Paul.D.Race.725.000F3F68@DaytonOH.ncr.com>
Source record: 192311
Cross-posted to: comp.music,comp.sys.atari.st

In article <1994Feb21.144709.14026@jet.uk> djs@jet.uk (David Stevenson) writes:
>From: djs@jet.uk (David Stevenson)
>Subject: Re: Cubase on the Falcon
>Date: Mon, 21 Feb 1994 14:47:09 GMT

>In <CLGzFs.LI0@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>>In message <1994Feb19.071602.5199@jet.uk>, djs@jet.uk said:
>>>
>>>...
>>>on a song-in-progress, pulled the Cubase dongle out of my ST and
>>>attempted to put it into my Falcon. IT DOESN'T FIT! :-(

>>Is that v3 dongle (red) ? Mine fits perfectly.
>Yes, it is version 3. It is red (well, claret perhaps), and it does not
>fit. Perhaps my Falcon is a newer revision (it's quite new). Underneath
>the socket, protuding as far as the socket itself, is the circuit board,
>and under that is metal shielding.

>I would call Harman Audio (the UK disributors) but I can't find an ad with
>their number, right now. Anyone have the number to hand? (Directory
>enquiries aren't very helpful when you don't know the town!).

>--
>David Stevenson, JET Joint Undertaking.
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

By the way, you can put me on record as being one person who will never again buy a copy-protected program. A couple experiences with early Roland sequencing software and with Lotus were enough. In the case of the Roland software, the program allowed me to "install" one copy on a HD, but in order to install it on another hard drive, I had to "uninstall" it from the first HD. When the hd crapped out, I had software that I could never again install on any HD. The utility to make backup floppies never worked right. Then the release disk crapped out, so I had no way of even playing the sequences I had created into another sequencer or otherwise retrieving them for use. And Roland didn't make the software any more, so they said, "Buzz off," or words to that effect. Won't bore you with the Lotus horror stories, except to say that I never permanently lost a spreadsheet, while I did permanently lose several sequences,

The upshot of it is, it's a hassle I don't need. For those of you who will put up with it, more power to you. But I have flexibility with CK and the rest of my program set that I just wouldn't have with a copy-protected

program, no matter how painless the scheme is supposed to be. I own all the software I use on a regular basis and a lot I don't, and I've never made a copy to give to a friend. Why should I be punished ahead of the fact as though I have.

Just my .02. BTW, a longstanding CK user, I've been looking forward to Cubase for Windows 2.0 because it is supposed to better integrate digital recording and sequencing for the PC. But if it comes with a copy-protection scheme attached, forget it......

My employer is not responsible for my opinions. I'm not altogether sure that I am!

| Paul Race Paul.D.Race@DaytonOH.ncr.com |
| (513) 445-1665 FAX: 445-7196 |

3606. Re: Scorched Earth, projectile game

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:21:09 UTC
From: thopman@uoguelph.ca
Message-ID: <2kdpfl$g3k@nermal.cs.uoguelph.ca>
Source record: 192312

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
: Try 'Snowball' from DC Software on atari.archive.umich.edu, in either
: the atari/Dc or atari/Games directory! Similar principle, HUGE game
: though! (Mostly due to a bad software engine methinks!)

That's because it was written with DC's game creation packages, so the code is not as optimized as it could be. Fun game, though, especially when you win ;-)

THeo

3607. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:22:47 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CLn79z.3uE@taligent.com>
Source record: 192313

In article <CLF3uq.78A@si.hhs.nl> Roest, v902123@si.hhs.nl writes:
>> 1. How do I `run' desk accessories after mtos has booted?

Just add .ACC to the list of executable extensions in your DESKTOP.INF file. Then you can double click on any .ACC file from the Desktop and it will execute.

>> 2. Are there any colour icon editors?

Yes, I think the Icon CPX from SDS handles color icons as does the latest versions of Interface, the resource editor from Germany.

-- John Townsend
John_Townsend@taligent.com

3608. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:28:03 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CLn7Is.3zH@taligent.com>
Source record: 192314

In article <1994Feb18.131159.17221@t.hfb.se> CRACKER, no@I.have.none writes:
>There was a discussion a while back about Cubase and if anyone has
>cracked it yet.
>Well, has anyone?
>Hardware protected software SUCKS.

Do you realize that everytime you copy or break a program that you are taking food out of the mouths of the families of programmers that make that program? How would you like it if I came to your house and took all of the food from your kitchen? That is EXACTLY what you are doing when you use a product that you didn't pay for.

So, do us all a favor.. please buy your software! Its the only way that good software will continue to get produced. Remember, without royalities from software, authors can't write programs and without programs you have nothing to do with your computer! So, by copying programs and cracking them, you are just hurting yourself.

If you are really capable of cracking programs, why not put that sort of knowledge to work for someone. Perhaps you have the knowledge to design protection schemes for software houses or something. Do something positive!

-- John Townsend
John_Townsend@taligent.com

3609. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:35:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d6a6d19@p2.stacken.ct.se>
Source record: 192315

> From: ogal@cix.compulink.co.uk ("Ofir Gal")
>
> In message <1994Feb20.153053.23234@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu said:
>
> Peter Sinclair-Day,
>
> Don't you have a spell checker on your lovely Mac ?
>
> Ofir ogal@cix.compulink.co.uk

Msg #164 / 1-218 Time: 20 Feb 94 23:01:45
From: Ofir Gal
To : All
Subj: Re: why atari
---------[COMP.SYS.ATARI.ST]---
From: ogal@cix.compulink.co.uk ("Ofir Gal")

In message <CLJBMw.8pt@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk said:

PLEASE DO NOT RESPOND TO SINCLAIR. He just gets worse.

Ofir ogal@cix.compulink.co.uk

Maybe you should take a dose of your own medicine?

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

3610. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 20:48:47 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2kdr3fINN1m5l@sat.ipp-garching.mpg.de>
Source record: 192316

CRACKER (no@I.have.none) wrote:
: There was a discussion a while back about Cubase and if anyone has
: cracked it yet.
: Well, has anyone?
: Hardware protected software SUCKS.

Although I agree with your opinion about hardware protected software,
folks like you have made it necessary in the eyes of some companies
to protect their software. Everybody wants to get his share.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

3611. Re: /|\tari Revolution Logo

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 21:16:49 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94053.161649STIRRE31@MAINE.MAINE.EDU>
Source record: 192317

Whatever happened to the "Revolution"? I haven't gotten any info
from Artisan Software in awhile. I know that Donald Thomas still
works at Atari (or thought that he did). Personally, I think that
we should begin a letter writing campaign to ATARI, stating our
views. One thing that I would like to see is that if Atari is
not going to release any more computers (speculation) then they
should allow anyone to develop Atari clones. Why wouldn't it be
feasible for Atari dealers who have trouble getting Atari product
in their stores (I had to call all over the country for an STe)
to make their own systems. Tiny clone dealerships have popped up
all over; why not the same with Atari systems?
What do you say? Let's not sit by idle while Atari ignores us
in favor of the Jaguar!
-scott tirrell

3612. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 21:23:13 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLnA2q.CnK@cix.compulink.co.uk>
Source record: 192318

>Yeh, how dare those Americans only write games that work on 'their' television
>standard. After all, any public domain or shareware Atari programmer should be
>forced to run out and buy PAL, SECAM, SECAM II, and _any_ other TV standard
>to be sure of supporting all Atari users around the world... all 500 of 'em. :)

But there is little or no difference between the different systems from a
programmers viewpoint. In fact, the only difference I know of is in the
scan rate. That's why games run faster on American TVs than on UK TVs (for
instance) and why some very time critical demos won't run on a system they
weren't written for.

For a standard game the programmer shouldn't give a damn about what TV
system it will run in.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3613. MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 23:11:25 UTC
From: t34@diana.extern.TU-Berlin.DE
Message-ID: <2ke3et$opp@brachio.zrz.TU-Berlin.DE>
Source record: 192319

Hy Waldi,

>Did anyone figure out how to get the 'setenv ACCPATH=...' working?

yes here :-)

It works, but you must kill all *.ACC at the root of your boot partition.

MfG T34
--
Signature ? Was das denn ?

3614. Re: new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 23:52:50 UTC
From: vicb@clark.edu
Message-ID: <2ke5si$rlj@clark.edu>
Source record: 192320

In article <CLMxvF.MoE@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>>It's similar to Joust in concept (no pterodactyls or eggs, but a
>>couple of new twists), and it's been tested and runs on all
>>Atari 68K systems (incl. TT, but it needs to be patronized a bit...),
>>though it's intended for machines with DMA sound.
>
>Will it work on the Falcon at all?
>

Yes, it does work on the Falcon, though not
with MultiTOS. All of the samples are at 12.5kHz, so
no problems there, either.

Victor Bruhn
vicb@clark.edu

3615. Re: installing apps in NewDesk?

Newsgroup: comp.sys.atari.st
Date: 1994-02-22 23:58:48 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <761976902.0@mettav.royle>
Source record: 192321

While waiting for a No.19 bus, on 19 Feb 94, Graham Irvine said...
GI> I have zip,lzh and arc all installed OK. Remember to leave to space
GI> AFTER the argument else it tag's it onto the filename and thus
GI> doesn't recognise it.
GI>
GI> So that is stzip.ttp -xr_ <-space after parameter
GI> or lharc.ttp x /r<space>

Note that in Zip v2.4 the r parameter does not work correctly, when
compressing...

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org <----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10 |
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10 |
+----> Ready-cut wiring is always too short. <----+

* Origin: STeve's Cyber-Island (100:1011/0.10)

3616. Harddrive for my ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 00:04:18 UTC
From: ross@refine.dec.com
Message-ID: <CLnHyD.I9p@ryn.mro.dec.com>
Source record: 192322

Hi,

I'm not currently up on the computer market and was thinking of buying a 20 meg HD for $75, before I was told that I'm seriously getting ripped off. Is this true? Does anyone have any real prices for different sized hardrives for my old 1040ST, F I believe. Thanks....

Theron

3617. Obscure monitor connection

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 00:11:25 UTC
From: murdo@imperial.demon.co.uk
Message-ID: <CLnHv2.6oB@imperial.demon.co.uk>
Source record: 192323

My wife's kid sister needs a WP to do her essays at college. I have a spare ST, but the only monitor I have is an old PC B/W with a 9 pin D connector and 6 PIN DIN at the other end . It's a Phillips.
I have the pinouts. I have an image on the screen. But the image is about 1/4 size
Has anyone any suggestions. Do I need some gizmo to boost the signal, a screwdriver, or an axe.

Thanks in advance

Murdo

3618. Re: How to create a signature?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 00:41:18 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb23.004118.4570@bradford.ac.uk>
Source record: 192324

John Hutchinson writes:
: In article 10877@dct.ac.uk, mcssesw@dct.ac.uk () writes:
: >Could someone please tell me how I can create a signature in NEWS.

: If you are using a UNIX based newsreader, then just create a text file
: of your desired 'signature' and save it to your home directory with the
: filename .signature (so that it's a hidden file). Whenever you send mail
: or post a message to a newsgroup, your system should automatically
: append the .signature text file to the bottom of your post.

Well, on our system, the filename should be .Sig. I think this is more
standard.

--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3619. Re: ST(E) MotherBoard Ad info

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 00:55:40 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb23.005540.5648@bradford.ac.uk>
Source record: 192325

Savino Grillo AB writes:

: Hi there,

: In some UK Magazine I saw adverts of STfm/STe mother boards.
: They are only 49.99 UK pound (First Computer Centre),
: I wonder if the mother board comes fully equipped with all
: the chips, less the RAM memory of course, and I wonder if I can
: swap a 1040Stfm with a 1040 Ste board directly using the same
: Power Supply, Keyboard, Floppy, mouse, video and case (maybe
: drilling it a bit..)?

That sounds a very interesting idea. Let me know how you get on. Just in
case anyone didn't know, the company is:-

The First Computer Centre,
Unit 8, Armley Park Court,
Cecil Street, LEEDS LS12 2AE. ENGLAND.
Tel. (+44) 532 637988.

--
Steve Taylor.
/\/\/\

3620. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 01:29:58 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2kebim$94u@darkstar.UCSC.EDU>
Source record: 192326

Is GEMRAM available at the standard FTP sites? I've got a nice 4.1 GEM.SYS
that I'd like to use on my MegaSTE under the Crazy Dots board... (drool...)

~Chris

3621. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 01:56:46 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.761968606@wolfcreek.cs.ualberta.ca>
Source record: 192327

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Give him a break, Rickard. I agree that PAL is a _much_ nicer standard than
>NTSC (Never The Same Color) but it's unreasonable to expect such demands from
>hobbyist programmers, don't you think?

Huh? You mean you _like_ flicker?? :)

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

3622. Re: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 02:34:52 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb23.023452.19445@t.hfb.se>
Source record: 192328

In article 404@darkside.osrhe.edu, ericw@okcforum.osrhe.edu (Eric Winkle) writes:

> As for those who talk about a Power PC machine, If I wanted a PC I
^^^^^^^^^^^^ ^^^^

You seam to have got the wrong touch of PowerPC, It has NOTHING to do with
ordinary PC computers...

PowerPC is a new type of Processors, Manufactured by Motorola!!

It's quite many who think it's a new *HOT* PC-Clone just because it has PC in
it's name... Maybe they think it's something with that crappy Pentium-Processor
or something, who knows!?!?

>would have joined their message base. I want a TOS machine and even If the
>Falcon isnt the top of the line machine these days, it is a faster machine
>than my STe.(A faster TOS machine)

True!!! Now we just have to hope that ATARI makes a New computer, maybe with
a PowerPC processor and running MultiTOS/MiNT... ;^D

PowerPC to the people!!

--
>----------------------------
>Eric Winkle
>ericw@okcforum.osrhe.edu
>Unix Club of OKC
>-------------------------
>

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

3623. Re: Selectric (Was: WINX and LGse

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 02:44:00 UTC
From: Stefan_Radermacher@k.maus.de
Message-ID: <A17917@K.maus.de>
Source record: 192329

In Msg QhNYf7W00WB5RdmWNH@andrew.cmu.edu, David L Watson wrote:

DLW>Is there an english version of Selectric? I have a couple copies in
DLW>German, and noticed that the included IMG shows an english version
DLW>with german comments on the functions.

This screenshot was from version 1.00 of Selectric. That version was in
English. But since the German useres demanded a German version I stopped
releasing English versions and continued to work on German versions only.

But now the current version 1.10 is also available in English, complete with
manual. I cannot, hoewever, tell which server has Selectric. But if you write
to Joe Conner (jconner@cix.compulink.co.uk) who distributes the English version
in the UK, he will surely help you.

Regards,
Stefan.
--
+-----------------------------+-----------------------------------+
Stefan Radermacher	Usenet: sr@k.maus.de
Unter Krahnenbaeumen 52-54	MausNet: Stefan Radermacher @ K
50668 Koeln	
Germany	Voice: ++49 221 125172
+-----------------------------+-----------------------------------+

3624. Re: Falcon games.

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 02:46:44 UTC
From: jeff@leda.Arizona.EDU
Message-ID: <2keg2k$6s8@auggie.CCIT.Arizona.EDU>
Source record: 192330

In article 8z6@cix.compulink.co.uk, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
> > The aim of this letter is to ask Falcon owners how many Falcon owners
> >they know would pay for games. I mean, WOULD pay really! And, also, make a
> >little survey to know which games are most wanted on Falcon.
>
> I'd pay a shareware fee (and let's face it, that's what it'd be - if
> not legally [g]) if it was a good game which kept my attention for more
> than a couple of hours.
>

NOT ME!!! I'd pay $60-$80 for a mediocre Falcon game and $120-$150 for a good one. This is not because I'm rich. (I'd probably only buy one game at that price.) Let's put it this way.... when I bought my Falcon, Trupaint was the ONLY Falcon program at my dealer. So I bought it. (I needed to have something run on my Falcon besides Landmine, and none of my ST stuff worked.) But my dealer still doesn't have a SINGLE arcade game for the Falcon. (There's one train simulation game, but I wouldn't call that arcade.)

As far as I'm concerned, the Falcon Game Market is at the state of Developer's Paradise: At this point I would pay big for ANY Falcon game I can get. Once I see maybe five games on the market, then I'll start thinking about price. :)

> Most wanted - well StreetFighter 2 would be a good start [g], I'm quite
> partial to platform games (although they bore a lot of people to tears)
> but the one game I would *love* to see is an archon-clone, with much
> better graphics and sound but maintaining the playability.
>
>
> --
> sabbath@cix.compulink.co.uk (Graeme Rutt)
>--
>
>
>

3625. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 02:57:53 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kegnh$dhl@golem.wcc.govt.nz>
Source record: 192331

Eeek, A message from the 18th Feb has arrived at 23rd Feb in the afternoon,
a fair while after the replies to the message arrived... Wierd!

] Slow? Not at all. It's slow on an ST without a screen accelerator (and
] warp-9 doesn't work with multi-tos). But on a TT, is fantastic. And it's
] a great way to get AES 4.

The earliest versions of MTOS were a _lot_ slower than the latest versions,
the speed is quite obvious!

3626. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 02:59:18 UTC
From: walra@moacs11
Message-ID: <rrf4gez0fy6@moacs11>
Source record: 192332

In <2ke3et$opp@brachio.zrz.TU-Berlin.DE>, Thomas Baade wrote:

>> Did anyone figure out how to get the 'setenv ACCPATH=...' working?
>
> It works, but you must kill all *.ACC at the root of your boot partition.

Only Atari can come up with something that silly. :-(

After following your advice (thank you) I encountered the next problem. I have a line 'setenv ACCPATH=C:\ACC,U:\USR\GEM\ACCS' in gem.cnf, but only the accs in c:\acc are started. At first I thought the problem might be with the symbolic link, so I copied the accs from u:\usr\gem\accs to c:\foo, and modified the ACCPATH variable accordingly; the problem remained the same. I swapped the paths (ACCPATH=C:\FOO,C:\ACC), and then only the accs in c:\foo were executed.

Unless I've been using the wrong syntax (of course Atari does not provide any real documentation, they never did and never will do :-( ), it seems like only the first path in ACCPATH is searched for accessories.

So what is it, a bug by me or a bug by Atari?

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

3627. Re: Falcon030 Goes Mail-Order!

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 03:01:08 UTC
From: jeff@leda.Arizona.EDU
Message-ID: <2kegtk$6s8@auggie.CCIT.Arizona.EDU>
Source record: 192333

In article li8@elaine.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
> For what it's worth, Atari Corp. has lifted the 'NO MAIL ORDER'
> restriction for dealers carrying the Falcon030, so they are now
> easily available to anyone who wants one (and can locate A
> dealers at all! <grin>).
>
> Just thought you'd all like to know!
>
>
>
> --
> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
> | or steve-j@teleport.com | written on it." -- Andy Partridge |

Do you mean to tell me that if I had simply waited one more year to buy my
Falcon that I could have avoided my 1600 mile drive to pick one up? Well,
I guess their policies aren't that bad after all. :)

Although, I have to admit, at the time Bob Brodie explained to me how the
no-mail policy would vastly increase the Atari dealer community and I would
soon see dealers near me!

But no one showed up. :(

So maybe we need to make it illegal to sell Falcons through the mail just a
little bit longer. :)

3628. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 03:01:12 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kegto$dhl@golem.wcc.govt.nz>
Source record: 192334

] >I've compiled a copy of CBZONE (X-Windows B*TTL*Z*NE clone) for the ST
] >which makes use of the co-processor. Its a bit of a dog on standard STs,
] >but apparently with a co-processor its actaully quite playable.

BTW - It's monochrome only!

(Can people _please_ tell the Archive maintainers this, as it's quite
depressing to read the Doc's of a program which does everything you've
ever wanted only to discover you can't use it without buying a mono'
monitor, and a lot of time is wasted download it too....)

3629. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 03:30:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLnr20.4EH@cix.compulink.co.uk>
Source record: 192336

In message <CLMwot.3v4@cwi.nl>, avg@cwi.nl said:
>
>From what I've heard (and experienced) GEMRAM still needs a German TOS.
>I am using ROMRAM. I'd love to run AES 4 in single tasking mode!!
>Does anyone know where we can find a GEMRAM which can launch GEM.SYS and
>which works on a UK machine?

It depends on your TOS version as well. Give GEMRAM1.6 a try. It's on most
German ftp sites.

Ofir ogal@cix.compulink.co.uk

3630. location of the Hard drive DMA chip

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 03:43:43 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Feb23.034343.19215@kn.PacBell.COM>
Source record: 192337

Where is the hard drive DMA chip located in the STe? This is in regards to my earlier question about the DMA bug. i looked under my floppy, but no chips with the number you guys gave me were there... i looked all over.. couldn't find them.. Help!

marco boldt

3631. Re: PD/Shareware on CD-ROM ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 03:48:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kejma$eud@uqcspe.cs.uq.oz.au>
Source record: 192338

In <CLBJoF.62z@bbc.co.uk>, John Derbyshire writes:
>
> Does anybody know of a CD-ROM containing PD/Shareware files for ATARI st
> range of computers

The recently released GEMini Atari CD-ROM is a great deal.

The best thing for me was the MASSIVE number of CALAMUS CFN FONTS.

Really nice ones too.

I finally got to look at all the myriad of dinky little games and utilities,
and desk accessories.

Sure, there are heaps of junky programs on it, but that's the case with
every `collection' style CD-ROM.

But with 600000000 bytes to roam through, I'm sure you can find $50
worth. (actually, probably on 400000000, since it's also got all the
files in compressed form - great for BBS owners).

Thinking about getting a CDROM drive, but worried about software?

Don't be. In addition to the GEMini CD-ROM, you can make use of the
huge number of CD-ROMs available containing generic data such as clipart
and GIF image files. I bought a clipart disc with 11,000 images (50%
of which are utter garbage or repeats, but that's still 5000 images!).

And for SF fans, there is the Hugo/Nebula Awards CD-ROM, with 5 novels
and all the short stories nominated for the awards. $30 for that one,
I think. All files in both ASCII and RTF format.

And what about PhotoCD - your CD-ROM drive becomes a slide projector.

And the best thing about CD-ROMs is that you can (will) get a SCSI
drive which you can use on just about any machine that lurks in
your future.

Oh, and you can play audio CD's on most CD-ROM drives - so there's
another excuse.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3632. MMU pinout?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 05:11:18 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CLnvqv.E4s@freenet.carleton.ca>
Source record: 192339

Anyone have a MMU pinout for a 1040st would be grealy appreciated!

Thanks!

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

3633. lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 05:31:28 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <2kepng$em1@mailer.fsu.edu>
Source record: 192340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I have yet to see anyone mention it . . .

Lharc 2.99 was recently uploaded to atari.archive.umich.edu and other sites.
It is great! The big upgrade over 2.32 is the inclusion of a GEM shell
similar to ST Zip's (it has lots more options though). I particularly
like the estimates of compression/decompression time, and the bar graph
style progress display. The shell is installable as an application. This
appears to be a must-have program.

Oh, the only weird thing was that this new version is contained in a
Zip file?!?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3634. GNU, Ada, and an opportunity

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 05:46:19 UTC
From: wisej@acf4.nyu.edu
Message-ID: <2keqjb$e6a@cmcl2.NYU.EDU>
Source record: 192341

```
-----BEGIN PGP SIGNED MESSAGE-----

[Please forward to any MiNT/TOS/MacMiNT related groups]
For those of you who may be interested, a group at NYU, including one of
my
professors is putting together a Gnu Ada compiler called GNAT. If any of
you
know GCC well internally, know MiNT/MacMiNT well, and are interested in
helping
insure that there is a MiNT/atari port of this product, drop me a line,
and I'll
pass your address along to those involved.
Jim Wise
wisej@acf4.nyu.edu
-----BEGIN PGP SIGNATURE-----
Version: 2.3

iQCVAgUBLWo1fjS8O1DgkhNpAQFeZgP/cqz9kNdXFzOluMtq6m1qT6kutJQexIRY
96hinYwHKW1c8ZcRyci6+b9N9KIFdK39knZroPh4DkPtHnGVuDUWSXE6y6Kwk6+U
FEf6j7urJVvuicvOjCEzFgoCfGokUJ/2Prh7pvRrLteYetPMn5hqgD8eG6iGkvDu
aUZt0YXiBiY=
=NLlI
-----END PGP SIGNATURE-----
```

3635. Re: Falcon030 Goes Mail-Order!

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 06:13:06 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <Zq+LmzS.biblinski@delphi.com>
Source record: 192342

Steve Johnson <steve-j@teleport.com> writes:

>For what it's worth, Atari Corp. has lifted the 'NO MAIL ORDER'
>restriction for dealers carrying the Falcon030, so they are now

According to Bob Brodie, there is a new addendum to the dealer agreement that allows them the option of selling Falcons by mail order, with the provision that they may only use list prices in any ads they run. Dealers must sign on for this, however, and agree to the advertised price restriction before they can go mail order.

Realizing that over 75% of all computers sold today are sold via mail order, Atari decided it would serve the consumer better if the Falcon030 was available that way, too. Essentially, the new addendum removes the requirement that a dealer get clearance to sell to a customer who doesn't actually visit their store. Whether this move will increase the numbers of dealers, or just help boost the sales of the existing dealers is yet to be seen. But, it does make it easier to buy a Falcon here in North America.

--Gordie Meyer
biblinski@delphi.com

3636. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 06:18:39 UTC
From: steve-j@teleport.com
Message-ID: <2kesfv$brn@elaine.teleport.com>
Source record: 192343

In article <CLn7Is.3zH@taligent.com>,
John Townsend <John_Townsend@taligent.com> wrote:
>In article <1994Feb18.131159.17221@t.hfb.se> CRACKER, no@I.have.none
>writes:
>>There was a discussion a while back about Cubase and if anyone has
>>cracked it yet.
>>Well, has anyone?
>>Hardware protected software SUCKS.
>
>Do you realize that everytime you copy or break a program that you are
>taking food out of the mouths of the families of programmers that make
>that program? How would you like it if I came to your house and took all
>of the food from your kitchen? That is EXACTLY what you are doing when
>you use a product that you didn't pay for.

He didn't say, but maybe he DOES own it and just wants to get rid of the
copy protection??? I don't have a problem at all with people breaking
any software licensing agreement in this way for any software that they
OWN that's for their own use. I have a few games that I have altered
versions of (that bypass the copy protection hassle) and I feel
completely fine about it since I have PAID for the games and am not
distributing the altered versions.

However, if he IS asking for a PIRATED, cracked version, then may he
rot in hell! <grin>

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3637. Re: minixfs

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 07:53:16 UTC
From: petep@info.isbiel.ch
Message-ID: <2kf21c$cc3@vega.info.isbiel.ch>
Source record: 192344

> From dbyfield@outb.wimsey.bc.ca (Douglas Byfield)

> I successfully used my drive f: for a minix partition for 6 months. My hd is
> formatted with AHDI ver 5.? Did you try accessing the minix partition from
> Tos without running Mint? I think the docs warn against that-it corrupts the
> partition.

No, Mint (1.08) was working correctly. so it must be something else.

> Try zeroing the partition or backing up to floppy and then
> reformat the whole hd. I know you don't want to do that, but...Or maybe you
> were just unfortunate enough to find a weird bug!
> Doug

thanks for replying
patrick

3638. Looking for a couple packages for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 08:28:17 UTC
From: mmiller@nyx10.cs.du.edu
Message-ID: <9402230826.AA09879@nyx10.cs.du.edu>
Source record: 192345

Ah! Nice to be back in the Atari forum, at least for a bit. I am an Atari owner, but ironicly I haven't been paying attention to what's going on in this group in the past year.

A while ago I set up MiNT 0.95 PL 13 (I believe), and have gradually been working the bugs out of my setup. sjg@phlem.ph.kcl.ac.uk (the author of MDK) has been a great help in working these things out. I have a Mega 2 STe with TOS 2.05.

There are two things I'm looking for: A good and easy to use (if possible) uucp package that will run under MiNT, and some kind of ul/dl protocol program I can run under MiNT, so I can do x-modem, y-modem, or preferably z-modem transfers in the background while I'm doing something else.

While XYZ.TTP will run nicely under MiNT, it demands that it get ALL the remaining memory, or it refuses to run. I can't even use "limit" with it.

I've gotten the doc's for "term", out of Mint/Tos/Network at atari.archive and while it looks like I would be able to do what I want with it, I am not even sure from the doc's if I can get it to work or not, if it will be too much trouble to set up properly to be worth it. The reason being that the doc's are quite technical, describing what it can and can't do, speaking in Unix networking terms, which I am unfamiliar with. Don't get me wrong, I am technically competent in many computing areas, but I could tell the doc's were not written for my kind of audience. Has anyone set this up successfully and what can you do with "term"? I wasn't really able to determine that from the doc's, except it's supposed to be a substitute for implementing slip.

I've downloaded a uucp package from the Mint/Tos/Utilities dir. at atari.archive, called "tuu103_3.zoo". It's quite large, and lo and behold when I look at the documentation I see stuff like this in the documentation which makes me wonder if I should even bother to install it: "This is at best a beta version, so don't expect it to work :)" This may be a light-hearted joke, but I was getting the impression that this was "merely a port" and there was no checking to see if it would work with anybody's but the porter's setup. This did not give me confidence, since I'm new to the uucp world. I would like to know if others have tried tuu under MiNT and have been happy with it, or if they've used something else under MiNT that's better.

While I will try to pay attention to this group for replies, please try to reply to my e-mail address (in my .sig below), since I usually

do not read this group anymore.

Thanks,

---Mark
mmiller@nyx.cs.du.edu

3639. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 08:51:24 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2kf5ec$h4q@elna.ethz.ch>
Source record: 192346

> But there is little or no difference between the different systems from a
> programmers viewpoint. In fact, the only difference I know of is in the
> scan rate. That's why games run faster on American TVs than on UK TVs (for

the little difference you are talking about are 53`333 clockcycles
every VBI (50 hz) on a Falcon....

And just think about what means 50 _frames_/sec... This results in having
to refresh the screen 10 times more every second...

> instance) and why some very time critical demos won't run on a system they
> weren't written for.

I dont know, but arent american TV's capable of displaying 50 hz, too
as some PAL-TV`s support 60hz ????

> --
> sabbath@cix.compulink.co.uk (Graeme Rutt)
> --

greets Beat

3640. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 08:59:55 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2kf5ub$euc@golem.wcc.govt.nz>
Source record: 192347

In article <CLJpJw.A16@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2k8iah$oqn@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>>
>>Well try and run Connect on a normal ST running Med Res, The STORM is far far
>
>I wouldn't like to try anything in med-res, thanks.
>
>Ofir ogal@cix.compulink.co.uk
>
>

A few Facts Afir, the Atari market it mostly ST/STE and then mainly Games,
would you not aggree...

Most people I thing would play games on a Colour monitor..??

Tell me how would you run a Terminal program then on a ST/STE with a Colour
Monitor..???

So my statements in running a Terminal program in Med Res still stands, there
are 3 program that I would rate in this mode, Fash 1.6, The Storm, Trapido,
there are others like FZT, No VT100 or Auto Zmodem, but I think that is for
little Boys...

There are otheres like Interlink (Very Slow), no Auto Zmodem, Stalker 3,
no good in Med Res, Teddy Term, no VT100 Support or Auto Zmodem, Flash II
did not support Omens V4.7 Zmodem...

So Far the STORM rates some 200% to me, it supports Auto Zmodem and on the
VAX/VMS system here and works with Omens V4.7 Zmodem, and it does Background
Zmodem with out using a MultiTos etc, and NOTE as a Program...???

Food for thought don't you think......??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3641. Re: Falcon JPEG Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 09:06:19 UTC
From: raphael@brasil.frmug.fr.net
Message-ID: <2kf6ab$7v0@brasil.fr.mugnet.org>
Source record: 192348

Tom Haines (teh@unix.brighton.ac.uk) wrote:
: magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:
: > Well... Brainstorm's DECODER doesn't use GEM at all, it is an AUTO-program.
: > ANY program can support the decoder and use it effectively, whether under GEM
: > or TOS. The VIEWER that comes with the decoder is just a testing tool
: > Brainstorm used when developing the decoder... For instance, GEM-View does
: > support the decoder...Any other Slideshow program that cared could make use of
: > Brainstorm's fast decoding!
: >

: How does one write a program to use the decoder, is the some documentation
: somewhere?

: Tom.

The Brainstorm DSP JPEG decoder is a TSR, which installs a cookie. Following the cookie magic, there is a pointer to a list a functions (OpenDriver, CloseDriver, GetImageInformation, DecodeImage, ...). A programmer using it doesn't have to call the DSP directly. He just have to load the JPEG image, specify some parameters, and just say 'decode' (in 8, 16, 24, or 32 bits/pixel). This means that ANY program (GEM/TOS) can use it.

About the availability of all this information:
You have to pay about 100 US$ to ATARI (not us), and then we can send you all the information, with some sample code.
After paying this licence, you can use the decoder in any of your applications, and distribute it with your programs.
Anybody interested in adding 'fast JPEG decoding' capabilities to a program should contact Wilfried Kilwinger (Atari Europe?), or directly Bill Rehbock (Atari Corp.).
Note that this kind of distribution (100US$ licence) was not my choice. Atari Corp. decided it. I'm not receiving money at all, when you pay the 100US$ licence to Atari Corp.

Raphael Lemoine(Brainstorm).

raphael@brasil.frmug.fr.net

3642. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 09:07:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2kf6d0$euc@golem.wcc.govt.nz>
Source record: 192349

In article <CLJrt2.C78@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>
>With that set up you almost have to use Freeze Dried, for the speed and
>good ANSI emulation. I don't understand your comment regarding background
>comms - do you mean under a multi-tasking OS?

For a Start FZT Does not have support for VT100 or Real Auto Zmodem..??

Tthe STORM by Alan Page will do background Zmodem tranfers with out useing a Multitasking OS at all, and NOTE as a Program as well...

Why not Try it, its on A.A....!!!

>Try them out - although I'd recommend neither in ST Medium Res. In fact,
>to be honest, I wouldn't recommend doing any serious work in that
>particular mode.
>

Please read my comments to Ofir regarding Med Res and ST/STE's

> sabbath@cix.compulink.co.uk (Graeme Rutt)

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3643. Re: Notator Logic with 1 Meg?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 09:08:16 UTC
From: nunis@sgp.hp.com
Message-ID: <2kf6e0$a8a@hpscit.sc.hp.com>
Source record: 192350

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <2kb1tdINN6bn@uwm.edu> mode@csd4.csd.uwm.edu (modE) writes:

: >has anyone had problems running Notator Logic on a 1 megger?

: I've heard it is pretty much an impossible situation. Notator uses a great
: deal of memory. people with 4 meg machines are complaining...

: ~Chris
: >dan.

You are correct. With a 1MB 1040STfm, Notator Logic would load and
the demo would start nicely. However, you can't do anything else
with it because you run out of memory! You can't even close the
demo file! Looks like to get it to work properly, you need to get
a 4MB Falcon or something.

simon.

3644. Falcon Screen

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 09:23:12 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2kf7a0$c20@vishnu.jussieu.fr>
Source record: 192451

Yesterday, I spoke about Falcon Screen and said that it was from Martin Backshat. Although I was pretty sure it wasn't that guy, I couldn't remember the right name. It's of course Markus Gutschke, and I'm terribly ashamed !!! Sorry for that big mistake.

MB.

3645. Re: location of the Hard drive DMA chip

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 09:44:20 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBXKFEVW@zaphot.abg.sub.org>
Source record: 192452

In <1994Feb23.034343.19215@kn.PacBell.COM> Marco Boldt wrote :

>Where is the hard drive DMA chip located in the STe? This is in regards
>to my earlier question about the DMA bug. i looked under my floppy, but
>no chips with the number you guys gave me were there... i looked all
>over.. couldn't find them.. Help!
>
>marco boldt

The chip is located behind the two OS-ROMs. It has 40 pins and on the
motherboard you find the number "U300". The chip has the number
CO25913-38 / PH23-030.

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

3646. Re: Avalon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 09:48:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLo8L3.LqI@barclays.co.uk>
Source record: 192453

```
In article <2kdhb7$37l@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
|>
|> Does anyone know if there are any plans for an Avalon style program for
|> the Falcon. I know someone who wants to do some private remastering of old
|> recordings and needs to clear out scratches and such.
Does the ST version of Avalon not work then?

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

3647. Re: help with GEM programming in C

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 09:52:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLo8s8.Lv6@barclays.co.uk>
Source record: 192454

In article <CLJBzr.49n@usenet.ucs.indiana.edu>, dvasilef@copper.ucs.indiana.edu (David Alan Vasileff) writes:
|> Is there some kind soul out there that writes GOOD GEM programs in
|> 'C' and can mail me some example code? I'm having a hard time getting
|> a GEM version of "Hello World" working (ie in a window). either some
|> nice example code or the name of a decent book would be very helpful.
|> I have professional GEM and the Atari compendium at the moment.
Computes Tech guide 2 - AES is good but dated.
There is also a series of tutorials called professional Gem by Tim Orn. These are PD text files with source code examples. Should be on most FTP sites as progem or similar.
A book on PC GEM will help if all else fails.
The Atari Compendium is said to be very good. I haven't read it myself though.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3648. Zmodem Support

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 10:23:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2kfaqg$fdj@golem.wcc.govt.nz>
Source record: 192455
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well this is a report of Terminal programs that have built in Auto Zmodem
and if they work with Omens Complimentary version of Zmodem 4.7 dated 29-11-93,
that is on this VAX/VMS Sytem here....

This Zmodem only works with built in Auto Zmodems, so FZT is out plus a few
others.....

The Programs tested were FLASH 2.2, THE STORM 1.02, STALKER 3.02 and
CONNECT 245E..

A small 10k Zip file was used for all the tests, the first test was to see if
they all worked with the Older Zmodem that is on here 1987, but don't have the
version number at present...

All dnloded that file OK...

I then selected the Later Zmodem V4.7 Dated 29-11-93, all but one failed
to dnload that files and gave timeouts, this was done after testing the 1987
version and deleting the dnloaded file at my end, each time..

The only one to work 100%, each time was THE STORM 1.02..???

So don't we have any Real Comms Programers out there...:-)....????

I don't know if its posible to test GSZRZ 3.4 in ay way, if any one has a way
please let me know.....

NOTE: A lot of people that use this Public Site have had lots of problems with
this New Zmodem, These are PC Clones user I might add, but it does work with
Omen products on PC Clones....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3649. 68882 gesucht

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 10:35:03 UTC
From: alth@stud.uni-sb.de
Message-ID: <2kfbgn$9jp@stud.uni-sb.de>
Source record: 192456

Hallo
I 'm searching for a Motorola 68882 Copro. for an ATARI MEGA STE
Please Write your offers to

Alexander Thomann (UNIVERSITY OF SAARBRUECKEN IN GERMANY)

alth@stud.uni-sb.de

or phone to 0681/64615 or 06502/5215

thank you a lot
bye your's alex

il lot

3650. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 10:49:13 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2kfcb9$gmt@percy.cs.bham.ac.uk>
Source record: 192457

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
>Is GEMRAM available at the standard FTP sites? I've got a nice 4.1 GEM.SYS
>that I'd like to use on my MegaSTE under the Crazy Dots board... (drool...)
>

Yes it is. Try atari.archive.umich.edu in the Utilities directory.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3651. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 11:03:51 UTC
From: erlingh@idt.unit.no
Message-ID: <2kfd6n$c9e@ugle.unit.no>
Source record: 192458

In article <CLMwot.3v4@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:

|> From what I've heard (and experienced) GEMRAM still needs a German TOS.
|> I am using ROMRAM. I'd love to run AES 4 in single tasking mode!!
|> Does anyone know where we can find a GEMRAM which can launch GEM.SYS and
|> which works on a UK machine?

What's so wrong about renaming gem.sys to gem.prg and put it last in the
auto-folder ?

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

3652. WANTED: PD-Fax-Program ???

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 11:19:15 UTC
From: brunne@ira.uka.de
Message-ID: <2kfe3j$i2p@nz12.rz.uni-karlsruhe.de>
Source record: 192459

```
Hello,

does anybody know a PD-Fax-program for atari st
it should support faxmodems class 2

Any hints wellcome!!

Greetings
Hajo

--
+--------------------------------------------------------------------------+
| Hajo Brunne (Hajo.Brunne@ira.uka.de) | keep smiling |
| Informatik Rechner Abteilung (IRA) | :-) |
| Universitaet Karlsruhe; 76128 Karlsruhe ; Germany | |
+--------------------------------------------------------------------------+
```

3653. Re: NeoDesk and Falcon: Compatible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 11:28:48 UTC
From: djs@jet.uk
Message-ID: <1994Feb23.112848.21468@jet.uk>
Source record: 192460

In <2kaoc5$dk8@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>> ... Re NeoDesk3 ...
>It is supposed to be compatible with the Falcon and MultiTOS. It has a
>few bugs on my ST with MiNT, occasionally crashing (but hey, that
>could be MiNT!).
I called Gribnif, and one requires v3.03 for the Falcon. I bought this yesterday, and it works OK. Shame it does its own window stuff (scroll bars and the suchlike), so doesn't use the 3D effects like other programs. Perhaps more importantly, no support for colour icons, either.

>One bug -- it cannot delete directories, because it calls Ddelete()
>with a pathname with a trailing '\', which has always been illegal,
>but always tolerated. Until TOS 4...
Aha! I had trouble deleting directories last night, and had to exit to TOS to do it! Now you mention the specifics, I remember seeing a patch program in the Programmer's Forum in ST Applications some time ago. Hope I've still got that issue.
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3654. Re: DSP memory

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 11:31:41 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2kfeqt$h3f@percy.cs.bham.ac.uk>
Source record: 192461

In article <2kd9ta$ped@vishnu.jussieu.fr>, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
>
> Sorry to contradict you, Martin, but Timothy Wilson is right, in fact,
> as long as the DSP56001 Motorola's book is right. X and Y memory are separate
> 16K, but P memory is mapped on those 2 !!
>
> MB.
>

Yep I'll back that, the Atari Developers Docs for the Falcon say the same thing as does the Atari Compendium and that HiSoft MASS book. I think this is Atari's doing as I'm sure I read in my motorola 56001 manual that the DSP has seperate on and off chip memory spaces for Program,X data and Y data...

anyway who cares, the DSP is still a great little chip!

Ian Rae
Software Engineering
University of Birmingham, UK

3655. Re: Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 11:59:32 UTC
From: djs@jet.uk
Message-ID: <1994Feb23.115932.21665@jet.uk>
Source record: 192462
Cross-posted to: comp.music,comp.sys.atari.st

My problems with the Cubase dongle are solved. The reason that it wouldn't fit seems to be because the socket was not totally flush with the circuit board, so the gap required between the socket and the board/shielding below it was increased. The complete fix would have been to take my Falcon back and get the socket sorted, but I opted for the easier, quicker option of cutting the dongle casing.

Then, of course, the software problems started! If I hit one of the keypad parenthses (for Fast Forward or Fast Rewind), it (re)winds for ever, and pressing space won't stop it! Harman Audio (081 207 5050) state that 3.02 is the required version, and I have 3.01, so they are sending an update.
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3656. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 11:59:40 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1715.2D6B452C@dhhalden.no>
Source record: 192463

In article <2kegto$dhl@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

[CBZONE (X-Windows B*TTL*Z*NE clone)]

>BTW - It's monochrome only!

>(Can people _please_ tell the Archive maintainers this, as it's quite
>depressing to read the Doc's of a program which does everything you've
>ever wanted only to discover you can't use it without buying a mono'
>monitor, and a lot of time is wasted download it too....)

I d/l'd it since it said it used GEM, but got disappointed. I was thinking it perhaps would work on my TT in TT High, but no. No windows... Apparently only ST-Hi. will work correctly. I did get part of the display in the upper left corner of my screen, but nothing useable.

Jon

3657. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 12:31:01 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb23.123101.23161@bradford.ac.uk>
Source record: 192464

John Townsend writes:

: Yes, I think the Icon CPX from SDS handles color icons

Tell me more - What is this???
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3658. Minix or Mint on atari TT030 is it possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 12:35:05 UTC
From: e9042@titan.hts.hsa.nl
Message-ID: <2kfihp$r26@titan.hts.hsa.nl>
Source record: 192465

Could annybody tel me if it is possible to run an other Operating
System UNIX alike on an TT030?
If there is, where can I get it and how expensive is it?
I heard somthing about minix or mint but I'm a rookie about atari.

Thanks in advance,
Alex Klijn
e9042@titan.hts.hsa.nl

3659. New AES

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 12:47:51 UTC
From: troyc@bnr.ca
Message-ID: <1994Feb23.124751.22890@bnr.ca>
Source record: 192466

I have seen people saying they wanted to try the new AES (4.0+) with their machines. They say they have "gem.sys" or something like that. Where did you get this? I use GEMRAM when I use WINIX and wouldn't mind trying the new AES either. How do you get the new GEM.SYS file.

For that matter, I heard that anyone can get the cheesy programs that came with the FALCON (Mines, SAM, etc. but not Multitos & Atariworks, of course). Where are those programs as well, or does one have to get those from Atari and pay the price?

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3660. captive game

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 12:57:55 UTC
From: ogp41be@ogpsrv.unice.fr
Message-ID: <2kfjsj$hb4@taloa.unice.fr>
Source record: 192467

```
i am a french student
i have a problem for the captive game!!!!!
help me!!!!!!
i cherche a cheat mode or a solution for the problem of the robot life
thank in advance
vitali jean marc ( ogp41be@ogpsrv.unice.fr)
```

3661. Re: Avalon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 13:07:37 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CLoHsq.AGn@newcastle.ac.uk>
Source record: 192468

In article <CLo8L3.LqI@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <2kdhb7$37l@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>|>
>|> Does anyone know if there are any plans for an Avalon style program for
>|> the Falcon. I know someone who wants to do some private remastering of old
>|> recordings and needs to clear out scratches and such.
>Does the ST version of Avalon not work then?

No - I've tried it, the ST version doesn't work......

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3662. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 13:17:45 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1639@usdtsg.DaytonOH.NCR.COM>
Source record: 192469

In article <2kegto$dhl@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>] >I've compiled a copy of CBZONE (X-Windows B*TTL*Z*NE clone) for the ST
>] >which makes use of the co-processor. Its a bit of a dog on standard STs,
>] >but apparently with a co-processor its actaully quite playable.
>
>BTW - It's monochrome only!
>
>(Can people _please_ tell the Archive maintainers this, as it's quite
>depressing to read the Doc's of a program which does everything you've
>ever wanted only to discover you can't use it without buying a mono'
>monitor, and a lot of time is wasted download it too....)

If it's a reasonably well-written program, then you could
probably get away with running it under a Monochrome emulator (and
thus saving the expense of another monitor). Take a look at SEBRA -
it should be available on your favorite FTP site, and is probably
the best monochrome emulator out there (I have no need for it presently,
as I have a multisync, but did check it out at one time). Let
us know if Cbzone works under it...

Rob

3663. Re: NeoDesk and Falcon: Compatible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 13:23:46 UTC
From: djs@jet.uk
Message-ID: <1994Feb23.132346.21874@jet.uk>
Source record: 192470

In <1994Feb23.112848.21468@jet.uk> djs@jet.uk (David Stevenson) writes:

>>> ... Re NeoDesk3 ...
>...
>Perhaps more importantly, no support for colour icons, either.
It does support colour icons in the sense that any icon can have its
'data' and 'mask' colours set to any one each from 16, but what I meant
was that it does not support multiple colour icons a la Newdesk.

>...
>Aha! I had trouble deleting directories last night, and had to exit to
>TOS to do it! Now you mention the specifics, I remember seeing a patch
And of course, I meant `GEM Desktop' rather than `TOS' here. I really
must read my next posting before it goes out :-)
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3664. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 14:00:29 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2kfnht$9h@lsupoz.apana.org.au>
Source record: 192471

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:
: Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: : Hows this for a change you Atari people....

: : Commodore (CBM) anounces the closure of it Australia division, the company
: : OZZ, is up for sale, reasons given are heavy debts and lack of sales..

: Atari Australia closed shop a long time ago. They are distributed
: by some third party, future tech or something or other. The Atari
: Jaguar probably appear in New Zealand/Australia until 1995.

Less than 24 hours is "a long time ago"?! Futuretech _used_ to import
Atari years ago until Atari Aust _opened_!

Negotiations are still underway, but it looks as if Atari Aust will be
ceasing operations any day now. More ina couple of days...

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

3665. Re: Zmodem Support

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 14:00:41 UTC
From: haegar@korsika.uni-paderborn.de
Message-ID: <2kfni9$1ln@korsika.uni-paderborn.de>
Source record: 192472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:

>I don't know if its posible to test GSZRZ 3.4 in ay way, if any one has a way
>please let me know.....

You can install GSZRZ in Connect (as ACC or PRG) and still have the
auto-Zmodem option enabled.

Greetings
Thorsten
--
Internet : Thorsten_Boehm @ uni-paderborn.de
Mausnet : Thorsten Boehm @ pb.maus.de

3666. Re: help with GEM programming in C

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 14:07:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2kfnvh$kqg@percy.cs.bham.ac.uk>
Source record: 192473

Iain.Laskey@barclays.co.uk writes:
>In article <CLJBzr.49n@usenet.ucs.indiana.edu>, dvasilef@copper.ucs.indiana.edu (David Alan Vasileff) writes:
>|> Is there some kind soul out there that writes GOOD GEM programs in
>|> 'C' and can mail me some example code? I'm having a hard time getting
>|> a GEM version of "Hello World" working (ie in a window). either some
>|> nice example code or the name of a decent book would be very helpful.
>|> I have professional GEM and the Atari compendium at the moment.
>Computes Tech guide 2 - AES is good but dated.
>There is also a series of tutorials called professional Gem by Tim
>Oren. These are PD text files with source code examples. Should be on
>most FTP sites as progem or similar. A book on PC GEM will help if
>all else fails. The Atari Compendium is said to be very good. I
>haven't read it myself though.

The Compendium is good, but is not a tutorial on programming GEM. A book (the only book?) on PC GEM is called "Programming in GEM", pub Sybex, by Balma and Fitler (sp?), and unfortunately out of print.

I concur with the recommendation for Tim Oren's ProGEM guide. It is in atari.archive.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3667. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 14:45:05 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2kfq5hINN283u@rs1.rrz.Uni-Koeln.DE>
Source record: 192474

In <jonal.1715.2D6B452C@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>I d/l'd it since it said it used GEM, but got disappointed. I was thinking it
>perhaps would work on my TT in TT High, but no. No windows... Apparently only
>ST-Hi. will work correctly. I did get part of the display in the upper left
>corner of my screen, but nothing useable.

If it's truly GEM, there's good chances that it works either with
Autoswitch Overscan (commercial SM124 emulator for TT high) or
with VGA_SIMU (shareware program that emulates all five screen
modes available with a VGA display on a TT). Autoswitch Overscan
is available from Overscan GbR (I think), VGA_SIMU should be
available via ftp from the usual sites.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3668. Re: DSP memory

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 15:07:33 UTC
From: mdg@ukc.ac.uk
Message-ID: <8558@gos.ukc.ac.uk>
Source record: 192475

In article <2kfeqt$h3f@percy.cs.bham.ac.uk> I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
:>In article <2kd9ta$ped@vishnu.jussieu.fr>, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
:>> Sorry to contradict you, Martin, but Timothy Wilson is right, in fact,
:>> as long as the DSP56001 Motorola's book is right. X and Y memory are separate
:>> 16K, but P memory is mapped on those 2 !!
:>>
:>> MB.
:>Yep I'll back that, the Atari Developers Docs for the Falcon say the same thing
;>as does the Atari Compendium and that HiSoft MASS book. I think this is Atari's
:>doing as I'm sure I read in my motorola 56001 manual that the DSP has seperate on
:>and off chip memory spaces for Program,X data and Y data...
:>
:>anyway who cares, the DSP is still a great little chip!
:>
>Ian Rae

Yup, I was completely wrong about the DSP memory, I originally tested the
amount of memory by writing to memory and seeing which memory address where
valid to write to, the Atari arrangement of memory fooled this test!
Logically the DSP thinks it has X,Y,P memory however PHYSICALLY these address
spaces occupy the same RAM chips.

Would someone care to explain how the on-chip RAM fits into all this?
From the DSP manual I get the following.

256 words of X,Y (on-chip)
512 words of P memory.

I assume for the moment that the 'physical mapping' only occurs after
these addresses?

Griff
--

PS. Its an absolute miracle that I got away with not knowing this ;-)
it does however help to explain some of the recent bugs in my DSP stuff
though !!

3669. Re: Minix or Mint on atari TT030 is it possible?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 15:17:39 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.762016659@echo>
Source record: 192476

e9042@titan.hts.hsa.nl (A.J. Klijn) writes:

>Could annybody tel me if it is possible to run an other Operating
>System UNIX alike on an TT030?
yes. there is 1. the Atari Unix. 2. MINT and/or MultiTOS (MiNT is the
inner kernel of MultiTOS). It is 'UNIX-like' in many features.
3. Minix.

>If there is, where can I get it and how expensive is it?
MiNT is free and is found on many ftp-sites or BBS's.
All other's mentioned above are found at your local Atari dealer.

Bye Wolfgang

3670. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 15:20:15 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb23.152015.20844@newshost.lanl.gov>
Source record: 192477

In article 5497@jet.uk, djs@jet.uk (David Stevenson) writes:
>
>>In article <1994Feb18.131159.17221@t.hfb.se>, CRACKER <no@I.have.none> writes:
>>|> There was a discussion a while back about Cubase and if anyone has
>>|> cracked it yet.
>>|> Well, has anyone?
>>|> Hardware protected software SUCKS.

>I can afford it, and I bought it. But I'd still like a cracked version
>because the Dongle doesn't fit into my Falcon :-(

You had best check around, then, as several other Cubase owners claim their dongles fit the Falcon just fine. Maybe yours is an older version?

Regardless, if you intentions were truly honorable you should have clearly stated that up front in your original message. As you left it, you came out smelling like a pirate... and that smells BAD around here, David.

Cheers,

-Hutch- @ Fair Dinkum Tech

3671. Re: **_Really_fast_** com ports...

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 15:22:20 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.762016940@echo>
Source record: 192478

roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:

>I have been speaking to my local modem supplier (probably a bad move ;))
>The discussion turned to the 'new' 28.8 speeds that will be arriving soon
>and the DTE speeds supported by these modems (~112000??).

There are some board's, hardware extensions and other things available:
1. RSVE --> 38400, 57600, and 115200 bps for the standard MFP chip.
for the 115200 the ST should be really accelerated. TT's will handle it.
2. ESCC --> enhanced SCC chip board fot ST.

BTW: Mega STE and TT can handel these speeds on the SCC based ports.
Falcon's on the standard port.

>Maybe a driver using HS Modular could provide the hooks??
yes. ask HS about that.

Bye Wolfgang

3672. Path available? (was Re: Elite II)

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 15:28:47 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2kfsnf$jgr@irz401.inf.tu-dresden.de>
Source record: 192479

Is there any patch for Elite 2 out? Where can i get it and has GameTek an
e-mail account? The version i have is buggy like hell....

Matthias
--

.----------------------+---.
| Matthias Rauhut > public mail:mr2@irz.inf.tu-dresden.de |
| > mail concerning ftp:ftp@irz.inf.tu-dresden.de |
| > IRC:st-guru |
| > BT-MUSE3056:Helmut |
+----------------------+---+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`--'

3673. TOS 1.4 (was: People Selling STs)

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 15:39:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb23.153937.22732@newshost.lanl.gov>
Source record: 192480

In article p0u@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
>I am an avid Neodesk user, and I can state that if you use Neodesk there is
>very little difference between TOS 1.2 _with some patches_ and TOS 1.4

Really? I seem to recall noticeable improvement in disk access speed and
overall system reliability when I went from 1.0 to 1.4. I've always been
under the impression that 1.2 was VERY much like 1.0... bugs and all.

>Instead, I would put the ~$50 toward NVDI (~$90) or Warp9 (~$40). Already got
>one of those? Then I would put it toward Neodesk (~$50). Already got that?
>Then I would put it toward Diamond Edge (~$50). Already got that? Then I
>would put it toward Geneva (~$60)......

Well, the software items you mentioned are definitely worth considering, I have
no arguement there (even though I am NOT a big Neodesk fan). However, all those
things work better when you give them the improved foundation of a better TOS.

>In other words, there are a whole slew of things that would enhance your
>productivity more than a wimpy TOS 1.4 upgrade. The one feature that TOS 1.4
>has that is IMHO arguably worth the $50 is the 32mb "normal" partition size.

Amen to that! I don't consider TOS 1.4 a 'wimpy' upgrade, although with the
advent of TOS 2.06, it is most certainly out-of-date (as is 1.0, 1.2, 1.62, etc).

Then again, if an individual is happy with his/her system as it is, why mess
with it at all? In that case, NVDI or Warp9 gets my vote as first choice.

-Hutch- @ Fair Dinkum Tech

3674. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 15:49:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb23.154954.23816@newshost.lanl.gov>
Source record: 192481

In article 23170@cobra.uni.edu, sinclap2954@cobra.uni.edu () writes:
>In article <2d63f735@p2.stacken.ct.se>, patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>> > brand-loyalty has only sold ~20,000 Falcons... it probably hasn't
>> ^^^^^^
>> If you insist on knocking Atari, then at least get your numbers straight before
>> posting false information.
>
>Last I read, it was 35,000 Falcons sold worldwide.

Well, since Atari does NOT release sales figures (wise move) all this is TOTAL speculation anyway. My sources would argue against BOTH of these estimates but suffice it to say actual total sales are far from ideal, OK?

-Hutch- @ Fair Dinkum Tech

3675. Re: DSP memory

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 16:04:04 UTC
From: lmuniz@vub.ac.be
Message-ID: <2kfupk$ch4@rc1.vub.ac.be>
Source record: 192482

Ian M Rae (I.M.Rae-SE1@cs.bham.ac.uk) wrote:
: In article <2kd9ta$ped@vishnu.jussieu.fr>, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
: >
: > Sorry to contradict you, Martin, but Timothy Wilson is right, in fact,
: > as long as the DSP56001 Motorola's book is right. X and Y memory are separate
: > 16K, but P memory is mapped on those 2 !!
: >
: > MB.
: >

: Yep I'll back that, the Atari Developers Docs for the Falcon say the same thing
iyep, me too.

3676. WANTED:: Atari Stacey Portable

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 16:28:10 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <NXk8Hc1w165w@sys6626.bison.mb.ca>
Source record: 192483

Anyone with an Atari Stacey to sell, should contact me at the following number. Please list configuration and expected price.

Thanking you.

Eva

3677. Re: Speccy

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 16:43:18 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CLors6.7Lt@cee.hw.ac.uk>
Source record: 192484

William Kent (William.Kent@f100.n30.z47.byte.bbs.no) wrote:

: Does anybody know if someone is working on a Speccy emualtor for the
: Falcon030?

: Could the inclusion of audio in/out make it possible to connect a
: standard tape deck to the Falcon and then load the games from cassete?
: (Then one could later save them to the HD) With the Falcon one should
: be able to speed the old games up a bit.

: I know it's old, but some of the games are still fun. (IMHO)

: -- ReadMail ST

Theres an emulator on atari.archive however if anyone is going to write
a really decent one - I would write it on the DSP.
How does a 97 MIPS spectrum sound to you (*Exageration*)
.
Yours

Graeme

3678. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 17:21:59 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Feb23122200@wpi.WPI.EDU>
Source record: 192485

0{{ "Roger" == Roger Sheppard <sheppard_r@ix.wcc.govt.nz> writes:
Roger> Stalker 3, no good in Med Res, Teddy Term, no VT100 Support or

Teddy Term most certainly does have auto zmodem! In fact, you can set it to have auto-anything! I have auto xmodem running right now! And though it has no vt100, it does have ansi which works pretty dang well... Just a few forced redraws now and then...

Also, don't forget Ansiterm for color folks. It's a pretty good comms program in its own right!

Roger> So Far the STORM rates some 200% to me, it supports Auto Zmodem
Roger> and on the VAX/VMS system here and works with Omens V4.7
Roger> Zmodem, and it does Background Zmodem with out using a MultiTos
Roger> etc, and NOTE as a Program...???

I couldn't get STorm 1.02 to do the vt102 correctly (though 1.01 did...) Zmodem NEVER worked for me. What am I doing wrong?

.s.
--
- lancer@wpi.wpi.edu - - The Beautiful South, "My Book": -
- The world is going mad, but me Im doing fine -

3679. Re: Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 17:26:57 UTC
From: scotts@ims.com
Message-ID: <1994Feb23.172657.14107@ims.com>
Source record: 192486
Cross-posted to: comp.music,comp.sys.atari.st

In article <Paul.D.Race.725.000F3F68@DaytonOH.ncr.com>, Paul.D.Race@DaytonOH.ncr.com (Paul Race) writes:
|>
|> By the way, you can put me on record as being one person who will never again
|> buy a copy-protected program. A couple experiences with early Roland
|> sequencing software and with Lotus were enough. In the case of the Roland
|> software, the program allowed me to "install" one copy on a HD, but in order
|> to install it on another hard drive, I had to "uninstall" it from the first
|> HD. When the hd crapped out, I had software that I could never again install
|> on any HD. The utility to make backup floppies never worked right. Then the
|> release disk crapped out, so I had no way of even playing the sequences I had
|> created into another sequencer or otherwise retrieving them for use. And
|> Roland didn't make the software any more, so they said, "Buzz off," or words
|> to that effect. Won't bore you with the Lotus horror stories, except to say
|> that I never permanently lost a spreadsheet, while I did permanently lose
|> several sequences,
|>
--
Just for the record, I've had my share of horror stories with copy
protection schemes too. Don't get me started on Dr. T's. However my
personal experience with the dongle protection on Cubase Score for the
PC is that it is non-intrusive. Don't let the dongle keep you from
buying Cubase.

Scott Schurr
Integrated Measurement Systems, Inc.
Voice: (503) 626-7117
Fax: (503) 644-6969
Email: scotts@ims.com

3680. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 17:27:43 UTC
From: jeq@lachman.com
Message-ID: <1994Feb23.172743.19775@i88.isc.com>
Source record: 192487

In article <CLJMIy.7JF@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <CLJBMw.8pt@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk said:
>
>PLEASE DO NOT RESPOND TO SINCLAIR. He just gets worse.

Perhaps we should start calling hime "Timex"?

--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ There's nothing quite like the pitter-patter of little feet,
\/ followed by the words "Daddy! Yay!"

3681. Re: Selectric (Was: WINX and LGse

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 17:36:17 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Feb23123617@wpi.WPI.EDU>
Source record: 192488

```
0{{ "Stefan" == Stefan Radermacher <Stefan_Radermacher@k.maus.de> writes:
Stefan> But now the current version 1.10 is also available in English,
Stefan> complete with manual. I cannot, hoewever, tell which server
Stefan> has Selectric. But if you write to Joe Conner
Stefan> (jconner@cix.compulink.co.uk) who distributes the English
Stefan> version in the UK, he will surely help you.

Please, anyone, post where this new version can be found and upload it
to a.a.u.e! I liked selectric but can't get the most out of it
because it's in german! Also, it seems to clash with turboST! Even
the turbost acc... It won't give me a desktop if I run selectric from
the auto folder and turbost as an acc... Perhaps they both need some
of the same system resources?

.s.
--
- lancer@wpi.wpi.edu - - The Beautiful South, "My Book": -
- The world is going mad, but me Im doing fine -
```

3682. Re: Speccy

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 17:39:19 UTC
From: mdg@ukc.ac.uk
Message-ID: <8569@gos.ukc.ac.uk>
Source record: 192489

In article <CLors6.7Lt@cee.hw.ac.uk> ceegam@cee.hw.ac.uk (Graeme A Mathieson) writes:
:>William Kent (William.Kent@f100.n30.z47.byte.bbs.no) wrote:
:>
:>: Does anybody know if someone is working on a Speccy emualtor for the
:>: Falcon030?
:>
:>: Could the inclusion of audio in/out make it possible to connect a
:>: standard tape deck to the Falcon and then load the games from cassete?
:>: (Then one could later save them to the HD) With the Falcon one should
:>: be able to speed the old games up a bit.
:>
:>: I know it's old, but some of the games are still fun. (IMHO)
:>
:>: -- ReadMail ST
:>
:>Theres an emulator on atari.archive however if anyone is going to write
:>a really decent one - I would write it on the DSP.
:>How does a 97 MIPS spectrum sound to you (*Exageration*)

Yes it would be *very* *very* fast too - the parallel architecture is
well suited to processor emulation. (i.e. you could 'fetch' the next
instruction at the current 'PC' in parallel etc).

There would not be enough DSP memory to emulate a 128k Spectrum though :(!!

>Graeme

Griff
--

3683. Marcel!

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 17:42:45 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Feb23124245@wpi.WPI.EDU>
Source record: 192490

I must say, Marcel is a VERY welcome addition to the ST shareware world!

I just doenloaded it yesterday and I already feel very comfortable with it! It's a great WP package. In fact, I believe it is the only english WP package available as shareware! I have been trying to find one for a while now. I downloaded the emacses (mg2a, uemacs, jove), the vis, the super-editors (tempus, everest, qed) but none really did the job as a word processor... I've now deleted all of them (except jove) in favor of marcel!

I plan to register it as the shareware fee is VERY reasonable (just US$10!) for such a great program.

I urge everyone else to give it a try and register it!

.s.
--
- lancer@wpi.wpi.edu - - The Beautiful South, "My Book": -
- The world is going mad, but me Im doing fine -

3684. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 17:50:22 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2kg50u$gqj@titan.ucs.umass.edu>
Source record: 192491

In article <2kf5ub$euc@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@ix.wcc.govt.nz> wrote:
>There are otheres like Interlink (Very Slow), no Auto Zmodem, Stalker 3,
> no good in Med Res, Teddy Term, no VT100 Support or Auto Zmodem, Flash II
>did not support Omens V4.7 Zmodem...

I use STalker all the time for telecommunications, and I only have a color monitor for my ST. If you run STalker as a program, full size the terminal window, and turn off the scroll bars, you do get an 80 column, 23 line screen in medium resolution, with the standard system font.

24 lines would be nice sometimes, but if it made that big a difference, I could switch to a shorter font and fit 24 or more lines. Personally, I think the advantages of a full GEM windowed terminal program that multitasks well and the speed of using the system font over a GDOS or custom font outweigh the 24th line, which rarely matters. STalker's Zmodem also works fine with the Omen Zmodem on both the Ultrix and VMS machines here at UMass.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

3685. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 19:04:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6ba8d8@secom.ct.se>
Source record: 192492

In a message of 22 Feb 94 18:49:06, John Hutchinson wrote:

JH> Give him a break, Rickard. I agree that PAL is a _much_ nicer standard
JH> than
JH> NTSC (Never The Same Color) but it's unreasonable to expect such demands
JH> from
JH> hobbyist programmers, don't you think?

Hutch, there's *NO* difference between NTSC and PAL here, the ONLY thing he would have to do was to check the resolution INDEPENDENT of the PAL/NTSC flag! NOTHING ELSE!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

3686. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 19:17:08 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kga3k$jjj@golem.wcc.govt.nz>
Source record: 192493

] : >Atari Australia closed shop a long time ago. They are distributed
] : >by some third party, future tech or something or other. The Atari
] : >Jaguar probably appear in New Zealand/Australia until 1995.

I bought my STE off them about 4 months ago, so they were around then,
and someone picked up a Falcon from them about 2 months ago....

3687. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 19:20:47 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kgaaf$jjj@golem.wcc.govt.nz>
Source record: 192494

```
] So my statements in running a Terminal program in Med Res still stands, the
] are 3 program that I would rate in this mode, Fash 1.6, The Storm, Trapido,
] there are others like FZT, No VT100 or Auto Zmodem, but I think that is for
] little Boys...

Auto-ZModem is not a protocol or standard, it is the program looking for
a series of characters telling it to start sending/receiving.

In FDT's case, it is **[Control Char' #24]B00 to receive, (FDT can even
tell you the ASCII codes for all the characters... :)

This is what most programs with 'Autostart Zmodem' use.

For smegs sake people, a comms program is a pile of bytes, if you like it
use it, if not, don't!
```

3688. Re: new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 19:46:21 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CLp099.Bot@cix.compulink.co.uk>
Source record: 192495

>Yes, it does work on the Falcon, though not
>with MultiTOS. All of the samples are at 12.5kHz, so
>no problems there, either.

Victor could you then please post again which sites the game can be
obtained from as I'd like to give it a go. Hopeing it will work under
BlowUIp extended resolutions as well.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

3689. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 19:56:03 UTC
From: wwt5491@ultb.isc.rit.edu
Message-ID: <1994Feb23.195603.21416@ultb.isc.rit.edu>
Source record: 192496
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <CLMMv2.C9z@cen.ex.ac.uk> ma92jls@cen.ex.ac.uk writes:
>
>I'll be the first to admit that Commodore haven't advertised much in the past
>, but then neither have Atari . When it comes to the CD32 , it is a different

Well, I've seen a couple Jag commercials on TV, and there were
commercials for the Lynx a while back.

>story (well , it is here in Europe!) the CD32 has been advertised on T.V and
>satellite (MTV Europe) and on billboards (like the one outside Segas European
>HQ ..."To be this good will take Sega ages..."). It has also been reviewed
>etc in gaming magazines (not just Amiga magazines) . The opposite is true
> I believe that Commodore's Ad campaign will be lower key in the U.S.
>but this won't be due to C= not knowing how to market machines , it'll be
>due to lack of financial resources . (money...something Atari don't have much
>of either) . However the money they are making will probably partially go
>towards advertising in the U.S (not just in AC and Amiga World)
> At first the U.S Amiga mags will be the only place it is advertised

A few game mags have reviewed it in the US too. Most were good too,
saying tings like "Let's just take a minute and say 'Wow!'" about the
games & stuff. One mag was really impressed with a game that runs on the
CDTV, just think of what they'll say when Akiko games come out, or ones
that use the MPEG module... "NEARLY as powerful as 3d0 for 1/2 the
price" etc. And it looks like 3d0 is going down fast so there's less
real competition. The mag reviews are more important than ads anyway. If
you have a great product but get a bad review, no sales... Bad prods w/
good reviews get good sales. So C= can get by with little advertising
here if the reviews keep up. Some mags even have CD32 sections now! In
the US! Yea, a great Sega style ad campaign would be great, but people
at least know something about it. I know some guys who don't like Amigas
but are impressed with CD32. Cool!

Bill Toner II
Computer Engineering, RIT

3690. PCS Picture viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 20:25:26 UTC
From: lannie@picard.infonet.net
Message-ID: <2kge3m$eq4@insosf1.infonet.net>
Source record: 192497

Hi all,
I am using the Photo Chrome 3 or however it is spelled? :)!
Anyway, When I run the PCSviewer program. it access drive A:
then returns to the desktop. So, I then tried the APP program
to view them. When I double click on the picture files it loads
the APP and displays the picture and it looks great! But,
It displays it until I reboot! Is there a way to display these
pictures without rebooting in between every picture?

I am using a 1040st, 1Meg, 130Meg Maxtor Drive, and Color or Mono.

Any help would be appreciated.

Thanks

3691. CBM Closes

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 20:48:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2kgfe5$kh2@golem.wcc.govt.nz>
Source record: 192498

Some one has cut up a message, not from me were it states that Atari OZZ has closed down..

This was not my message, my message was about CBM OZZ had closed down, Atari OZZ made a profit last year...

Amiga's don't sell to well in OZZ but they have better sales here so CBM NZ is still going...

So please chaps don't quote me in messages that I have never posted....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3692. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 21:25:20 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb23.212520.24444@newshost.lanl.gov>
Source record: 192499

In article 20844@newshost.lanl.gov, hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>Regardless, if you intentions were truly honorable you should have clearly
>stated that up front in your original message. As you left it, you came out
>smelling like a pirate... and that smells BAD around here, David.

Whoa! I screwed up big time by not following this thread more carefully.

The _original_ poster of this garbage about wanting a cracked copy of Cubase
was NOT David Stevenson as my reply indicated. I believe that was originally
from an anonymous account.

My apologies to David and thanx to Mickey Boyd for politely pointing this out.

Cheers,

-Hutch- @ Fair Dinkum Tech

3693. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 21:57:47 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2kgjgr$nbs@cnn.sim.es.com>
Source record: 192500

In article <CLn7Is.3zH@taligent.com>, John Townsend <John_Townsend@taligent.com> writes:
> In article <1994Feb18.131159.17221@t.hfb.se> CRACKER, no@I.have.none
> writes:
> >There was a discussion a while back about Cubase and if anyone has
> >cracked it yet.
> >Well, has anyone?
> >Hardware protected software SUCKS.
>
> Do you realize that everytime you copy or break a program that you are
> taking food out of the mouths of the families of programmers that make
> that program? How would you like it if I came to your house and took all
> of the food from your kitchen? That is EXACTLY what you are doing when
> you use a product that you didn't pay for.
>
> So, do us all a favor.. please buy your software! Its the only way that
> good software will continue to get produced. Remember, without royalities
> from software, authors can't write programs and without programs you have
> nothing to do with your computer! So, by copying programs and cracking
> them, you are just hurting yourself.
>
> If you are really capable of cracking programs, why not put that sort of
> knowledge to work for someone. Perhaps you have the knowledge to design
> protection schemes for software houses or something. Do something
> positive!

Copying or breaking (cracking) a program does not mean it is taking
the food out of the programmers kitchen! Many legitimate owners of
software are annoyed by the software package's protection scheme. While
I agree that we should all buy our software, I personally find software
protection schemes to be a nuisance, and will 'crack' any software package
that I opwn if I can.
As far as doing something positive, I don't find designing protection
schemes to be very postive. What a waste of programming expertise; it would
be better to focus ones energy in bettering the product, rather than
using time and expense to design a better 'cracker proof' scheme.

BTW, most MSDOS programs (yes, even games) have dropped protection
alltogether and have not noticed a drop in revenue. What revenue is lost
is made up in happy repeat customers.

In a nutshell, software with any protection SUCKS in my opinion.

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '

Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

3694. Re: Safe C. O. D.; not so safe

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 22:22:25 UTC
From: c6099@hopi.dtcc.edu
Message-ID: <2kgkv1$400@hopi.dtcc.edu>
Source record: 192201
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,comp.sys.amiga.marketplace

[No readable article body recovered]

3695. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 22:27:26 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2kgl8e$d1v@news.dmpe.CSIRO.AU>
Source record: 192202

>Atari Australia closed shop a long time ago. They are distributed
>by some third party, future tech or something or other. The Atari
>Jaguar probably appear in New Zealand/Australia until 1995.

Pure and utter bollox again Jim ... reminds me about that 'there are no Atari
BBS's (running Atari's for the BBS server)' thing a while back ....

Atari is alive in OZ, they operate out of Sydney, and are alive and well.
About 3 weeks ago I called up because they were having a clearance sale, and
the guy who I spoke to had recently moved from Commodore .... :^)

The Jag is to be released about June 94 I think.... Atari are just waiting on
stock to start selling .....

Karl.
--
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| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

3696. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 22:30:30 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2kgle6$d20@news.dmpe.CSIRO.AU>
Source record: 192203

>Peter Sinclair-Day,
>
>Don't you have a spell checker on your lovely Mac ?

Ahh, but like most Mac owners, he doesn't know how to use it ;^)

(Sorry, couldn't resist ;^))

Karl.

--
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| Post Office Box 56, Highett, Victoria, Australia 3190 |
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3697. Re: ST Packet Radio Program ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 22:32:22 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Feb23.223222.1855@solaris.rz.tu-clausthal.de>
Source record: 192204

Bob Shilling (debmoore@netcom.com) wrote:
> Wolfgang Ley (Ley@rz.tu-clausthal.de) wrote:
> : Wilson Small (wilson@netsys.com) wrote:
> : > Wondering if there is a packet radio program available for the
> : > Atari ST.... ??

> : Ever tried ftp.tu-clausthal.de (139.174.2.10) /pub/ham-radio/atari/packet/*?
> : Access via FTP, FSP (port 21) and email ("mail-server@ftp.tu-clausthal.de")

> : Bye,
> : Wolfgang.
> : --
> ==
> I have a PD program called PACKETERM that works fine. I haven't a clue
> how to get it to you, though. E-mail me if you have any suggestions.

Via FTP: upload in the dir /pub/ham-radio/incoming
Via Email: uuencoded or MIME-message to 'Teuber@rz.tu-clausthal.de'
(admin of /pub/ham-radio)

Some buggy sendmail-configs are not working with 'Teuber@...' in this
case you should try 'hiot@sun.rz.tu-clausthal.de'

Bye,
Wolfgang.
--

Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

3698. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 22:40:12 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2kgm0c$d31@news.dmpe.CSIRO.AU>
Source record: 192205

>I wonder why Atari can't supply hard-drives and tell you to go to
>Aus Tech P/L?
Maybe because Atari Supply computers, not hardware upgrades, and seeing as
AusTech is an 'Atari Authorised Dealer' who know a great deal about Atari and
Clones ....

Karl.

--
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3699. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 23:23:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLpAB5.KpH@cix.compulink.co.uk>
Source record: 192206

>] >I've compiled a copy of CBZONE (X-Windows B*TTL*Z*NE clone) for the ST
>] >which makes use of the co-processor. Its a bit of a dog on standard STs,
>] >but apparently with a co-processor its actaully quite playable.
>
>BTW - It's monochrome only!

Sorry about this - a bit of an oversight on my part.

I don't think a colour verison (320x200) is really worth doing as it would have only 1/16 the number of pixels to play with compared to the X-Windows version. However it *is* quite possible to do, and I would be prepared to have a go if people are really interested. A combination version is out of the question though, as all the extra checks for resolution would slow it down far to much.

:-)

Roland.

@CiX

(ST CBZONE porter)

3700. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-23 23:29:14 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2kgosa$ivg@pellew.ntu.edu.au>
Source record: 192207

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <2kadpu$27q@harbinger.cc.monash.edu.au>, int877w@lindblat.cc.monash.edu.au (William Fang) writes:
: >Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: >
: >Atari Australia closed shop a long time ago. They are distributed
: >by some third party, future tech or something or other. The Atari
: >Jaguar probably appear in New Zealand/Australia until 1995.

They did??? Then who are the people who are listed under Atari Computers in the Sydney (Australia) phone book??? The phone number has not changed since I first called them 2 years ago...

: Not acording to Bob Brodie, Atari OZZ made a profit last year..???
: and a few people here have been talking to them, dealers users etc....
: >- Jim

Sure did...

Rob.

3701. Re: Notator Logic with 1 Meg?

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 00:29:15 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2kgscr$nv1@darkstar.UCSC.EDU>
Source record: 192208

In <2kf6e0$a8a@hpscit.sc.hp.com> nunis@sgp.hp.com (Simon NUNIS) writes:

>You are correct. With a 1MB 1040STfm, Notator Logic would load and
>the demo would start nicely. However, you can't do anything else
>with it because you run out of memory! You can't even close the
>demo file! Looks like to get it to work properly, you need to get
>a 4MB Falcon or something.

GLad I got a 14 meg Falcon then... ;)

~Chris (still waiting for theupgrade to come in...)

>simon.

3702. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 00:32:09 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2kgsi9$o06@darkstar.UCSC.EDU>
Source record: 192209

In <1994Feb23.124751.22890@bnr.ca> troyc@bnr.ca (Troy Carpenter) writes:

>I have seen people saying they wanted to try the new AES (4.0+) with their
>machines. They say they have "gem.sys" or something like that. Where did
>you get this? I use GEMRAM when I use WINIX and wouldn't mind trying the
>new AES either. How do you get the new GEM.SYS file.

You get an AES 4.x GEM.SYS when you get MultiTOS. I got a 4.1 with my
Falcon Devleoper unit...

~Chris

> Troy Carpenter
> Bell-Northern Research
> Atlanta, Georgia
> troyc@bnr.ca

>"You're so open minded that your brain leaked out" - Steve Taylor

>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<*

3703. Atari Shows/Computer Shows/Convention/etc info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 01:44:55 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2kh0qn$puu@usenet.INS.CWRU.Edu>
Source record: 192210

If you know of any upcoming computer shows that include Atari Computers, please send me the information (aa338@po.cwru.edu).

I am compilinng a list of shows to be included in an upcoming Atari online newsletter and for a show section on the Cleveland Freenet's Atari SIG.

Thank-you,

-Mark
--

3704. Pure C hassles

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:33:37 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb24.023337.2219@isle.waterloo-rdp.on.ca>
Source record: 192211

I am using Pure C (version Sep 20 1991) as my assembly language developement environment and have run into a snag, namely "Fatal: Internal Error: C1051". Does anyone have any clue what this means, and how I can get rid of it to finish my code? The one slightly strange thing I am doing in this code is using non-reentrant local variables by defining a BSS area after the name label of a subroutine, then naming the variables with '.' labels. ie:

```
Thissub: BSS
.local1: ds.w 1
.local2: ds.w 2
TEXT
move #5,.local1
bsr etcetera
rts
```

This assembled fine for awhile, but now that the file has gotten rather largish, this error has shown up. That's my suspected cause, but its so handy that I'd hate to abondon it. If anyone knows what C1051 really comes from, I'd love to know.

Another note. Are there newer, and even niftier, english versions of Pure C kicking around that can be purchased? There are no dealers in this area, and no mail order lists I've seen that offer Pure C. I'd really like to have a purchased, supported version of it, even if it is a German one that I can't comprehend.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

3705. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:44:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.47edyxg7INY@semprini.waterloo-rdp.on.ca>
Source record: 192212

In <1634@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> In article <94047.152126STIRRE31@MAINE.MAINE.EDU> STIRRE31@MAINE.MAINE.EDU writes:
> >Geez, I don't think you're giving Atari enough credit, Chris. I am
> >not exactly thrilled with Atari's computer marketing (or lack of) as
> >of lately, but they have been known to develope some incredible
> >products for a good price.
>
> Chris has a lot of complaints, but he has done some software
> (at least ports of via GCC, I believe) and for this he's helping us overall.
> Besides, he's still using his Atari, so who knows? (love-hate
> relationship with Atari, maybe? :-)

Yes! I'm one of those weirdos that loves the Atari keyboard (well, I
hate those stupid function keys, but the rest is really nice); I just
wish my 1040 had some more raw POWER, and some more RAM. Usually it
works nicely though... especially since I do 99% of my compiling these
days on a _very_ fast NCR (make that "AT&T Global Information Solutions)
UNIX box.

Oh, and I slag all the computers I have to use... :-)

> Don't forget - the Jag's chipset was built IN-HOUSE so they're not
> paying others for the chips. Buying Power-PC's they'd have to pay enough
> for the makers to make a profit, thus driving up the prices.
> Either way, I'd love to see it though!

IBM/Motorola are selling the PPC chips _cheap_, much cheaper than the
Pentium... I've heard people saying the i486dx2/66 won't even be
price-competitive with the PowerPC chips by the end of '94!

This is something _very_ new, and MANY people thing the companies in on
the ground floor with this are going to be very successful.

Then again, Atari can screw up almost anything... :-\ AND they'd have
to come up with a _reason_ for people to buy an Atari box instead of a
Mac or IBM or <insert clone maker here> system. They won't be able to
do it if they go for the "cheaper" route like they've been trying to
since c.1985 (it worked then, but it won't now).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3706. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:44:15 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2kh49v$dst@news.dmpe.CSIRO.AU>
Source record: 192213

>> The N.Z. division is to carry on as sales here are far better than in OZZ..
>>
>
>Don't forget that Atari closed it's Australian division too?

No Putz, they haven't. Read the postings on .advocacy. Atari Oz, are alive and well. They have a small operation, but they are actually helpful sometimes. I asked for some info on the Jag and they sent me about 60pages of newsarticles, spec sheets, etc.

Now if they are closed down, where is all this mail coming from!? Putz.

And how do you think you know, living in the USA!? Get some facts, get a life, get a real computer ;^) .....

sinclap. Suits the guy to a T.

Karl.

--
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| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

3707. Re: GCC2.5.8 Problems w/ MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:46:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&u8YvirlFQE@semprini.waterloo-rdp.on.ca>
Source record: 192214

In <2k0569$jcg@cismsun.univ-lyon1.fr>, Patrice.Lacouture writes:
> That's NOT a bug from GCC !!!
> I've been pointed to a good text called unixmode.zoo on the net... Look for
> it, and you'll find all the information concerning the UNIXMODE env. var.
> that solves all these problems when correctly initialized...

Why should I need to set UNIXMODE to anything while I'm running on a
minixfs partition under MiNT? The MicroEMACS I compiled (with the
MiNTlibs) doesn't truncate my filenames on me...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3708. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:48:43 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2kh4ib$dsu@news.dmpe.CSIRO.AU>
Source record: 192215

>Don't forget that Atari closed it's Australian division too?

For all those who may want to check it out, the Address:

Atari Computers, Sydney.
277 Lane Cove Road,
North Ryde, 2113.
Australia.
Ph. (02) 805 0344 (Int. +61 2 805 0344)
Fax.(02) 887 2231 (Int. +61 2 887 2231)

And another tid-bit I just found:

For Atari Computers, Melbourne, Contact:
Filomena Tamburro,
P.O. Box 363,
Coburg, Victoria, 3058.
Australia.

Now will you guys shut up!? ;^) Thought Not....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

3709. Re: help with GEM programming in C

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:49:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.D_HAIqx6JgM@semprini.waterloo-rdp.on.ca>
Source record: 192216

In <CLJBzr.49n@usenet.ucs.indiana.edu>, David Alan Vasileff writes:
> Is there some kind soul out there that writes GOOD GEM programs in
> 'C' and can mail me some example code? I'm having a hard time getting
> a GEM version of "Hello World" working (ie in a window). either some
> nice example code or the name of a decent book would be very helpful.
> I have professional GEM and the Atari compendium at the moment.

Maybe Warwick will post a GEM "hello world" in C++; it's probably about
five lines.

C++ is much better suited to writing GEM applications than C.

C++ es mui macho! :-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3710. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:51:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLpJxu.Bt9@cix.compulink.co.uk>
Source record: 192217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2kepng$em1@mailer.fsu.edu>, boyd@tait.math.fsu.edu said:
>
>Lharc 2.99 was recently uploaded to atari.archive.umich.edu and other sites.
>It is great! The big upgrade over 2.32 is the inclusion of a GEM shell
>similar to ST Zip's (it has lots more options though). I particularly
>like the estimates of compression/decompression time, and the bar graph
>style progress display. The shell is installable as an application. This
>appears to be a must-have program.

I have been using it for the last few weeks and the user interface is very
good. However, I found that it doesn't like to compress very large files,
or a large number of smaller files. It simply aborts halfway.

Ofir ogal@cix.compulink.co.uk

3711. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:51:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLpJxx.Bty@cix.compulink.co.uk>
Source record: 192218

In message <2kegto$dhl@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:
>BTW - It's monochrome only!
>
>(Can people _please_ tell the Archive maintainers this, as it's quite
>depressing to read the Doc's of a program which does everything you've
>ever wanted only to discover you can't use it without buying a mono'
>monitor, and a lot of time is wasted download it too....)

Fair comment. I urge ST users to get a monochrome monitor. 640*200 is such
a stupid mode I can't see why you bother.

Ofir ogal@cix.compulink.co.uk

3712. Re: Languages

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:53:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.WVTr9QC7oMk@semprini.waterloo-rdp.on.ca>
Source record: 192219

In <CLD81p.3G7@cee.hw.ac.uk>, Alistair M Henderson writes:
>
> Does anyone know where I can get hold of the following compilers for my ST?
>
> -Pascal

Write in Pascal, run p2c on it, then compile with GNU C...

> -SML

Never heard of that one!

> -C/C++

GNU C/C++, though compiling C++ code on an ST is rather painful...
cross-compilers are pretty easy to set up if you've got access to a UNIX
box of some sort...

> -Fortran

I think there's an f2c FORTRAN/77->C converter along the lines of p2c...
if not, there's a usable FORTRAN on atari.archive.umich.edu...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3713. Re: Notator Logic with 1 Meg?

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:56:39 UTC
From: Soren Bech <sorenb@cyber1.cyberstore.ca>
Message-ID: <BK.BW.762058599.5758.sorenb@cyber1.cyberstore.ca>
Source record: 192220

Reply:

> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
>
> : In <2kb1tdINN6bn@uwm.edu> mode@csd4.csd.uwm.edu (modE) writes:
>
> : >has anyone had problems running Notator Logic on a 1 megger?
>
> : I've heard it is pretty much an impossible situation. Notator uses a great
> : deal of memory. people with 4 meg machines are complaining...
>
> : ~Chris

On the other hand, Notator Logic runs just fine on my
two meg Mega 2.

Soren Bech

3714. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 02:58:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.uT&ATtpAn0k@semprini.waterloo-rdp.on.ca>
Source record: 192221

In <A13577@MS.maus.de>, Julian Reschke writes:
> In article <H.eg.PrJumd4UTGg@semprini.waterloo-rdp.on.ca>, Chris Herborth
> (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> >Not really. Those extra TTs are just to feed the Jaguar developers,
> >since the only current Jag development platfor is a TT+extra goodies.
>
> Then why do I hear from PC based jaguar development systems????

Didn't Atari say that "for now" the development platfor is a TT with
some extra goodies, and that PC and Mac development goodies were in the
works?

> >Has anyone heard of any of those TTs making it to dealers for sale as
> >"normal" TTs?
>
> Yes. Here in Germany.

Ah, yes. Things are quite a bit different in Germany than in North
America... I'm surprised Atari HQ hasn't moved there...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3715. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 03:02:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.rDB5M88yPVg@semprini.waterloo-rdp.on.ca>
Source record: 192222

In <CLF9Cu.2s5@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Feb18.131159.17221@t.hfb.se>, CRACKER <no@I.have.none> writes:
> |> There was a discussion a while back about Cubase and if anyone has
> |> cracked it yet.
> |> Well, has anyone?
> |> Hardware protected software SUCKS.
> I sincerely hope this is flamebait......
>
> WAKE UP AND SMELL THE COFFEE! THE ST IS DYING/NEARLY DEAD BECAUSE OF YOUR
> PIRACY ARSEHOLE.
> Try buying some software for a change. If you can't afford it, you shouldn't
> have bought a computer.

You need to practice what you preach if you think piracy is what's
killed the Atari market...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3716. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 03:04:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bqPamQQwCLE@semprini.waterloo-rdp.on.ca>
Source record: 192223

In <2k49ed$34@yrsa.ifi.uio.no>, Hallvard Tangerï¿½s writes:
>
> I need a simple text editor that isn't too big (will take a short time to
> load) just to edit ASCII text (for README files etc).
> I can use my wordprocessor, but it takes a long time to load and it has many
> unnecessary functions for that use (extra fonts etc).
> I don't need text formatting (actually I'd rather not have it).
> Any suggestions of which program I should use?

MicroEMACS!

Several versions are on atari.archive.umich.edu...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3717. **_Really_fast_** com ports...

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 04:36:28 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2khasc$j5q@pellew.ntu.edu.au>
Source record: 192224

I have been speaking to my local modem supplier (probably a bad move ;))

The discussion turned to the 'new' 28.8 speeds that will be arriving soon
and the DTE speeds supported by these modems (~112000??).

So i started thinking which would be the way to go to handle these kind
of speeds. I am aware of some development towards an ethernet adaptor that
plugs into the ACSI port.. is anyone working on a comms board??

Maybe a driver using HS Modular could provide the hooks??

*Note: I am not a programmer (yet.. anyone good at teaching C??)

Rob.

3718. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 04:59:03 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <2khc6n$gmk@sheoak.ucnv.edu.au>
Source record: 192225

Somebody wrote :
>
>The earliest versions of MTOS were a _lot_ slower than the latest versions,
>the speed is quite obvious!
>
What is the most recent version? It seems pretty slow on my falcon, but
is that just the Falcon?

Jared

--
****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

3719. Re: Looking for Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 06:14:02 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.VnnrOTGQsIw@yonder.equinox.gen.nz>
Source record: 192226

In <Ra2KeMX.biblinski@delphi.com>, Gordie Meyer ATARI UNITED cofounder writes:
> I know if I understood how to PUT
>files better, via a dialup link to an Internet gateway, I'd have several files
>to upload. Most Atari telecomm users just haven't gotten Internet literate
>yet...

Do whatever you have to do to get it into your main directory on your
account that you're using FTP from. (either upload it if you're on
via modem, or copy if off a floppy if you're local)

FTP to the site, change to the correct directory for incoming stuff,
change to binary mode if needed, then use put <filename> instead of get

It's basically the reverse of what you do to receive a file.

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

3720. Re: new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 07:20:13 UTC
From: vicb@clark.edu
Message-ID: <2khkfd$7uq@clark.edu>
Source record: 192227

In article <CLp099.Bot@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>>Yes, it does work on the Falcon, though not

>obtained from as I'd like to give it a go. Hopeing it will work under
>BlowUIp extended resolutions as well.
>
>

It wasn't yet available on a.a.u.e. when I last checked, but it can be
downloaded from ftp.uni-kl.de in the incoming directory.

As for BlowUp, well, sorry, but the program is resolution dependent, and
it forces ST-low. I did make the effort to make sure it would run correctly
on the Falcon, though, so I hope you at least take a look at it...

Victor Bruhn
vicb@clark.edu

3721. Re: Galactic Empire, a comms game.

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 07:39:12 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb24.023912.1@csusys.ctstateu.edu>
Source record: 192228

> I have ported Galactic Empire years ago (to ST basic ;-) from the C-64 version,
> but it does not include a nullmodem option, players take turn at the keyboard
> and what is typed does not appear on the screen. Graphics are limited to an
> ascii starmap. Maybe I'll write a better version in the future. There may be a
> more advanced version in the PD, I don't know.
>
> Erlend.

I've seen and played Galactic Empire on a local Forem ST BBS. It's a multi-player, multi-BBS game, run in VT-52 or ANSI. I prefer to play another game called Space Empire Elite, although now I'm getting my butt kicked by a BBS in Massachussetts (hell I can't spell).

Eric

3722. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 08:10:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6c610e@secom.ct.se>
Source record: 192229

In a message of 22 Feb 94 21:28:03, John Townsend wrote:

JT> If you are really capable of cracking programs, why not put that sort of
JT> knowledge to work for someone. Perhaps you have the knowledge to design
JT> protection schemes for software houses or something. Do something
JT> positive!

Many former crackers have contacted software houses, wanting to show them their new protection schemes, all they got was laughter ...

Nice idea though, but the software houses think that 40 year old "huh what's this" can do better protection schemes than 16-year old crackers because the programmed ADA way back ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

3723. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 08:14:55 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.88.762077695@rog1.rog.rwth-aachen.de>
Source record: 192230

In article <CLpAB5.KpH@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>Sorry about this - a bit of an oversight on my part.
>
>I don't think a colour verison (320x200) is really worth doing as it would
>have only 1/16 the number of pixels to play with compared to the X-Windows
>version. However it *is* quite possible to do, and I would be prepared to
>have a go if people are really interested. A combination version is out
>of the question though, as all the extra checks for resolution would slow
>it down far to much.

Pardon? All you've got to do is to use the appropriate VDI system call to find out what the current resolution is. This will take only a few microseconds at the beginning of the program.

The use of VDI functions is the only way to handle all possible resolutions correctly, especially odd ones like those offered by OverScan and the like.

If you're not sure about how to take advantage of VDI, I'm going to look it up for you.

By the way, I cannot imagine that the XWindows version is restricted to a single res, or is it?

Grtx Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

3724. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 08:16:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6c626e@secom.ct.se>
Source record: 192231

In a message of 23 Feb 94 09:51:24, Beat Christen wrote:

BC> > But there is little or no difference between the different systems from
BC> a
BC> > programmers viewpoint. In fact, the only difference I know of is in the
BC> > scan rate. That's why games run faster on American TVs than on UK TVs
BC> (for
BC>
BC> the little difference you are talking about are 53`333 clockcycles
BC> _every_ VBI (50 hz) on a Falcon....

Black Hole needs 640*480*256 = that's VGA! VGA doesn't CARE about PAL/NTSC, but
the FLAG IS THERE, and the program checked the resolution in such a way that
only if the NTSC flag was SET it would run ... *NO DIFFERENCE*

BC> I dont know, but arent american TV's capable of displaying 50 hz, too
BC> as some PAL-TV`s support 60hz ????

All PAL TV's I've seen since -85 can .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

3725. DSP mips(was Re: Speccy)

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 08:30:48 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2khojo$2r1@vishnu.jussieu.fr>
Source record: 192232

The DSP in the Falcon runs at 32Mhz. In the best case, it can execute
up to 3 instruction in one cycle => 3*32 = 96 MIPS. But it's really stupid !!!

MB.

3726. Falcon Screen

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 08:43:59 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2khpcf$2r1@vishnu.jussieu.fr>
Source record: 192233

Hello to people who want my version of FalconScreen. Last time I read something about it, people said that the last versions were shareware. I got the sources a few days after, and there wasn't any mention of such a thing. However, before giving it to some people, I would like to clear this point. If Markus Gutschke is reading this, can he give his point of vue.

MB.

3727. Re: RAM help..

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 08:58:26 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d6d0dda84bd0d@discworld.oche.de>
Source record: 192234

In <lfoul.2uv8@terapin.com>,
Jake McClean (lfoul@terapin.com) wrote:

JM> What kind of SIMM modules should I use when upgrading the memory
JM> on my 1040STe to 4 megs? (They come in different "sizes", right?)

One megabit types, either 1M*8 or 1M*9 - whichever you can get cheaper. 120ns
is fast enough for the ST(E), down to 70ns should be no problem. Faster RAMs
could cause problems. If possible, avoid mixing RAMs from different
manufacturers in one memory bank.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"Baths is unhygienic," Granny declared. "You know I've never agreed
with baths. Sittin' around in your own dirt like that."
-- Taking personal hygiene to new limits (Terry Pratchett, Witches Abroad)

3728. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 09:09:37 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2khqsh$66p@sus.edu.eur.nl>
Source record: 192235

cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>hutch@bellman.lanl.gov (John Hutchinson) writes:

>>Give him a break, Rickard. I agree that PAL is a _much_ nicer standard than
>>NTSC (Never The Same Color) but it's unreasonable to expect such demands from
>>hobbyist programmers, don't you think?

>Huh? You mean you _like_ flicker?? :)

So what can i do about it?

Everytime a alert box shows up: "Sorry, this just works on a Falcon."

Please, help.

```
*****************************************************************
* "Well it's not just me, and it's not just you. This is all *
* all around the world." Paul (Is that guy still alive?) Simon *
* cspas050@sus.edu.eur.nl - in real life: cspas050 *
*****************************************************************
```

3729. Re: help with GEM programming in C

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 09:52:16 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb24.095216.29998@unix.brighton.ac.uk>
Source record: 192236

The Atari Compendium is very good, but it does not teach GEM programming.

Tim Oren's(?) Pro GEM is very good at laying down all the basics.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3730. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 10:01:44 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2khtu8$3st@nasim.sta.sub.org>
Source record: 192237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mickey Boyd (boyd@tait.math.fsu.edu) wrote:

> Oh, the only weird thing was that this new version is contained in a
> Zip file?!?

The original file is a selfextracting archive called lharc299.tos with
244860 Bytes. Don't spread repacked archives.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3731. Re: Zmodem Support

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 10:09:11 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2khuc7$3t9@nasim.sta.sub.org>
Source record: 192238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:

> This Zmodem only works with built in Auto Zmodems, so FZT is out plus a few
> others.....

Why?

> I then selected the Later Zmodem V4.7 Dated 29-11-93, all but one failed
> to dnload that files and gave timeouts, this was done after testing the 1987
> version and deleting the dnloaded file at my end, each time..

The 'old' rzsz is much better. Why don't you use it if it works?

> I don't know if its posible to test GSZRZ 3.4 in ay way, if any one has a way
> please let me know.....

GSZRZ 4.1 is released as Shareware. Take a look at German ftp-Servers.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3732. Re: DSP mips(was Re: Speccy)

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 10:14:04 UTC
From: njh@ukc.ac.uk
Message-ID: <6999@merlin.ukc.ac.uk>
Source record: 192239

In article <2khojo$2r1@vishnu.jussieu.fr>,
Marc BOURLON <bourlon@gla.ecoledoc.ibp.fr> wrote:
> The DSP in the Falcon runs at 32Mhz. In the best case, it can execute
>up to 3 instruction in one cycle => 3*32 = 96 MIPS. But it's really stupid !!!

Funny, I thought the DSP executed instructions in 2 clock cycles, so
3*32/2 = 48 MIPS. At least, that's what it says in the DSP User manual.

Nik.
--
Niki Hemmings. University of Kent at Canterbury.

3733. Re: Falcon030 (TOS 4.04) and Storm

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 10:22:15 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2khv4n$3ti@nasim.sta.sub.org>
Source record: 192240

Patrik Sanfridsson (patrik.sanfridsson@p2.stacken.ct.se) wrote:
> > From: knarf@nasim.sta.sub.org (Frank Bartels)
> >
> > 2. Installing FPATCH2 together with BMAPFIX2 makes no sense. BMAPFIX2
> > has to be the last solution for silly programs like Rufus 1.35 and
> > is not recommended for the standard configuration! I wish the
> > BMAPFIX2-Author would point this out in the documentation.

> Sorry, but this part is pure nonsense.

No!

> FPATCH2 contains, apart from the Bconmap
> fix, a sound initialiser that is required for some programs to run properly on
> the Falcon.

True. But there are several stand-alone patches available.

> Therefore, it DOES make sense to use BOTH programs. The reason to
> use BMAPFIX2 is to get a safer and better fix for the Bconmap call as pointed
> out in the docs. I don't know what you mean with "silly programs". I use it
> mainly to run the Semper mailer and it's not silly in any way, I can assure
> you.

If your "Semper" does not work without BMAPFIX2 on your FALCON, it is
a silly program, because then it tries to open the nonexistant BIOS
channel #6 without testing for the FALCON hardware.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3734. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 10:25:58 UTC
From: djs@jet.uk
Message-ID: <1994Feb24.102558.326@jet.uk>
Source record: 192241

In <1994Feb22.152238.6542@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>BARRY WILSON writes:

>: >3) Is there any advantage in getting an internal HD drive, given that
>: > I have pleny of space on SCSI externals?

>You get considerably more software from Atari if you buy a Falcon with an
>internal Hard Drive....
Not really! This thread started when I asked some questions a few weeks
ago. Since then, I bought the Falcon, and, due to the good deal I got
from Systems Solutions, got a 120MB internal to add to the 105MB external
(and I can now ditch the slow second external I had on my ST). The free
software I got with the internal drive was
1) MultiTOS: I've already got this
2) AFM: Waste of disk space
3) Breakout: Ditto
4) Landmines: Ditto (and buggy).
5) SAM: Ditto (I don't really need sampled explosions when
my programs crash!)
6) Calappt: Don't need it, so haven't even tried it.
7) ProCalc: Ditto.
8) AHDI: I currently use this, but it's not as good as the ICD
stuff I had on my ST, so ICD Pro is high on my shopping
list.
9) Er,
10) That's it.

No SpeedoGDOS (but I've already got that anyway). None of the things that
were originally claimed, like D2D, Atari Works).
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3735. Re: Looking for a couple packages for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 10:35:34 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2khvtm$3tp@nasim.sta.sub.org>
Source record: 192242

Mark Miller (mmiller@nyx10.cs.du.edu) wrote:

> There are two things I'm looking for: A good and easy to use (if
> possible) uucp package that will run under MiNT, and some kind of
> ul/dl protocol program I can run under MiNT, so I can do x-modem,
> y-modem, or preferably z-modem transfers in the background while I'm
> doing something else.

If you use CoNnect, it's no problem to transfer files under MiNT with
the internal ZModem.

> I've gotten the doc's for "term", out of Mint/Tos/Network at
> atari.archive and while it looks like I would be able to do what I
> want with it, I am not even sure from the doc's if I can get it to
> work or not, if it will be too much trouble to set up properly to be

For Term you'll need Net-021.zoo and modm0dev.zoo. I don't have a
serial MFP-port on my FALCON so I can't use Term.

> I've downloaded a uucp package from the Mint/Tos/Utilities dir. at
> atari.archive, called "tuu103_3.zoo". It's quite large, and lo and
> behold when I look at the documentation I see stuff like this in the
> documentation which makes me wonder if I should even bother to install
> it: "This is at best a beta version, so don't expect it to work :)"

This was the last release of the excellent port, which works really
fine. You should get the original sources and docs, or you won't be
able to set up it correctly.

> This may be a light-hearted joke, but I was getting the impression
> that this was "merely a port" and there was no checking to see if it
> would work with anybody's but the porter's setup. This did not give
> me confidence, since I'm new to the uucp world. I would like to know
> if others have tried tuu under MiNT and have been happy with it, or if
> they've used something else under MiNT that's better.

The author of the taylor-uucp port is nox@jelal.north.de. Feel free to
send him a mail.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3736. Wanted: Calamus font format (.cfn)

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 10:50:30 UTC
From: xess@dublin.uni-paderborn.de
Message-ID: <2ki0pm$mm7@news.uni-paderborn.de>
Source record: 192243

The subject says it all !

```
+---------------------------------------------------------------------+
| |
| _/_/_/ _/ _/ |
| _/ _/ _/ Juergen Knufinke |
| _/ _/_/ |
| _/ _/ _/ xess@uni-paderborn.de |
| _/ _/ _/ |
| _/_/ University of Paderborn, Germany |
| |
+---------------------------------------------------------------------+
```

3737. MetaDOS

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 11:06:10 UTC
From: reschke@uni-muenster.de
Message-ID: <2ki1n2$2do2@obelix.uni-muenster.de>
Source record: 192244

New upload to ftp.uni-muenster.de, pub/atari/Atari: MetaDOS Release 2.3
(metads23.zip). Contains only small bug fixes compared to version 2.2.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3738. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 11:16:15 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLq7B3.G4x@barclays.co.uk>
Source record: 192245

In article <jonal.1715.2D6B452C@dhhalden.no>, jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
|> I d/l'd it since it said it used GEM, but got disappointed. I was thinking it
|> perhaps would work on my TT in TT High, but no. No windows... Apparently only
|> ST-Hi. will work correctly. I did get part of the display in the upper left
|> corner of my screen, but nothing useable.
Well, it's only beta v0.2 or something so give it a chance! I think the fact that it was ported from X is pretty impressive. It runs quite well with a maths co-pro but otherwise is rather slow.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3739. Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 11:26:16 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ki2so$2r1@vishnu.jussieu.fr>
Source record: 192246

Where can I get it? Thanks.

MB.

3740. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 11:59:41 UTC
From: shirley@cybernet.cse.fau.edu
Message-ID: <7639Hc2w165w@cybernet.cse.fau.edu>
Source record: 192247

Would this also follow for GNU C++? I want to start learning C++ but I don't kow if I have the memory. I too havea 1mb ST with HD. Also, is there a commercial C++ program out there? I had heard of one in Europe (though it's in German!!) but not in the States.

3741. Latest ST Report

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 12:15:19 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb24.071519.1@csusys.ctstateu.edu>
Source record: 192248

Where can I find the latest ST Report. I downloaded STR1008.ZIP off a local Atari ST Forem board, but PKUNZIP on my PC says it's corrupted, I also get an error using ST ZIP. I've never gotten a bumb ST Report before. I looked on a.a.u.e in the /atari/Magazines/STR area, but they only have issues going up to STR1002.LZH They are 6 weeks behind. Can someone upload the most recent issues to a.a.u.e.?
Eric

3742. GDOS driver for HP Deskjet 550C printer

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 13:17:25 UTC
From: verwows@risc2.unisa.ac.za
Message-ID: <2ki9d5$91a@goofy.unisa.ac.za>
Source record: 192249

I'm looking for a GDOS driver for the HP Deskjet 550C colour printer. I do have a driver for the 500C, but that does not use the black cartridge; i.e. it uses CMY instead of CMYK. Doe anybody know where do get one?

Thanks! Wynand Verwoerd.

3743. Is there a C-compiler which handles 4-byte integers?

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 13:18:14 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CLqCyF.F8s@cs.vu.nl>
Source record: 192250

I was wondering if there is a C-compiler for the ST which handles 4-byte integers. It's a bit frustrating to do everything with longs, or having to debug several hours, when I wrote my program on a Sun here at the university. I know of gcc, but everybody told me that it won't work correctly on a 1Meg 1040STe + Harddisk when compiling programs bigger than printf("Hello\n");

Is there another one? (Currently I am using H&SC or Turbo C 2.0)

Thanks in advance,
Ivo van Poorten

3744. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 13:34:13 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1641@usdtsg.DaytonOH.NCR.COM>
Source record: 192251

In article <CLpAB5.KpH@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
>I don't think a colour verison (320x200) is really worth doing as it would
>have only 1/16 the number of pixels to play with compared to the X-Windows
>version. However it *is* quite possible to do, and I would be prepared to
>have a go if people are really interested. A combination version is out
>of the question though, as all the extra checks for resolution would slow
>it down far to much.

Why would it slow it down? A one-time check as the game is
first run to figure out the res should be it, or am I simplifying
things a little too much? (I'm not real sure of how you are doing
the check, so I dunno)...

Anyways, it would be cool to see. Actually, you might even think of doing
at least a 640x200x4 version, which any Atari could use, or even a
640x480x16 version which TT/Falcon owners (and us with normal ST/e's
under MonSTEr) could use. How much constraints do you have on the
resolution side? (i.e. how difficult would it be to have the choice
of say "640x200, 640x400, 640x480, 800x600, 1024x768" etc?). Just
curious...

Rob

3745. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 13:39:48 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1642@usdtsg.DaytonOH.NCR.COM>
Source record: 192252

In article <CLpJxx.Bty@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
[STuff deleted]

>Fair comment. I urge ST users to get a monochrome monitor. 640*200 is such
>a stupid mode I can't see why you bother.

Ofir, we do 640x200 mainly because that is what most of us are
stuck with on stock ST/e's (and color is a lot easier on my
eyes than mono). If I ever get my AlberTT synced up with my monitor,
then I won't be stuck at 640x200 in color res anymore, and I can
escape the black and white monotony of ST Hi res (which I currently use
for the most part). The color makes a big difference, even if it is
only 4 colors...

I'm not sure if this is realistic to say, but I would assume (*warning*:-)
that monochrome is more in favor in Europe than say the U.S. (assumption
based on the fact that a lot of cool monochrome stuff comes out of
Germany, etc)...

Besides, blame Atari for the funky resolution ;-)

Rob

"the only thing we have to fear is fear itself...
...and those annoying telephone salespeople..."

3746. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 13:43:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1643@usdtsg.DaytonOH.NCR.COM>
Source record: 192253

In article <7639Hc2w165w@cybernet.cse.fau.edu> shirley@cybernet.cse.fau.edu (Samuel Shirley) writes:
>Would this also follow for GNU C++? I want to start learning C++ but I
>don't kow if I have the memory. I too havea 1mb ST with HD. Also, is
>there a commercial C++ program out there? I had heard of one in Europe
>(though it's in German!!) but not in the States.

I think it would be safe to say (anybody?) that 4megs is probably
the minimum you'd want if you're gonna use GCC or GNU C++ (since Gnu
is really not optimized for the Atari's hardware)...

Besides, once you're at 4megs, you'll never know how you survived
without it :-)

Rob

3747. Re: Marcel!

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 14:32:32 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94055.093233STIRRE31@MAINE.MAINE.EDU>
Source record: 192254

I have already stated my opinions about Marcel, but want to back
up Stephen. It is a great product, especially as shareware.
Try it!
-scott tirrell

3748. Re: PCS Picture viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 14:35:55 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94055.093555STIRRE31@MAINE.MAINE.EDU>
Source record: 192255

I have never had any problems with Photochrome (sung to the tune
of Paul Simon's Kodachrome). All I did to get out of the picture
was to hit the space bar. It would then give me an option of
saving the picture in Photochrome's format. This didn't work?
-scott tirrell

3749. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:27:45 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLqIy9.B3B@cix.compulink.co.uk>
Source record: 192256

>What are peoples prefered method of combat: keyboard, mouse, or joystick?

I use the mouse.

>section? It is my initial ship or laser thats inadequate?

The Eagle Mk I isn't actually that bad for fighting (it's crap for
trading, mind you) - but you really need a beam laser. I use a Cobra Mk
III with a 4MW Beam laser and loads of other stuff.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3750. Re: Falcon games.

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:27:48 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLqIyC.B3x@cix.compulink.co.uk>
Source record: 192257

>NOT ME!!! I'd pay $60-$80 for a mediocre Falcon game and $120-$150 for a good
>one. This is not because I'm rich. (I'd probably only buy one game at that price.)

You're just not going to see any Falcon games at your local dealers for a
while (if ever) - it'd be financial suicide to put out a Falcon only game,
ATM.

Which is why a selection of shareware games at sensible prices is a great
idea - few people would register a shareware game for 60-150 dollars,
whereas a lot of people would for 20 dollars.

>program at my dealer. So I bought it. (I needed to have something run on my
>Falcon besides Landmine, and none of my ST stuff worked.)

You must have been using some very non-standard software then - almost all
of my serious applications ran perfectly. The three exceptions were
STraight Fax (solved by an upgrade), Protext (ditto) and That's Write 1.51
(which i've not yet bothered to upgrade).

>game, but I wouldn't call that arcade.)

Try Frontier: Elite II - that works very well on the Falcon, very smooth,
very playable.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3751. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:27:50 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLqIyE.B4I@cix.compulink.co.uk>
Source record: 192258

>A few Facts Afir, the Atari market it mostly ST/STE and then mainly Games,
>would you not aggree...
>
>Most people I thing would play games on a Colour monitor..??
>
>Tell me how would you run a Terminal program then on a ST/STE with a Colour
>Monitor..???

Why would people whose interest is games want to become involved in comms
(before becoming involved with other serious stuff)? Anyone using more
than 10% of their computer time on 'serious' software should buy a mono
monitor, they aren't too expensive, are they?

>there are others like FZT, No VT100 or Auto Zmodem

Rubbish, it has both - well, ANSI instead of VT100 but it's nearly the
same thing.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3752. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:27:53 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLqIyH.B55@cix.compulink.co.uk>
Source record: 192259

>For a Start FZT Does not have support for VT100 or Real Auto Zmodem..??

It supports both Ansi and does have auto-zmodem - what is 'real'
auto-zmodem?

>Why not Try it, its on A.A....!!!

I have tried Storm, that's where this thread started - to me, it is
complete and utter unusable rubbish. I wish American programmers would
start to use German style interfaces rather than making up their own
interface for each program they make.

>>Try them out - although I'd recommend neither in ST Medium Res. In fact,
>>to be honest, I wouldn't recommend doing any serious work in that
>>particular mode.
>>
>
>Please read my comments to Ofir regarding Med Res and ST/STE's

I've just commented to them myself, beyond those comments I still think
that FZT is the only answer (that i know of) to using comms in ST/Med Res
mode. It's not a program I'd use myself now since it isn't GEM'd up.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3753. Re: Languages

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:28:09 UTC
From: richara@westminster.ac.uk
Message-ID: <CLqIyx.J5A@westminster.ac.uk>
Source record: 192260

I had forgotten that:
: In <CLD81p.3G7@cee.hw.ac.uk>, Alistair M Henderson writes:
: >
: > Does anyone know where I can get hold of the following compilers for my ST?
: >
: > -SML

You used to be able to get ML from Edinburgh on ftp.dcs.ed.ac.uk
in pub/ml/atari

It isn't supported and I never used it so don't know how good it is,
but it certainly used to be there.

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

3754. Info about Falcon 286 Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:35:08 UTC
From: lannie@picard.infonet.net
Message-ID: <2kihfc$ome@insosf1.infonet.net>
Source record: 192261

I am about to purchase a Falcon and I have some questions.

First, Could someone tell the specs on the 286 Emulator for
the Falcon? I need to know Norton Rating, VGA, SVGA?
Does it do 256 Color and if so what rez's. Does it support
the Stereo sound in the Falcon as an IBM Sounblaster or etc?

I need to know of a good place to buy the Falcon, Emulator, and
SVGA monitor, and Blowup II from. I need to get it all from the
same place cause my company is buying it. I keep calling Toad
and they say they are waiting for info from the Blowup manufacturer
before thay can sell it. I called the manufacturer and they are
waiting on Toad to call them. Any good places to buy from that
will accept a P.O. from my company will work.

Thanks!!!!
Lannie@ins.infonet.net
Wyse 9000i System Administrator
Iowa Network Services, Inc.

3755. comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:44:29 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb24.154429.6378@bradford.ac.uk>
Source record: 192262

Just recently, files have started appearing in Comp.binaries.atari.st,
namely Masterbrowse, RDD3 and UnZip.
I had always assumed I knew what to do but when I tried a few things, I
ended up with garbage. Can someone echo these (as real archives) to an ftp
site, please?
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/\

3756. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:50:52 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb24.155052.7574@bradford.ac.uk>
Source record: 192263
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ofir Gal writes:
: In message <2kepng$em1@mailer.fsu.edu>, boyd@tait.math.fsu.edu said:
: >
: >Lharc 2.99 was recently uploaded to atari.archive.umich.edu and other sites.
: >It is great! The big upgrade over 2.32 is the inclusion of a GEM shell
: >similar to ST Zip's (it has lots more options though). I particularly
: >like the estimates of compression/decompression time, and the bar graph
: >style progress display. The shell is installable as an application. This
: >appears to be a must-have program.

: I have been using it for the last few weeks and the user interface is
very : good. However, I found that it doesn't like to compress very large
files, : or a large number of smaller files. It simply aborts halfway.

I too have been using it for a few weeks, and have had different problems
with it. Trying to extract files from an LZH _always_ results in numerous
bombs, before returning to the desktop.

UNLESS that is, you view a text file from within an LZH first...
(once per session)

Wierd???
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3757. Re: Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:52:58 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb24.155258.8031@bradford.ac.uk>
Source record: 192264

```
Marc BOURLON writes:
: Where can I get it? Thanks.

atari.archive.umich.edu:atari/Applications/WordProc/marcel22.lzh
((or something very similar))

--
Steve Taylor.
/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/
```

3758. Re: GCC2.5.8 Problems w/ MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 15:53:19 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2kiihfINN1bl6@rs1.rrz.Uni-Koeln.DE>
Source record: 192265

In <H.eg.&u8YvirlFQE@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Why should I need to set UNIXMODE to anything while I'm running on a
>minixfs partition under MiNT? The MicroEMACS I compiled (with the
>MiNTlibs) doesn't truncate my filenames on me...

Depending on your setup, you might have to set UNIXMODE when using minix partitions. I have UNIXMODE set to /rU most of the time. The '/' is probably not needed when using minix partition exclusively, but you get problems when you try to access TOS partitions without having the slash in UNIXMODE. And if you don't have 'rU' (or some other root drive) in your UNIXMODE, absolute paths depend on your current default drive, which is not what you want most of the time.
Generally, you're far better off regarding UNIXMODE when you compile your binaries yourself, since that enables you to control which version of the mintlib is linked to produce the executables. If you're using binaries obtained from ftp or other sources, the fact that they're most likely linked with different versions of the mintlib (that have different levels of UNIXMODE support) may well force you to play around a lot with the UNIXMODE environment variable.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3759. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 16:03:00 UTC
From: magnus.thylander@p4.secom.ct.se
Message-ID: <2d6cd02c@p4.secom.ct.se>
Source record: 192266

In a message of <22 Feb 94 18:49:06>, John Hutchinson (2:200/427.3) writes:

> Give him a break, Rickard. I agree that PAL is a _much_ nicer standard
> than NTSC (Never The Same Color) but it's unreasonable to expect such
> demands from hobbyist programmers, don't you think?

The thing is that the game doesn't run on a TV! I t requires a VGA-monitor!
Still it checks for NTSC...very weird indeed...

Greetz, magnus_thylander@p4.secom.ct.se...

```
_____________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

3760. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 16:12:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLqL07.Crz@cix.compulink.co.uk>
Source record: 192267

In message <H.eg.uT&ATtpAn0k@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>
>> >Has anyone heard of any of those TTs making it to dealers for sale as
>> >"normal" TTs?
>>
>> Yes. Here in Germany.
>
>Ah, yes. Things are quite a bit different in Germany than in North
>America... I'm surprised Atari HQ hasn't moved there...

I repeat, you can get a TT in the UK. Maybe they should move HQ to Germany.
That's where all the good software and hardware comes from (with very few
exceptions).

Ofir ogal@cix.compulink.co.uk

3761. MultiUser v3.0 questions

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 17:45:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d6ce7c0@secom.ct.se>
Source record: 192268

I've been thinking about installing MultiUser v3.0 on my Falcon, allowing different configurations dependent on who uses it. (Mostly my family .. ;)

What's the main issues to look out for? The documentation and program seems to think the earth is populated by Germans.

(That is, will it re-format my harddrive and deny me access?)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

3762. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 18:23:30 UTC
From: murdo@imperial.demon.co.uk
Message-ID: <CLqtHp.8wn@imperial.demon.co.uk>
Source record: 192269

In article <1994Feb21.073648.23251@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <CLJrt4.C7t@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt")
writes:
>> Why not run along to a mac newsgroup and hang out with your chums?
>
>I have a right to hang out with the Atari chums(or chumps?) here.
>

Oh this has to be an American :-)

(That should keep things going for a while ! Yeah, let's *flame* ;-)

(I think the point may have been that Mr Sinclair might be more comfortable
elsewhere, with people who shared or were interested in his opinions)

Murdo
My organisation doesn't have an opinion - it's mine.

3763. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 19:19:28 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb24.191928.6081@bradford.ac.uk>
Source record: 192270

David Stevenson writes:

: 2) AFM: Waste of disk space
What's this?
: 5) SAM: Ditto (I don't really need sampled explosions when
: my programs crash!)
No, but a nice touch, if you can afford the memory!
: 6) Calappt: Don't need it, so haven't even tried it.
Try it.
: 7) ProCalc: Ditto.
P.D. anyway, isn't it?
: 8) AHDI: I currently use this, but it's not as good as the ICD
: stuff I had on my ST, so ICD Pro is high on my shopping
: list.
Yes. Get ICD Pro.

--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3764. Math-coprocessor and partition size

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 19:35:56 UTC
From: treno@dist.dist.unige.it
Message-ID: <2kivis$38c@sgi.iunet.it>
Source record: 192271

Hi all,
i have two questions about Falcon:

1) Maximum HD partition size with ahdi and with ICD
2) may i use a 68882/25MHz on my Falcon030?

Thanx,
Bertucci Roberto.

3765. Re: new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 19:50:14 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CLqv3r.II@cix.compulink.co.uk>
Source record: 192272

>It wasn't yet available on a.a.u.e. when I last checked, but it can be
>downloaded from ftp.uni-kl.de in the incoming directory.

No problems over the resolution. Which directory exactly is that as I do
not know my way around that site, and what file name?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

3766. Re: Galactic Empire, a comms game.

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 19:50:20 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CLqv3w.JC@cix.compulink.co.uk>
Source record: 192273

>game called Space Empire Elite, although now I'm getting my butt kicked by
>a BBS in Massachussetts (hell I can't spell).

Eric are you playing SEE via NeST or TurboNet?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

3767. location of the Hard drive DMA chip

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 20:05:42 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <762131015.AA05003@byte.bbs.no>
Source record: 192154

>Where is the hard drive DMA chip located in the STe? This is in regard
>to my earlier question about the DMA bug. i looked under my floppy, bu

Look close to the ACSI-port. On standard ST the DMA chip is a 5 cm
long DIL chip and is located in the corner next to the ACSI-port.

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

3768. Re: GCC2.5.8 Problems w/ MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 20:45:02 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Feb24204502@mole.gnu.ai.mit.edu>
Source record: 192155

In article <H.eg.&u8YvirlFQE@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <2k0569$jcg@cismsun.univ-lyon1.fr>, Patrice.Lacouture writes:
>> That's NOT a bug from GCC !!!
>> I've been pointed to a good text called unixmode.zoo on the net... Look for
>> it, and you'll find all the information concerning the UNIXMODE env. var.
>> that solves all these problems when correctly initialized...
>
>Why should I need to set UNIXMODE to anything while I'm running on a
>minixfs partition under MiNT? The MicroEMACS I compiled (with the
>MiNTlibs) doesn't truncate my filenames on me...

The MiNT library ignores most of the traditional UNIXMODE settings.
If you want to be able to run programs compiled with the GCC-TOS
library, you'll need to set UNIXMODE to some reasonable value. This
wont hurt programs compiled with the MiNT library.

Try setting UNIXMODE to: /rUcub

/: Allow / and \ as path separators.
rU: use drive U: (MiNT unified filesystem) as the default root drive.
c: do not translate lowercase to uppercase
u: unlimited filename length (do not truncate to 8+3 DOS filenames)
b: default to binary mode with fopen() (this one you may want to leave
off if it causes problems, most programs that really need
binary mode all the time call _binmode(1) during startup to
take care of this for you.)

Here's UNIXMODE.doc for your reading enjoyment:

--cut--
The UNIXMODE Extended Filename Standard

0. Summary

The UNIXMODE extended filename standard provides a uniform, user-controlled
way of mapping the user's name for files (which need not conform to the
GEMDOS restrictions on length and case) to the names by which GEMDOS
knows them. It is intended to be as compatible as possible, e.g. whenever
reasonable the GEMDOS name of a file should match the name that GEMDOS would
have assigned to the name by it's usual conversions. File names with
multiple extensions are permitted by translating the '.' character to a
user-specified replacement (e.g. '_'). Long file names, and file names
with mixed upper and lower case, are represented by entries in a special
file, ".dir". This file also contains entries for Unix-like symbolic links.
Programs use the ".dir" files in the appropriate directories to translate

file names to/from GEMDOS. All translations are controlled by the user through the environment variable UNIXMODE.

1. Rationale

GEMDOS filenames are limited to an 8 character name plus a 3 character extension. The names must be all upper case, and must not contain certain characters (such as ' ' and '.'). Many other popular operating systems, most notably Unix, have much more flexible naming conventions. Moving files from computers running such operating systems to an Atari ST can sometimes present problems.

Moreover, short filenames are sometimes not very descriptive at all. Having longer filenames, with fewer restrictions, makes remembering what's in the files *much* easier.

2. The Proposal

We're stuck with GEMDOS's rules, at least for the time being. However, there's nothing preventing programs from storing extra information about filenames. Thus, a program could know that when the user refers to "govt.letter.april1" to actually use the file "GOVTLET.AP1".

The UNIXMODE extended filename standard provides a uniform method of associating long filenames with shorter, GEMDOS compatible filenames. "UNIXMODE" is the name of an environment variable. This variable contains information about how the user wishes file names to be mapped. File name mapping can be turned off completely, or altered to reflect changes in the file system. Thus, programs using the UNIXMODE standard will still work correctly in future versions of GEMDOS (or GEMDOS emulators) which allow longer or otherwise more flexible file names. Also, UNIXMODE standard programs do not impose their will on the user; the user controls whether or not, and how, extended filename mapping is performed.

Programs that use the UNIXMODE standard can allow file names up to 31 characters in length. These file names may be mixed upper and lower case, with periods and even spaces in them (although the latter is not recommended). The only characters *not* permitted in file names are the null, tab, newline, and carriage return characters.

The UNIXMODE standard also provides for symbolic links. These are special directory entries that "point to" other directory entries. They provide an easy way to reference the same file under more than one name. For example, if there are several versions of a document under revision simultaneously, a symbolic link called, say, "current" could point to the most current version. An editor that followed the UNIXMODE standard could be invoked by, say, "edit current" and would correctly retrieve the current version.

In fact, under the UNIXMODE standard, long or otherwise unusual file names are implemented by a special kind of symbolic link, the "automatic" symbolic links. These links (also called "aliases") are used in mapping long file names to ones that GEMDOS understands. If the user has made

provisions for allowing automatic links (see below), then every time a
file is created whose name is not acceptable to GEMDOS, then the file's
name is modified to be acceptable, and a symbolic link with the user's
preferred name for the file is created.

3 Filename Translations

Programs that follow the UNIXMODE standard will translate file names in
certain standard ways. These translations may be over-ridden by various
options in the UNIXMODE environment variable, but in general it is best
not to override them.

When translating from user names to GEMDOS names:
(a) if a symbolic link is found with the same name as the user name,
it is used.
(b) the character '/' may be converted to '\', depending on user options
(c) filenames are converted to upper case
(d) occurrences of the character '.' may be converted to a user-
specified character, to prevent conflict with GEMDOS
restrictions on extensions
(e) filenames are truncated to have an (at most) 8 character base and an
(at most) 3 character extension.

When translating from GEMDOS names to user names (e.g. printing the name
of the current directory):

(a) '\' may be converted to '/'
(b) if an automatic symbolic link exists to the file, then that name
is used instead of the file name
(b) filenames are converted to lower case
(c) occurrences of the user-specified replacement character for '.'
are converted back to '.'.

If the user name is not already a symbolic link, and the conversion from
user->GEMDOS->user again would change the name, then an automatic symbolic
link may be created for the file name. This allows the user to refer
to the file by its full name, and also allows the program to print the
name by which the user wishes to refer to the file, rather than the name by
which GEMDOS knows the file.

Examples:
If all of the above mappings are asked for by the user, and the user
specifies the character '_' as the replacement for '.', then

user name: becomes:
foo.bar FOO.BAR
foo.bar.c FOO_BAR.C
longname1.extension LONGNAME.EXT *
ReadMe README *
a_file.doc A_FILE.DOC *

In the cases marked (*), the user name is not recoverable from the GEMDOS
name. In these cases, programs should (if the user requests it) create

automatic symbolic links from the user name to the GEMDOS name; such links
will allow programs to properly recover the user's desired name for the files
in ds, etc.

3.1 The UNIXMODE Environment Variable

The environment variable UNIXMODE contains the user's preferences for
file name mapping. Each character in the environment variable string
represents one of the options below. If the UNIXMODE variable is not
found in the environment, programs may assume whatever defaults are
appropriate. It is recommended that symbolic links *not* be active by
default. The empty string is a reasonable default, providing complete
GEMDOS compatibility. The GNU C library assumes a default of "/", for
compatibility with old code.

The characters in the UNIXMODE string have the following meanings:
(characters inside of angle brackets <> are supplied by the user; thus
"r<c>" means the letter "r" followed by any other character, which will
be referred to in the text as "<c>")

/ -- Allow the use of '/' as well as '\' to separate the directories
in a path name. If the "/" option is given, then the name
"foo/bar" refers to the file "BAR" in the directory "FOO".
Otherwise (the default) it refers to the file "FOO/BAR" in the
current directory.

.<c> -- Translate multiple uses of the '.' character to the
character <c>. Normally, GEMDOS allows only one '.' in a
file name, and it introduces the extension. This option allows
extra extensions. All but one (or perhaps even all) '.' characters
are converted into <c>. At most one '.' will be left; this will be
chosen to minimize the number of characters lost to the 8+3 rule
(unless the "u" option is in force, see below).

Example: if "._" is found in the UNIXMODE string, then the
following translations will occur:
foo.c.z becomes FOO.C_Z
foo.c.bak becomes FOO_C.BAK
a.b.c.d becomes A_B.C_D
foo.bar remains FOO.BAR
.login becomes _LOGIN (rather than ".LOG")

If the "." option is present, programs should convert filenames
back to what the user expected, e.g. in the above, "A_B.C_D"
should be displayed to the user as "a.b.c.d".
Note that if a file name would contain the character <c> used
for mapping '.', and automatic symbolic links are active,
then an automatic link should be made for the name.
Example: if ".@LA" is in the UNIXMODE string, and the
user enters the name "foo@bar.c", then a link from
"foo@bar.c" to "FOO@BAR.C" should be made, so as to
distinguish "foo@bar.c" and "foo.bar.c".

The translation character <c> must not be an alphabetic
or numeric character (if it is, this option should be ignored).
It is recommended that users adopt either ',' (comma) or '_'
(underscore) for this character.

- -- The minus character is guaranteed to have no meaning. Thus,
if the UNIXMODE string consists solely of "-", the effect
is the same as if it were empty. This may seem puzzling,
but is necessary because many programs are incapable of
correctly recognizing empty environment strings.

d -- Provide a pseudo-device directory. Filenames that begin with
the characters "/dev/" are assumed to refer to devices.
The devices available may vary, but the following devices must
always be present:
/dev/console same as GEMDOS file CON:
/dev/tty1 same as GEMDOS file AUX:
/dev/lp same as GEMDOS file PRN:

r<c> -- Provide a default root drive. If the "r" option is present, then
the search for a file whose name begins with a directory separator
(e.g. '\') and which have no explicit drive letter present will
begin on drive <c>. If the "r" option is not present, then
the search will begin on the current drive (the default). Note
that the actual drive on which the file is found may differ,
if one of the components of the file name is a symbolic link.

Example: if "rC" is set in UNIXMODE, and the current directory
is "D:\FOO\BAR", then the filename "\bin\sh" refers to the file
"C:\BIN\SH", not the file "D:\BIN\SH" as it would normally.

L -- Allow, and recognize, symbolic links. See below for a more
complete description of this option.

A -- Automatically create links to files whose user names are not
recoverable from the GEMDOS names. Automatic links are much
"tighter" than normal symbolic links; for example, removing
an automatic link will also remove the associated file or
directory, whereas removing a normal link removes the file, only.
Also, automatic links should appear in directory listings in
place of the associated file; normal symbolic links appear in
addition to, but not in place of, the files they are linked to.

If an automatic link is created, and then the "A" option is turned
off by the user, the automatic link will behave like a normal
symbolic link until the "A" option is turned back on.

The "A" option is meaningful only if the "L" option is also given.

H -- Hide the ".dir" file that symbolic links are contained in
from directory searches. The file may still be manipulated by,
e.g. "Fdelete", but should never be shown to the user in a
directory listing, file selector, or similar display.

The next two options are provided for compatibility with replacement
file systems running under GEMDOS, or similar extensions to GEMDOS. They
should not be used in the normal environment.

c -- Pretend case is significant in file names. If this flag is
present, then UNIXMODE programs will not translate the case
of file names in any way, and will assume that case is significant
to the underlying operating system.
The "c" flag should *not* be used in present versions of GEMDOS,
since these are case insensitive. It is provided so that programs
will work correctly under GEMDOS extenders or future versions of
the OS.

u -- Assume file name length is unlimited. Like the "c" option, this
should not normally be used under GEMDOS. If "u" is not present,
it is assumed that the operating system recognizes only the first
8 characters of the filename, and 3 characters of the extension
(if any). If "u" is present, then it is assumed that files may
be of any length, and may contain any number of '.' characters. If
the second assumption is false (e.g. a GEMDOS emulator running on
VAX/VMS) then the "." option must be used to translate extra
occurrences of periods.

4 Symbolic Links

Symbolic links are implemented by special GEMDOS files named ".dir". Such
a file should appear in any directory in which a symbolic link appears.
If the "L" flag has been given in the UNIXMODE environment variable, then
programs should look in any ".dir" files anywhere along the path of a
file being opened. This means that symbolic links to directories are
permitted, and function as expected.

Example:
Suppose a program attempts to open the file "c:\foo\ReadMe". If the following
symbolic links are present:

in directory "c:": "foo" is linked to "d:\sub\dir"
in directory "d:\sub\dir": "ReadMe" is linked to "..\Important"
in directory "d:\sub": "Important" is linked to "vital.txt"

and if the "L" option is active, then the name "D:\SUB\VITAL.TXT" is passed
to GEMDOS for the actual file open operation. The translation proceeds as
follows:

c:\foo\ReadMe -> d:\sub\dir\ReadMe -> d:\sub\dir\..\Important ->
d:\sub\Important -> d:\sub\vital.txt (-> D:\SUB\VITAL.TXT).

[The last step (case translation) may actually be interspersed with the other
steps; part of a name may be converted to upper case as soon as it is known
that it is not a symbolic link].

4.1 Implementation of Symbolic Links

In every directory that contains a symbolic link, there is a file called
".dir". Each symbolic link occupies a single record in the file (records

are separated by a newline character). Each record consists of 2 or 3 fields, separated by tab characters. The first field is the user's name for the symbolic link, e.g. "ReadMe". The second field is the destination of the link, e.g. "d:\sub\dir". This destination need not be a complete path, nor need it be in GEMDOS format; i.e. the destination name will be converted just like all other user-supplied names. The (optional) third field consists of flags for taracter that has meaning in this field
is the letter 'A', which (if present) indicates that the link is an automatic link. However, programs must preserve all characters in the flags field when manipulating symbolic links, so that they will work correctly with future extensions to the standard.

Carriage return characters are ignored everywhere in the symbolic link files. Programs should neither require carriage returns after the line feed ending a record, nor forbid them.

5 Extensions

There may be future extensions to the standard. Programs should ignore, without reporting an error, any characters that they do not recognize in the UNIXMODE environment string or in the flags field of symbolic links.

The GNU C compiler library supports the following additional option in the UNIXMODE environment string:

b -- Open all files in binary mode. With this option, new lines in text files are indicated by a line feed alone, rather than the customary carriage return/line feed combination.

--cut--

p.s. it's all Eric's fault :-)

cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

3769. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 20:48:49 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CLqxtD.AGI@freenet.carleton.ca>
Source record: 192274

In a previous article, djs@jet.uk (David Stevenson) says:

>>You get considerably more software from Atari if you buy a Falcon with an
>>internal Hard Drive....
>Not really! This thread started when I asked some questions a few weeks
>ago. Since then, I bought the Falcon, and, due to the good deal I got
>from Systems Solutions, got a 120MB internal to add to the 105MB external
>(and I can now ditch the slow second external I had on my ST). The free
>software I got with the internal drive was
> 1) MultiTOS: I've already got this
> 2) AFM: Waste of disk space
I use this one A LOT! I think it is great. I usually listen to my stereo
through this.

> 3) Breakout: Ditto
It is OK

> 4) Landmines: Ditto (and buggy).
Mine is not buggy.

> 5) SAM: Ditto (I don't really need sampled explosions when
It would be really nice if I had 14 MB of RAM. The sound sampler is nice
and very easy to use for both recording and playback. Worth getting IMO

> my programs crash!)
> 6) Calappt: Don't need it, so haven't even tried it.
> 7) ProCalc: Ditto.
Use it all the time :)

> 8) AHDI: I currently use this, but it's not as good as the ICD
> stuff I had on my ST, so ICD Pro is high on my shopping
> list.
What is the difference? You format the drive once and partition it and
that is it. As long as you have AHDI6.01 you should not have any problems.

> 9) Er,
> 10) That's it.
>
>No SpeedoGDOS (but I've already got that anyway). None of the things that
>were originally claimed, like D2D, Atari Works).

Atari Works is pretty nice and so is D2D; these two are worth it even
without mentioning all of the above stuff which is also grat IMO.

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **

** Ottawa Ontario Canada jack@aurora.carleton.ca **

3770. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 21:12:02 UTC
From: skip@cy.cs.olemiss.edu
Message-ID: <2kj572$5it@Tut.MsState.Edu>
Source record: 192275
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <CLMMv2.C9z@cen.ex.ac.uk> ma92jls@cen.ex.ac.uk writes:
>> As for advertising, I've seen more Jaguar ads in the past few months
>> than I can remember seeing for an Amiga in years! At least Atari is
>> advertising outside of the machine-specific magazines. Commodore's
>> approach is what I think of as "preaching to the choir." I can see
>> it now, they'll advertise the CD32 in AmigaWorld and AC, but not
>> bother with the various gamer mags where the real market is.
>
>I'll be the first to admit that Commodore haven't advertised much in
>the past, but then neither have Atari . When it comes to the CD32,
>it is a different story (well , it is here in Europe!) the CD32 has
>been advertised on T.V and satellite (MTV Europe) and on billboards
>(like the one outside Segas European HQ ..."To be this good will take
>Sega ages..."). It has also been reviewed etc in gaming magazines
>(not just Amiga magazines) . The opposite is true of the Jaguar . It
>hasn't been released over here ....well, if it has , it isn't
>being advertised anywhere , nor do any large electrical or computer
>stores sell it .

I've heard that the Jaguar's UK/European debut has been delayed. The
funny thing is that Atari has basically echoed Commodore's statement
about European sales being so good that the American debut was put
off, only in reverse. I'm not so sure that this is true, I suspect
that they simply do not have the resources to mount an effective
campaign in Europe and the UK right now, just as C= appears to be
unable to do so in the US.

> I believe that Commodore's Ad campaign will be lower key in the
>U.S. but this won't be due to C= not knowing how to market machines ,
>it'll be due to lack of financial resources . (money...something
>Atari don't have much of either) . However the money they are making
>will probably partially go towards advertising in the U.S (not just
>in AC and Amiga World)

The Jaguar may be Atari's last hope, I'm not sure that the CD32 is as
essential to Commodore.

> At first the U.S Amiga mags will be the only place it is advertised
>but it will catch on... (it is a nice earner for C= here in Europe).

The problem with that is that the people who are reading those
magazines will already know what the CD32 is. There is no point in
advertising there, except perhaps to keep the publishers happy. A
single ad in a gamer magazine is more worthwhile than a year of such
ads in AmigaWorld, yet C= just can't seem to grasp that concept. If

they want to sell a few hundred thousand CD32's to existing Amiga owners, they don't even need to bother with the AmigaWorld ads. If they want to sell a lot more units to a lot wider audience, they need to wake up and realize where the market is.

Skip Sauls
skip@cy.cs.olemiss.edu

3771. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 21:12:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2kj57g$6vr@golem.wcc.govt.nz>
Source record: 192276

In article <CLqIyH.B55@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>For a Start FZT Does not have support for VT100 or Real Auto Zmodem..??
>
>It supports both Ansi and does have auto-zmodem - what is 'real'
>auto-zmodem?

FZT is the bigest load of GFA rubish I have ever seen, here its used by little Boys..

It does not have V100 support at all or support for Zmodem 93....

>start to use German style interfaces rather than making up their own
>interface for each program they make.

German software is mainly programed for Mono support..??

NOTE: Flash has and still will be the program that all others are judged by, and its USA programed...

>I've just commented to them myself, beyond those comments I still think
>that FZT is the only answer (that i know of) to using comms in ST/Med Res
>mode. It's not a program I'd use myself now since it isn't GEM'd up.
>

Note: I am not in the little Boys club.....!!!

> sabbath@cix.compulink.co.uk (Graeme Rutt)

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3772. Re: PageStream 3 for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 21:13:01 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CLqyxq.JxM@undergrad.math.uwaterloo.ca>
Source record: 192277

In article <1994Feb16.113653.18390@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>
>Except that having used PageStream for some time, and having tried using
>the Falcon version, I'm not sure that I do want another version. I think
>it's time to switch to something else.
>
>It may be worth noting that SoftLogik have said that the cost of producing
>the Atari version can not be met by upgrades alone, and that they would
>need to expect *new* sales in order to go ahead. So it looks pretty
>unlikely to me.

PageStream 3 for that "other machine" will be a complete rewrite and
will have quite a few new features.
If the Atari version goes ahead, it will probably also be a total rewrite
and will probably eliminate all the annoyances that cropped up during the
relatively minor upgrades.

It has been mentioned that the people at Soft-Logik like Ataris and use
Ataris. It may not be totally unlikely to get them to do the upgrade
if current owners get few hundred letters in before they decide.

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

3773. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 21:50:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kj7f1$7bj@mailer.fsu.edu>
Source record: 192278
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Frank Bartels (knarf@nasim.sta.sub.org) wrote:
> Mickey Boyd (boyd@tait.math.fsu.edu) wrote:
>
> > Oh, the only weird thing was that this new version is contained in a
> > Zip file?!?
>
> The original file is a selfextracting archive called lharc299.tos with
> 244860 Bytes. Don't spread repacked archives.

If you send me the original .tos version (or put it in /atari/New on
atari.archive.umich.edu) I'll replace the current version with the
original one on atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3774. TT 19" monochrome QUESTIONS

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 21:54:04 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLr0u4.452@watserv2.uwaterloo.ca>
Source record: 192279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I finally took the plunge, I am getting a TT (used) this weekend. I bought a 19" Moniterm VY1000 mono monitor for $100 at a surplus store (it also included an AT graphics card with 1meg of memory and cables).

Anyway, someone local here offered to help me try to get it working. I do have some questions (since I haven't talked to him in a while).

1. Is the monitor connector on a TT 9 or 15 pin?
2. Are the mono signals ECL or TTL (not sync, just video)
3. WIll i need to invert sync for a Moniterm monitor?
4. The monitor I have has a 9 pin input with the following pinout:
(the only manual I have is for the graphics card - and these are the specs)
1. Video1+ ECL
2. Video2- ECL
3. Video2+ ECL
4. -5 volt input
5. Horizontal sync TTL
6. Video1- ECL
7. GND
8. GND
9. Vertical Sync TTL

Anybody know what kind of problems I'll run into? Anyone know of any dip switch settings or jumpers in the monitor which may be useful? As i said, the above data is from the supplied graphics card manual (which is why there is a video1 and video2?)

I hope this works!

Thanks for any help,
Sam

3775. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 22:22:23 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLr25C.7EJ@cix.compulink.co.uk>
Source record: 192280

>I d/l'd it since it said it used GEM, but got disappointed. I was thinking it
>
>perhaps would work on my TT in TT High, but no. No windows... Apparently only
>
>ST-Hi. will work correctly. I did get part of the display in the upper left
>corner of my screen, but nothing useable.

It does use GEM - well mainly the VDI with a couple of alerts etc chucked in. There are no windows however.

Its screen size is fixed at about 500x350 as this is half the dimensions of the X-Windows version and saves a lot of rewriting of code with very little penelty for speed. Auto sensing screen size just takes up too much CPU time.

Its probably *is* working correctly on your TT, but not usefully ;-)

BTW it makes absolutly no screen size checks - so should work in any suitable sized resolution, not just ST HI.

Roland.

@CiX

3776. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 22:24:44 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CLr298.GHu@taligent.com>
Source record: 192281

In article <2kgjgr$nbs@cnn.sim.es.com> Greg Bennett,
gbennett@friendly.sim.es.com writes:
>Copying or breaking (cracking) a program does not mean it is taking
>the food out of the programmers kitchen! Many legitimate owners of
>software are annoyed by the software package's protection scheme. While
>I agree that we should all buy our software, I personally find software
>protection schemes to be a nuisance, and will 'crack' any software
package
>that I opwn if I can.

Your opinion. Most license agreements that come with the software you
purchase prevent you from modifying that software. While it doesn't take
food out of the programmer's kitchen, you could be breaking the license
agreement.

I have a better idea, if you don't like the idea of software protection,
do what I do: I don't buy it and I don't use it. But, then again.. I only
use productivity software or development software (compilers, word
processors, databases, etc.) so I guess I am not as likely to run into
this problem.

> As far as doing something positive, I don't find designing protection
>schemes to be very postive. What a waste of programming expertise; it
would
>be better to focus ones energy in bettering the product, rather than
>using time and expense to design a better 'cracker proof' scheme.

I agree. But anything is better than breaking protection schemes and
distributing them. And believe me, there are more people out there
breaking programs and giving them to thier friends (or worse yet, SELLING
THEM) than there are people like you who break them for their own use.

>BTW, most MSDOS programs (yes, even games) have dropped protection
>alltogether and have not noticed a drop in revenue. What revenue is lost
>is made up in happy repeat customers.

It's amazing what a healthy segment of the market can do, isn't it? But,
the Atari platform has to depend on a larger percentage of the users
buying programs than the IBM world does. Assuming that the level of
piracy is the same and given the size of the Atari and IBM markets, the
Atari world can't tolerate piracy very much. It really hurts big time.

>In a nutshell, software with any protection SUCKS in my opinion.

I don't mind games having protection, like manual lookups and stuff like
that. I don't like copy protected disks though.

>Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
>gbennett@friendly.sim.es.com ^ '
>Evans & Sutherland Simulation Division ___/
>* See Hitchhiker's Guide to the Galaxy (US version)

-- John Townsend, not at Atari Corp.
John_Townsend@taligent.com

3777. FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 22:34:32 UTC
From: lai@paf.gsfc.nasa.gov
Message-ID: <2kja1o$jcn@paperboy.gsfc.nasa.gov>
Source record: 192282

Will someone post the FAQ for this group or tell me where I can find it.
I got an Atari 1040ST back in 1986 and lately I got some Mega STs with an
SLM804. I have been using Linux, MS Windows, OS/2, Solaris, etc. and I am
just getting back to Atari. I had CAD 3D 2.02 from Tom Hudson which was fun
and I was wondering if new version of CAD 3D is still being released or is
some other software now being used. I heard about TT long time ago but
nothing about Falcon or other machines. I would like some information
about what is out there. Our local dealer in the D.C. area Calcom has
long since closed.

thank-you
Keith Lai
lai@paf.gsfc.nasa.gov

3778. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 23:47:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kjea9$3ds@uqcspe.cs.uq.oz.au>
Source record: 192283

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>BTW - It's monochrome only!

>(Can people _please_ tell the Archive maintainers this, as it's quite
>depressing to read the Doc's of a program which does everything you've
>ever wanted only to discover you can't use it without buying a mono'
>monitor, and a lot of time is wasted download it too....)

The source is there too - fix it.

I'd do it myself if I had the time, because it is amazingly slick
on the NOVAplus card. BTW, it works is any monochrome mode, I suspect,
as it works in 1024x768.

Almost works in colour too - they just don't do use the right VDI
functions (using vro_cpyfm() rather than vrt_cpyfm(), I suspect).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3779. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 23:47:36 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kjeao$8ns@golem.wcc.govt.nz>
Source record: 192284

```
] >It supports both Ansi and does have auto-zmodem - what is 'real'
] >auto-zmodem?
]
]
] FZT is the bigest load of GFA rubish I have ever seen, here its used by lit
] Boys..
```

Get real.

3780. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 23:51:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kjeha$3jb@uqcspe.cs.uq.oz.au>
Source record: 192285

erlingh@idt.unit.no (Erling Henanger) writes:

>What's so wrong about renaming gem.sys to gem.prg and put it last in the
>auto-folder ?

It says "No MiNT kernel found" when I try that.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3781. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-24 23:55:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kjeon$3om@uqcspe.cs.uq.oz.au>
Source record: 192286

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Is GEMRAM available at the standard FTP sites? I've got a nice 4.1 GEM.SYS
>that I'd like to use on my MegaSTE under the Crazy Dots board... (drool...)

4.1?? :(My brand new MultiTOS came with 4.0. That means, I don't
get those cute "smaller" (iconify) gadgets, nor can I have GDOS fonts
for my system font. Both these are AES 4.1 features.

Oh well, at least I'll be able to make my own MTOS 1.08/1.09/1.10 kernel.

Are upgrades available? Binary diffs between 4.0 and 4.1?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3782. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 00:40:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLr8Iy.E93@cix.compulink.co.uk>
Source record: 192287

>>] >I've compiled a copy of CBZONE (X-Windows B*TTL*Z*NE clone) for the ST
>>BTW - It's monochrome only!

> If it's a reasonably well-written program, then you could
>probably get away with running it under a Monochrome emulator (and

It is reasonable well written - however it will just be too slow under an
emulator. I run it at 16Mhz with NVDI on a SM124 and its still a bit sluggish.

Roland.

@CiX

3783. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 00:40:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLr8J0.E9o@cix.compulink.co.uk>
Source record: 192288

>>I d/l'd it since it said it used GEM, but got disappointed. I was thinking i
>>perhaps would work on my TT in TT High, but no. No windows... Apparently onl
>
>If it's truly GEM, there's good chances that it works either with
>Autoswitch Overscan (commercial SM124 emulator for TT high) or

It should be totally VDI legal (ie opens a workstation etc, but doesn't
bother with windows). It *is* resolution dependent though. It needs about
500x350 pixels, but doesn't case what screen mode you are in.

Roland.

@CiX

3784. Re: Is there a C-compiler which handles 4-byte integers?

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 00:40:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLr8J2.EA9@cix.compulink.co.uk>
Source record: 192289

>I was wondering if there is a C-compiler for the ST which handles 4-byte
>integers. It's a bit frustrating to do everything with longs, or having to

Lattice C can do - but it costs money :-(

Roland.

@CiX

3785. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 00:40:15 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLr8J4.EAu@cix.compulink.co.uk>
Source record: 192290

>Pardon? All you've got to do is to use the appropriate VDI system call to
>find out what the current resolution is. This will take only a few
>microseconds at the beginning of the program.

This isn't the problem. The problem is that there are hundreds of hard coded co-ordinates in the program which seem to work on a 1000x700 resolution basis. All I do is bit shift these values in my replacement draw routine (which in itself calls the VDI) so that it brings them all in the 640x400 range (500x350 actually).

>The use of VDI functions is the only way to handle all possible resolutions
>correctly, especially odd ones like those offered by OverScan and the like.

I dare say using NDC corordinates would help, but AFAIK this require GDOS to work, and slugs the performance (which is hardly sparkling anyway).

>If you're not sure about how to take advantage of VDI, I'm going to look it
>up for you.

Thanks :-)

>By the way, I cannot imagine that the XWindows version is restricted to a
>single res, or is it?

Well its not restricted to a single res - but the CBZONE appears to be. It requires a minimum of 1000x700 pixel window and all the hardwired co-ords seem to fit this. AFAICS X-Windows itself is responsible for any other scaling. Also according to my X-Windows book (X Window System Programing by Naba Barkakati):

"In X, coordinates are specified in pixels, which makes X dependent on the resolution (pixels per inch) of the display screen."

Also I claim ignorance. I have no access to X-windows technology, and I did this port without ever seeing a copy of CBZONE running under X (or playing it in any version for that matter)!

:-)

Roland.

@CiX

3786. Re: Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 00:40:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLr8J5.EBF@cix.compulink.co.uk>
Source record: 192291

>The latest version of the socket library can be found at
>atari.archive.umich.edu:/atari/Mint/Network/net-xxx.tgz
>ftp.uni-muenster.de:/pub/atari/Mint/Network/net-xxx.tgz

How do I unpack these files?

I assumed .tgz was 'tar gziped', but I can't get TAR or GZIP to do anything
with them!

:-(

Roland.

@CiX

3787. Re: Zmodem Support

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 00:56:26 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.l80XFVtR&uk@albemuth.equinox.gen.nz>
Source record: 192292
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2kfaqg$fdj@golem.wcc.govt.nz>, Roger Sheppard writes:
>Well this is a report of Terminal programs that have built in Auto Zmodem
>and if they work with Omens Complimentary version of Zmodem 4.7 dated 29-11-93,
>that is on this VAX/VMS Sytem here....
>
>This Zmodem only works with built in Auto Zmodems, so FZT is out plus a few
>others.....

Why does it have to be builtin??? I can't imagine any circumstances
where the host computer can even tell whether you have a Zmodem built in
or not. Also why does it have to be an auto Zmodem??

>I then selected the Later Zmodem V4.7 Dated 29-11-93, all but one failed
>to dnload that files and gave timeouts, this was done after testing the 1987
>version and deleting the dnloaded file at my end, each time..
>
>The only one to work 100%, each time was THE STORM 1.02..???

Did you try varying the setups with CoNnect for instance??

>So don't we have any Real Comms Programers out there...:-)....????

Yes we do!! Just because a new implementation comes out and some of the
older software aren't compatible "out of the box" with it, doesn't mean
that there is any lack in the programming department. A lot of the comms
software for the Atari is of very good quality. At the _most_ all you
can say is that they may not have had the opportunity to catch up with
this particular implementation. It doen't really tell you a lot!

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

3788. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 01:05:15 UTC
From: scotty@verdix.com
Message-ID: <scotty.762138315@sarge>
Source record: 192293

gizmo@dswhq.omahug.org (Chris Richards) writes:
>In a message of <15 Feb 94 09:02:00>, magnus.thylander@p4.troed.ct.se
>(2:200/61) writes:
> m> ...
> m> alert saying: "This program can only be run on a Falcon030" or
> m> something similar...

>It does it to me, also. I'm running Tos 4.02. How about you?

>Later,
>Gizmo

I had these problems until I did two things:

1. Created a directory named HOLEDATA and moved all of the data files into it
(the documentation hints that this is required), and
2. Rebooted with most of my extra accessories and auto proggies disabled.
(Ain't SuperBoot great?)

This makes it work in all of its splendor. If someone has figured out how
to do more than jump levels and be bombed a lot, let me know how to accomplish
something in this game!

;-)

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

3789. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 01:29:02 UTC
From: scotty@verdix.com
Message-ID: <scotty.762139742@sarge>
Source record: 192294

ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:

>In a previous article, djs@jet.uk (David Stevenson) says:

>> 8) AHDI: I currently use this, but it's not as good as the ICD
>> stuff I had on my ST, so ICD Pro is high on my shopping
>> list.
>What is the difference? You format the drive once and partition it and
>that is it. As long as you have AHDI6.01 you should not have any problems.
>--
>** Computer Engineering Jack Kitowicz **
>** @ Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada jack@aurora.carleton.ca **

There are some very good reasons to think about getting ICD Pro, especially if you have a Syquest drive or an existing ICD formatted drive. It's also useful if you have a large drive or two with lots of folders.

The ICD Pro driver gives you read/write caching, which you can enable or disable with their CPX. It comes with DESKTOP, a program that allows you to reassign disk partitions on the fly -- very useful if you happen to have more partitions than C-P (under TOS, MultiTOS allows more).

You can have multiple boot partitions under TOS with ICD Pro, and boot your machine on each one by holding down its letter at boot time. If you want to use a disk with more than four partitions that's already been formatted with ICD's formatter, you have to use ICDBOOT; GEMDOS gives you only the first four partitions. For me, this was a necessity since I had several 88 meg Syquest cartridges with more than four partitions apiece! Swapping a cartridge is easy, too -- the ICD CPX will reread the partitions at the click of a button.

Lastly, they've bundled ICD CleanUp, which is a handy utility for tracking down disk problems (Diamond Edge is way better, but costs more than ICD Pro altogether). The ICD Pro package isn't an absolute must, but it's well worth considering!

PS - It has its own CD ROM driver too.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

3790. Re: new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 01:46:40 UTC
From: victorb@up.edu
Message-ID: <2kjla0$1lg@upsun11.up.edu>
Source record: 192295

In article <CLqv3r.II@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>
>No problems over the resolution. Which directory exactly is that as I do
>not know my way around that site, and what file name?

ftp to ftp.uni-kl.de, and cd pub3/atari/incoming.
The filename is winglord.lzh, 156100 bytes in size.

Victor Bruhn
victorb@up.edu

3791. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 01:48:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLrBo4.GA3@cix.compulink.co.uk>
Source record: 192296

In message <1642@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM said:
>
> Ofir, we do 640x200 mainly because that is what most of us are
>stuck with on stock ST/e's (and color is a lot easier on my
>eyes than mono). If I ever get my AlberTT synced up with my monitor,
>then I won't be stuck at 640x200 in color res anymore, and I can
>escape the black and white monotony of ST Hi res (which I currently use
>for the most part). The color makes a big difference, even if it is
>only 4 colors...

I can't see how 50/60Hz is easier on the eye than 71Hz. In any case,
support of 640*200 will gradually disappear. It makes programming user
interfaces a real pain.

Ofir ogal@cix.compulink.co.uk

3792. Re: Math-coprocessor and partition size

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 01:48:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLrBo6.GAo@cix.compulink.co.uk>
Source record: 192297

In message <2kivis$38c@sgi.iunet.it>, treno@dist.dist.unige.it said:
>Hi all,
>i have two questions about Falcon:
>
>1) Maximum HD partition size with ahdi and with ICD

512MB

>2) may i use a 68882/25MHz on my Falcon030?

Yes.

Ofir ogal@cix.compulink.co.uk

3793. Re: Math-coprocessor and partition size

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 01:53:58 UTC
From: walra@moacs11
Message-ID: <ydfjxp4my8w@moacs11>
Source record: 192298

In <2kivis$38c@sgi.iunet.it>, Bertucci R. Calcagno M. Ribaldone P. wrote:

> i have two questions about Falcon:
>
> 1) Maximum HD partition size with ahdi and with ICD

512 MB with ahdi.

> 2) may i use a 68882/25MHz on my Falcon030?
>
> Thanx,
> Bertucci Roberto.
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

3794. Re: Pure C hassles

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 02:08:00 UTC
From: walra@moacs11
Message-ID: <5fctvpqheto@moacs11>
Source record: 192299

In <1994Feb24.023337.2219@isle.waterloo-rdp.on.ca>, Kevin Tessner wrote:

> I am using Pure C (version Sep 20 1991) as my assembly language developement
...
> Another note. Are there newer, and even niftier, english versions of Pure C
> kicking around that can be purchased? There are no dealers in this area, and
> no mail order lists I've seen that offer Pure C. I'd really like to have a
> purchased, supported version of it, even if it is a German one that I can't
> comprehend.

I'm using version 1.1, Dec 18 1992.
The GEM-menues are in english, manuals and online help are in german.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

3795. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 02:22:18 UTC
From: abarbiero@delphi.com
Message-ID: <pE1qmHi.abarbiero@delphi.com>
Source record: 192300

You are right! I dont know how available it is overseas, but Scott Sanders Atari Compendium is an enormous work that will define ALL the calls to do what you said with the VDI. It goes for ~50USD

Andreas@AEO
ABARBIERO@Delphi.com

3796. Re: DSP mips(was Re: Speccy)

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 02:27:40 UTC
From: abarbiero@delphi.com
Message-ID: <pk1p2Hk.abarbiero@delphi.com>
Source record: 192151

It really depends on the operations conducted.... the DSP is highly
optimized, so if you are asking it to do what it is designed to, you CAN
get close to 96 MIPS. Although most likely the operations wilnot
get that fast.

Andreas@AEO

3797. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 02:35:41 UTC
From: abarbiero@delphi.com
Message-ID: <hk2pmXt.abarbiero@delphi.com>
Source record: 192152

TT030's have shown up on the shelves of dealers here in the USA,
Computer STudio and a few others got their shipments in.

Andreas@AEO

3798. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 02:58:29 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2kjpgl$bpi@darkstar.UCSC.EDU>
Source record: 192153

In <2kjeha$3jb@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>erlingh@idt.unit.no (Erling Henanger) writes:

>>What's so wrong about renaming gem.sys to gem.prg and put it last in the
>>auto-folder ?

>It says "No MiNT kernel found" when I try that.

Is this the tail end of a GEMRAM doscussion? I just tried it, and it works
great, both on my Falcon and my MegaSTE. yay AES 4.1 :)

~Chris

>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
> / * <- Computer Science Department, |||||| GEM++ is Free Software
> _.-._/ University of Queensland, _// || _ C++ is the FUTURE
> v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3799. problem with extracting 'connect'

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 05:36:48 UTC
From: hallvart@ifi.uio.no
Message-ID: <2kk2pg$9v6@yrsa.ifi.uio.no>
Source record: 192156

I've downloaded 'connect244e' but when I try to extract the files
from it I get the message that some files might be missing and it's too long etc.
What's wrong?
Where do I download the program so that it works?

Hallvard, Oslo, Norway

3800. Re: Galactic Empire, a comms game.

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 05:48:12 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb25.004812.1@csusys.ctstateu.edu>
Source record: 192157

```
>>game called Space Empire Elite, although now I'm getting my butt kicked by
>>a BBS in Massachussetts (hell I can't spell).
>
> Eric are you playing SEE via NeST or TurboNet?
>
I'm playing it on a Forem ST BBS using Fnet as its mailer.
Eric
```

3801. Re: installing apps in NewDesk?

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 06:26:50 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <762149702.0@mettav.royle>
Source record: 192158

It was none other than Steve Basford that wrote on the 22 Feb 94 that ,
GI>> So that is stzip.ttp -xr_ <-space after parameter
GI>> or lharc.ttp x /r<space>
>
> Note that in Zip v2.4 the r parameter does not work correctly, when
> compressing...

Right enough ,....worked on 2.3 and it isn't noted in either the doc or
the whatsnew file .... :-(

I spotted a couple of patch files the other day ,do you know if any of them
sort this out ?

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

3802. Re: help with GEM programming in C

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 07:01:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kk7ns$k33@uqcspe.cs.uq.oz.au>
Source record: 192159

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Maybe Warwick will post a GEM "hello world" in C++; it's probably about
>five lines.

>C++ is much better suited to writing GEM applications than C.

>C++ es mui macho! :-)

```
#include <gem++.h>
#include "hello.h"

main()
{
GEMapplication application;
GEMrsc rsc("hello.rsc");
GEMactivity activity;

GEMformwindow hello_window(activity,rsc,HELLO_FORM);

hello_window.Open();
activity.Do();
}
```

Or, in 5 lines...

```
#include <gem++.h>
#include "hello.h"
main() { GEMapplication application; GEMrsc rsc("hello.rsc"); GEMactivity
activity; GEMformwindow hello_window(activity,rsc,HELLO_FORM);
hello_window.Open(); activity.Do(); }
```

Of course, any similarly powerful GEM library for C will be able to
do exactly the same thing is as much code. Probably something like:

```
#include <super_gem_library.h>
#include "hello.h"

main()
{
GEMapplication application=OpenApplication();
GEMrsc rsc=LoadRSC("hello.rsc");
GEMactivity activity=CreateActivity();

GEMformwindow hello_window=CreateFormWindow(activity,rsc,HELLO_FORM);

OpenFormWindow(hello_window);
DoActivity(activity);
```

```
CloseApplication(application);
}
```

The good thing about C++ is that you can EXTEND the library with your own extensions, rather than waiting for the library to keep growing and growing as more and more features get added for all possible situations.

In no way do I knock C programmers using GEM libraries. They're great, and there are some great GEM libraries out there in C. With C++, you have the choice of just one compiler (GNU C++), one GEM library [as far as I know] (GEM++). Also, you need at least 4M to use GNU C++.


```
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
\_.-._/ University of Queensland, _// || \\_ C++ is the FUTURE
v Brisbane, Australia. |_/ || \_| Use GNU C++ = FREE
```

3803. Re: Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 07:14:39 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CLrqsG.HGA@cs.vu.nl>
Source record: 192160

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>The latest version of the socket library can be found at
>>atari.archive.umich.edu:/atari/Mint/Network/net-xxx.tgz
>>ftp.uni-muenster.de:/pub/atari/Mint/Network/net-xxx.tgz

>How do I unpack these files?

>I assumed .tgz was 'tar gziped', but I can't get TAR or GZIP to do anything
>with them!

>:-(

>Roland.

>@CiX

Funny, It worked for me though...
first guzip and then tar.

Florentijn

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

3804. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 09:10:00 UTC
From: Dirk_Theisen@su.maus.de
Message-ID: <A14671@SU.maus.de>
Source record: 192161

Hi, Warwick!

>Everyone should buy NVDI.

ATARI should buy NVDI! And we would save money and RAM.

Gruï¿½
DIRK
~~~~~~
~~~~~~

3805. Re: UnZip/UnArc???????????????

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 13:03:02 UTC
From: mtroskow@dosuni.informatik.Uni-Osnabrueck.DE
Message-ID: <2kksu6$l09@deimos.rz.Uni-Osnabrueck.DE>
Source record: 192162

In article <1994Feb17.110007.23149@unix.brighton.ac.uk>
mm68@unix.brighton.ac.uk (Allanon) writes:
> STZip is very good, its fully GEM'd but has the ability to use a command
line
> too.

But -r does not work on v2.4's zipjr.ttp.

-tr

3806. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 16:25:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A62574@SL.maus.de>
Source record: 192163

In article sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:

RS>Commodore (CBM) anounces the closure of it Australia division,
To be honest:
Atari closes it's German 'center'

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3807. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 16:28:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A62575@SL.maus.de>
Source record: 192164

In article aw@zaphot.abg.sub.org (Arno Welzel) writes:

AW>But this machine also had only 64k of RAM.
And only 48k accessable tho normal way ...

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3808. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 17:05:01 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CLsI4F.1nF@arc.ab.ca>
Source record: 192165

In article <jonal.1715.2D6B452C@dhhalden.no>, jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>In article <2kegto$dhl@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>
>[CBZONE (X-Windows B*TTL*Z*NE clone)]
>
>>BTW - It's monochrome only!
>
>>(Can people _please_ tell the Archive maintainers this, as it's quite
>>depressing to read the Doc's of a program which does everything you've
>>ever wanted only to discover you can't use it without buying a mono'
>>monitor, and a lot of time is wasted download it too....)
>
>
>I d/l'd it since it said it used GEM, but got disappointed. I was thinking it
>perhaps would work on my TT in TT High, but no. No windows... Apparently only
>ST-Hi. will work correctly. I did get part of the display in the upper left
>corner of my screen, but nothing useable.
>
>Jon
>

There is an excellent program called Sebra that will convince your color monitor
that it's a mono monitor and works not to bad with most mono software.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

3809. Hard Drive? Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 18:54:07 UTC
From: Lyle Raymond <nwanda@chop.isca.uiowa.edu>
Message-ID: <762201970-0-1077@chop.isca.uiowa.edu>
Source record: 192166

I'm looking to purchase a hard drive for the 1040STe, used if possible (I'm on a budget).

Also, how does the Falcon compare to the ST? In terms of RAM? MHz?
...and if someone can providwe specs on the Stacey, let me know.

I can be reached at 94807713@uwwvax.uww.edu

Thanks,
Lyle Raymond

3810. Synths, ST S/W For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 20:04:12 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1994Feb25.200412.23466@news.arc.nasa.gov>
Source record: 192167

I've got the following for sale:

Hardware (All have remained stationary at home; original owner of all except for CZ101, all in great condition).
---

1) Casio VZ10M $275

iPD (interactive phase distortion) rackmount synth
[Casio's version of FM]
manual, ROM cards, & Sound Source bank

2) Casio CZ101 $125

PD synth w/ mini-keys
original box, manuals, & dust cover

3) Alesis Quadraverb Plus $300

"Plus" algorithms include ring mod, resonance, and sampling

4) M1 "Synth 2" PCM card/patch card set $40

Nice sounds; I'm only selling because I'm trading my M1 for a TG77

Atari ST software
---

5) Steinberg Synthworks M1 ed/lib $50

Awesome dedicated ed/lib for M1 and ST. Excellent graphical interface. Originally $200

6) Dr. T's VZ-Rider ed/lib $50

Makes editing the VZ a dream compared to its front panel. Editing of all VZ params. Out of production. Originally $100

7) Drumware K1 ed/lib $30

ed/lib for Kawai K1 & K1 II; Originally $120, full-function; automatic patch generation

8) CZ-Android ed/lib $20

ed/lib for Casio CZ-101l; Originally $100; automatic patch generation;

I prefer to sell locally; in the S.F. South Bay Area or Santa Cruz.
Otherwise, buyer pays shipping.

- Glenn

glennd@george.arc.nasa.gov

W: (415) 604-3169

H: (408) 425-0699

3811. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 20:15:58 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Feb25.201558.20169@unix.brighton.ac.uk>
Source record: 192168

In article <1994Feb25.103510.2295@bay.cc.kcl.ac.uk> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>Well, I tried Smith's (On the Kingsway, Central London), 2 newspaper
>shops (Strand, Central London), several 7/11's and other newsagents
>more local to my home. I've been looking since 2nd this month.
>
>I reckon it's a ploy to get more people to subscribe :-)
>
>Simon.
>--
>____
>\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
>/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
>~~~~~~

Well it's everywhere in Brighton - and it's got a fully working version
of Calligrapher Pro. The only things that are missing are the spell checker
and the printed instruction book - plus a number of fonts.

You get three fonts, a Serif, a SansSerif, and a bullets type font.

I was thinking of buying it, good job I didn't really! ST Review are
alowing you to get the extras at low cost, this includes a number of
PAK modules and more fonts. BTW - The PAK modules that are given on
the coverdisk allow you to import text (ASCII, RTF etc..) and import
DEGAS and NEOCHROME files etc...

Well worth the coverprice this issue I think (and that's coming from me!)
--

INTERNET - st39@unix.bton.ac.uk JANET - st39@uk.ac.bton.vms
WisDom "BBS on a disk /ATARI ST/" - u0007 -=Stephen Ticehurst=-
==== Editor of PDP Magazine - finger for details ====================

3812. 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 20:36:05 UTC
From: donm@ucon.gun.de
Message-ID: <1994Feb25.203605.20792@ucon.gun.de>
Source record: 192169

Hi Gregg,

I'll try to keep this brief to save bandwith. After all this is an Atari conference. If/When Atari comes out with a PPC-based machine it might be more appropriate to extrapolate in more detail.

> Well, he does have a few valid points, but in general I think he's
> just blowing his horn.

Thanks for acknowledging them although when it comes to "horn blowing" as I freelancer I have no horn to blow. I call 'em as I see 'em. However, to put things in perspective, you yourself have a horn (considering your involvement) but since it's Moto you're being loyal to all is forgiven :-) because...

> Thanks for the vote of confidence for Uncle Mo!

...credit where credit is due!

> The 601 instruction set was defined by IBM.

Precisely. Need I say more?

> The PowerPC instruction set is
> a subset of even the 601 instruction set. Therefore, the 601 has
> several instructions that are not part of the official PowerPC
> instruction set.

Exactly. And that's my point. I'm yet to see an IBM product where marketing was not the prime design prerequisite often (always?) going against technical requirements.

> BTW, what's a 602?

A 601 after a typo...

> I must confess that I didn't read all of the 620 Book IV document (which
> describes the instructions that that processor implements in addition to
> the PowerPC required instructions), but I would tend to think that Don
> is referring to the 64-bit instructions.

Yes, as well as floating point and some control functions.

> At first reading the PowerPC instruction set looks awfully big, but then
> you realize that the "Load 16-bits" instruction is listed separately from
> the "Load 16-bits and Zero the upper 16-bits while you're at it" instruc-
> tion! There must be well over a dozen "Load" instructions and well over a
> dozen "Store" instructions!

True, but even accounting for that it's 180+ and that's still on the
bloated side for a *reduced* instruction set.

> You are correct about the bus on the 60X devices. It is a "split" bus
> where in a multiprocessor environment it is entirely possible to have a
> seperate master of the address bus than the data bus at any given time.
> The 60X bus is a 64-bit data bus that is "flow controlled" by the memory
> subsystem. The 620 bus has a 128-bit wide data bus that is "flow controlled"
> by the data provider (620 on a write, memory on a read).
> ...
> No, this 620 won't be an "overdrive" for a 60X, but BFD.

Correct again. You have therefore confirmed all of my statements.

The point is: How many of those drooling all over the PPC in public and
posting to that effect know all this? The overriding impression given by
these groupies (intentionally or not) is that PPC is a new dawn of computing
- up/down-ward compatible ad infinitum. Even PPC's capability to handle both
big-endian and little-endian byte ordering has been perverted in popular
folklore into "hardware emulation of other processors" - which is patent
nonsense as you will no doubt agree. A lot of people seem to have suspended
their critical faculties and bought into this marketing ploy.

True, that's an ignorant point of view but that's exactly what I was
trying to debunk by presenting some facts to put things in perspective.
It should also be noted that you have confirmed all these facts, in short:
There is no *de facto* unified instruction set (in practice) and upgrading
from 60x to 620+ will not be a case of simple processor replacement. We may
disagree on interpretation/importance of these facts but they stand
nevertheless and people ought to be aware of them.

> Sometimes to make a quantum leap in performance, you have to
> break from the past.

Bingo! Like abandon the unholy trinity of IBM/Intel/Microsoft... :-)

But seriously, why bother with the corrupt past at all? Why not make
a clean break and the same type of leap as when the 68000 was introduced?
Why anchor yourself (Moto, I mean) to R6000 (a niche market at best) in the
first place?

All the best!

P.S. A brief note re other, offensive/flammable "responses" to my original
post. These are being intentionally ignored as the best way of extinguishing
a flame is by depriving it the oxygen of reply before it spreads.

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

3813. atari archive

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 21:54:18 UTC
From: kronos@cyberden.com
Message-ID: <4.47417223.The.CyberDen@cyberden.com>
Source record: 192170

I've been trying to telnet to the atari.archive.umich.edu but can't get pas the
login prompt. I've been trying anonymous and my internet address for the login.
What's the procedure?
--
The CyberDen - Worldwide Alternative Computer Network - 415.472.5527
..GUI...MultiLine...Internet...CyberInfo...CyberLink...Files...Salvation...

3814. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 23:13:58 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLsz7A.G8s@cix.compulink.co.uk>
Source record: 192171

> I'm not sure if this is realistic to say, but I would assume (*warning*:-)
>that monochrome is more in favor in Europe than say the U.S. (assumption
>based on the fact that a lot of cool monochrome stuff comes out of
>Germany, etc)...

Monochrome is the only serious choice for most Atari professionals (yeah, there are some) mainly because you get a stable screen, less eyestrain and a greater resolution. And, mono monitors are very inexpensive.

That said, I agree with your comments on colour, as long as the display isn't going to give me a headache - I should be getting a SVGA RSN.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3815. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 23:21:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLszK3.GKx@cix.compulink.co.uk>
Source record: 192172

>>I don't think a colour verison (320x200) is really worth doing as it would

> Why would it slow it down? A one-time check as the game is
>first run to figure out the res should be it, or am I simplifying
>things a little too much? (I'm not real sure of how you are doing
>the check, so I dunno)...

Its not this that is the problem.

> Anyways, it would be cool to see. Actually, you might even think of doing
>
>at least a 640x200x4 version, which any Atari could use, or even a
>640x480x16 version which TT/Falcon owners (and us with normal ST/e's
>under MonSTEr) could use. How much constraints do you have on the
>resolution side? (i.e. how difficult would it be to have the choice
>of say "640x200, 640x400, 640x480, 800x600, 1024x768" etc?). Just
>curious...

It would be nice - but I don't seee how to do it. CBZONE is fixed at
1000x700 and I have no controll over that. To scale it exactly to other
resoutions require floating point calculations which are just too slow.
I've copped out by bit shifting the values down to 500x350. This has to
be done for *every* coord, *every* time it is used. Therefore anything more
complicated would slug the game even more.

OTOH If somebody does tell me of a good way around it, then I am quite
happy to have a go.

:-)

Roland.

3816. MIDI Help

Newsgroup: comp.sys.atari.st
Date: 1994-02-25 23:25:09 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <1994Feb25.232509.2044@draco.bison.mb.ca>
Source record: 192173

I'm thinking of picking up a used 1040 for some sequencing. I'm not sure which program to get. The 1040 comes with KCS, is it any good? Or should I get Cubase? Will 1 meg. of RAM be enough? Will I need more MIDI ports? (I've got 2 synths and a drum machine). Please reply via e-mail only. Thanks.

3817. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 00:02:27 UTC
From: stevew@teleride.on.ca
Message-ID: <CLt1G4.8vC@teleride.on.ca>
Source record: 192174

In article <2kcrg3$spp@harbinger.cc.monash.edu.au>,
William Fang <int877w@lindblat.cc.monash.edu.au> wrote:
>
>Ask the Candians when they're going to get their Jaguars. Then ask
>yourself if the Australian/New Zealand market is any bigger, or going
>to be more profitable.

They seem to carry them in stores now. You might have to order them,
but they have demo models and they *do* deliver.

--
Stephen M. Webb ------- Consider Whirled Peas ------- stevew@teleride.on.ca

Canada: a part of the United States where people are so smart they've never
paid any taxes to Washington.

3818. TESTING IGNORE

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 00:52:52 UTC
From: fairbro@ac.dal.ca
Message-ID: <1994Feb25.205252.21274@dal1>
Source record: 192175

```
--------------------
=-FAIRBRO@AC.DAL.CA-=
--------------------
TESTING IGNORE
```

3819. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 00:58:07 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLt40v.K5J@cix.compulink.co.uk>
Source record: 192176

>Subject: Re: CBZONE upload
>
>I'd do it myself if I had the time, because it is amazingly slick
>on the NOVAplus card. BTW, it works is any monochrome mode, I suspect,
>as it works in 1024x768.

Glad to hear it works on the NOVAplus card - and yes it will work to some
degree in any resolution, as long as it has enough pixels.

>Almost works in colour too - they just don't do use the right VDI
>functions (using vro_cpyfm() rather than vrt_cpyfm(), I suspect).

Could you elaborate on this? I'm pretty sure I'm useing the vro_cpyfm(),
but didn't know of any alternative (will have to look at the source to make
sure though).

:-)

Roland.

@CiX

3820. Re: Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 00:58:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLt40z.K67@cix.compulink.co.uk>
Source record: 192177

>>I assumed .tgz was 'tar gziped', but I can't get TAR or GZIP to do anything
>>with them!
>
>Funny, It worked for me though...
>first guzip and then tar.

Thanks - Ill give it another try.

Roland.

@CiX

3821. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 00:58:13 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLt411.K6s@cix.compulink.co.uk>
Source record: 192178

>Subject: Re: Where is ST Review??
>
>I reckon it's a ploy to get more people to subscribe :-)

Whatever it is - I can't find it either - and I used to be able to get it
off the shelf locally. Its the first time in over 10 years that I've failed
to find a copy of one of the many magazines I buy each month.

:-(

Roland.

3822. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 00:58:15 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLt413.K7D@cix.compulink.co.uk>
Source record: 192179

>You are right! I dont know how available it is overseas, but Scott Sanders
>Atari Compendium is an enormous work that will define ALL the calls to
>do what you said with the VDI. It goes for ~50USD

Sorry - but who or what was this message replying to?

Thanks

Roland.

@CiX

3823. Re: 640x200 mode (was Re: CBZONE upload)

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 00:58:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLt416.K80@cix.compulink.co.uk>
Source record: 192180

>> >stuck with on stock ST/e's (and color is a lot easier on my
>> >eyes than mono).
>>
>> I can't see how 50/60Hz is easier on the eye than 71Hz. In any case,
>> support of 640*200 will gradually disappear. It makes programming user
>> interfaces a real pain.
>
>I too am mystified at this statement. I have both mono and color
>monitors, and use both since I'm a software developer, but I'd say
>I probably use mono 98% and color 2%. With only half the vertical
>resolution, and substantially more refresh flicker, I can't begin
>to understand how you think 640x200 color is easier on the eyes.
>
>My personal experience is that I can tolerate 200 line/60 Hz color
>for an hour or less, yet I routinely use my 400 line/70 Hz mono
>screen for 8-12 hours at a stretch with no problem. In fact, if
>it weren't for the mono screen, I would never have bought an ST in
>the first place.

I can agree with that entirely.

>And regarding user interfaces, 640x200 is not only a real pain to
>program, it also frequently limits the functionality of a program,
>because there's only so much you can squeeze in to (200 - menuBar
>- windowTitleBar) scan lines. If you only want to design the inter-
>face once, then that winds up limiting the mono version too (least
>common denominator principle).

And how very true the above is also.

>Unfortunately, those programming for the English-native market just
>can't afford to ignore those low-res 640x200 color screens, because
>they comprise too much of the potential market.

This I only agree with to an extent. My reasoning for doing the CBZONE port
to mono was twofold.

1) CBZONE originally required a *minimum* of 1000x700 pixels. Dividing these
numbers in 2 gave a convenient fit for the 640x400 mode, which also most
importantly has a similar aspect ratio. The 640x200 has the wrong aspect
ratio (althoug I suppose I could have divided the y coords by 4 ;-) As for
320x200, I felt there just weren't enough pixels to do it justice.

2) I always work in mono and hate changing monitors just to test out colour
versions ;-)

BTW If CBZONE had been an original work by myself, it almost certainly would have run in 320x200 as well as 640x400 as I would have designed it to do so. As it is - I had much less control over it.

Roland.

@CiX

3824. Used STacy!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 02:47:55 UTC
From: fairbro@ac.dal.ca
Message-ID: <1994Feb25.224756.21284@dal1>
Source record: 192181

Please if anyone has a used Stacy for sale, please contact me at
Stevedc@ac.dal.ca

3825. Re: Harddrive for my ST

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 03:10:43 UTC
From: fairbro@ac.dal.ca
Message-ID: <1994Feb25.231043.21287@dal1>
Source record: 192182

In article <CLnHyD.I9p@ryn.mro.dec.com>, ross@refine.dec.com writes:
>
> Hi,
>
> I'm not currently up on the computer market and was thinking of buying a 20
> meg HD for $75, before I was told that I'm seriously getting ripped off. Is
> this true? Does anyone have any real prices for different sized hardrives for
> my old 1040ST, F I believe. Thanks....
>
> Theron
I have a company here in Nova Scotia, and if it's the bare drive, yes it's
not a good move. If there is a controller and card with it, it is a great
deal!

3826. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 05:06:56 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2kmldg$7lo@terminator.rs.itd.umich.edu>
Source record: 192183
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- boydm 28039 Feb 19 15:52 ./Editors/mg_dvi.lzh
-rw-r--r-- entropy 1718 Feb 19 15:53 ./Editors/0index
-rw-r--r-- lenn 137305 Feb 19 03:11 ./Games/conquest.tos
-rw-r--r-- lenn 17705 Feb 19 15:38 ./Games/0index
-rw-r--r-- boydm 73180 Feb 19 15:36 ./Games/cbsrc02.zip
-rw-r--r-- boydm 46169 Feb 19 15:36 ./Games/cbzone02.zip
-rw-r--r-- entropy 12238 Feb 19 03:16 ./Graphics/0index
-rw-r--r-- lenn 54682 Feb 19 03:12 ./Graphics/ansidraw.tos
-rw-r--r-- boydm 145248 Feb 19 15:46 ./Mint/mntscalc_fix.zoo
-rw-rw-r-- entropy 7994 Feb 19 15:57 ./Mint/0index
-rw-r--r-- boydm 28039 Feb 19 15:50 ./Mint/mg_dvi.lzh
-rw-r--r-- weiner 6785 Feb 19 04:31 ./Telecomm/0index
-rw-r--r-- lenn 20224 Feb 19 04:30 ./Telecomm/g_oracle.zip
lrwxr-xr-x lenn 24 Feb 19 03:18 ./Telecomm/ansidraw.tos -> ../Graphics/ansidraw.tos
-rw-r--r-- weiner 87939 Feb 19 23:40 ./0ls-lR.Z
-rw-r--r-- boydm 328504 Feb 19 16:01 ./Falcon/conflict.zip
-rw-r--r-- dpz 4199 Feb 19 16:02 ./Falcon/0index
-rw-r--r-- weiner 87789 Feb 19 23:41 ./0ls-lRc.Z
-rw-r--r-- weiner 103559 Feb 19 23:38 ./0compind.Z
-rw-r--r-- weiner 223075 Feb 19 23:38 ./0index
-rw-rw-r-- weiner 8738 Feb 20 19:26 ./Demos/0index
-rw-r--r-- molin 87779 Feb 21 00:02 ./0ls-lR.Z
-rw-r--r-- molin 87509 Feb 21 00:04 ./0ls-lRc.Z
-rw-r--r-- molin 103543 Feb 21 00:01 ./0compind.Z
-rw-r--r-- molin 223191 Feb 21 00:01 ./0index
-rw-r--r-- molin 173539 Feb 20 03:11 ./Archivers/lharc299.zip
-rw-rw-r-- entropy 3570 Feb 21 00:26 ./Archivers/0index
-rw-r--r-- entropy 12238 Feb 21 14:57 ./Graphics/0index
-rw-r--r-- lenn 52106 Feb 21 14:55 ./Graphics/spoflt26.lzh
-rw-r--r-- molin 42496 Feb 20 03:11 ./Utilities/sysinfo.zip
-rw-rw-r-- entropy 23892 Feb 21 00:21 ./Utilities/0index
-rw-r--r-- molin 87383 Feb 21 00:31 ./0ls-lR.Z
-rw-r--r-- molin 87319 Feb 21 00:33 ./0ls-lRc.Z
-rw-r--r-- molin 103637 Feb 21 00:28 ./0compind.Z
-rw-r--r-- molin 223303 Feb 21 00:28 ./0index
-rw-r--r-- entropy 349734 Feb 22 19:46 ./Gnustuff/Tos/Gnulib/libsrc97.zoo
-rw-r--r-- entropy 117780 Feb 22 19:47 ./Gnustuff/Tos/Include/incl97.zoo
-rw-r--r-- entropy 12438 Feb 22 21:05 ./Gnustuff/Tos/0index
-rw-r--r-- boydm 14557 Feb 23 01:07 ./Archivers/multi13.lzh
-rw-rw-r-- entropy 3636 Feb 23 01:09 ./Archivers/0index
-rw-r--r-- boydm 19643 Feb 23 00:55 ./Diskutils/css_v236.lzh
-rw-r--r-- boydm 80695 Feb 23 00:55 ./Diskutils/stpdcat.lzh
-rw-r--r-- boydm 99945 Feb 23 00:55 ./Diskutils/vault201.lzh
```

```
-rw-rw-r-- entropy 8780 Feb 23 00:57 ./Diskutils/0index
-rw-r--r-- boydm 28262 Feb 23 00:34 ./Gnustuff/Tos/Curses/widgetdoc.zoo
-rw-r--r-- entropy 12511 Feb 23 00:36 ./Gnustuff/Tos/0index
-rw-r--r-- boydm 3528 Feb 23 00:50 ./Utilities/203icons.lzh
-rw-r--r-- boydm 5951 Feb 23 00:51 ./Utilities/ardvark.lzh
-rw-r--r-- boydm 158300 Feb 23 01:10 ./Utilities/neoicon2.lzh
-rw-r--r-- boydm 4024 Feb 23 01:10 ./Utilities/neoicon3.lzh
-rw-rw-r-- entropy 24093 Feb 23 01:11 ./Utilities/0index
-rw-r--r-- boydm 4959 Feb 23 00:52 ./Utilities/Screensavers/blkout.lzh
-rw-r--r-- boydm 3528 Feb 23 00:50 ./Utilities/203icons.lzh
-rw-r--r-- boydm 5951 Feb 23 00:51 ./Utilities/ardvark.lzh
-rw-r--r-- boydm 158300 Feb 23 01:10 ./Utilities/neoicon2.lzh
-rw-r--r-- boydm 4024 Feb 23 01:10 ./Utilities/neoicon3.lzh
-rw-r--r-- entropy 1746 Feb 24 13:36 ./Editors/0index
-rw-rw-r-- entropy 9948 Feb 24 13:50 ./Diskutils/0index
-rw-r--r-- lenn 17705 Feb 24 13:08 ./Games/0index
-rw-rw-r-- weiner 2558 Feb 24 00:20 ./Ste/0index
-rw-r--r-- boydm 87675 Feb 24 14:00 ./0ls-lR.Z
-rw-r--r-- boydm 87577 Feb 24 14:02 ./0ls-lRc.Z
-rw-r--r-- boydm 104323 Feb 24 13:58 ./0compind.Z
-rw-r--r-- boydm 225270 Feb 24 13:58 ./0index
-rw-rw-r-- entropy 10015 Feb 25 15:59 ./Diskutils/0index
-rw-r--r-- lenn 107796 Feb 25 15:39 ./Games/battle.lzh
-rw-r--r-- lenn 277504 Feb 25 15:43 ./Games/dogfight.zip
-rw-r--r-- lenn 162688 Feb 25 15:43 ./Games/killtime.lzh
-rw-r--r-- lenn 480384 Feb 25 15:43 ./Games/shocker2.zip
-rw-r--r-- lenn 156100 Feb 25 15:41 ./Games/winglrd.lzh
-rw-r--r-- lenn 17976 Feb 25 15:50 ./Games/0index
-rw-rw-r-- entropy 8162 Feb 25 21:58 ./Mint/0index~
-rw-r--r-- entropy 374066 Feb 16 09:19 ./Mint/Lib/gdbm171.zoo
-rw-r--r-- entropy 59968 Feb 22 19:24 ./Mint/Utilities/lack.zoo
-rw-rw-r-- entropy 8120 Feb 25 22:01 ./Mint/0index
-rw-r--r-- entropy 64888 Feb 23 12:29 ./Misc/ascdraw.lzh
-rw-r--r-- entropy 3328 Jan 8 10:40 ./Misc/dealers2.txt
-rw-rw-r-- entropy 2453 Feb 25 21:46 ./Misc/0index~
-rw-rw-r-- entropy 2492 Feb 25 21:49 ./Misc/0index
-rw-rw-r-- entropy 24220 Feb 25 16:03 ./Utilities/0index
-rw-r--r-- boydm 3821 Feb 25 15:53 ./Utilities/freeram.lzh
-rw-r--r-- entropy 130048 Jan 25 10:21 ./Programming/progtl02.tos
-rw-r--r-- entropy 5960 Dec 31 02:28 ./Programming/strings.lzh
-rw-r--r-- entropy 4693 Feb 25 21:35 ./Programming/0index~
-rw-r--r-- entropy 4737 Feb 25 21:42 ./Programming/0index
-rw-r--r-- entropy 87641 Feb 25 22:57 ./0ls-lR.Z
-rw-r--r-- entropy 87505 Feb 25 22:59 ./0ls-lRc.Z
-rw-r--r-- entropy 104751 Feb 25 22:56 ./0compind.Z
-rw-r--r-- entropy 226199 Feb 25 22:56 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3827. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 06:40:45 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kmqtd$mbb@golem.wcc.govt.nz>
Source record: 192184

] Fair comment. I urge ST users to get a monochrome monitor. 640*200 is such
] a stupid mode I can't see why you bother.

Technology gave us color display capability, why revert to such primitive
things as black & white graphics! :)

I don't have the desk-space for a mono' monitor, and nothing I use _needs_
one, and the small amount of mono only software I might want to use
doesn't justify the cost to me (being somewhat low on funds doesn't
help!)

Anything less than 640*480 is a stupid mode, but as my machine can't
handle that as-is, I have to put up with 640*200 which does everything
I use the machine for! (Except for those programs requiring ST-Low!)

3828. Re: CBM/Atari Stock Speculation

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 08:18:44 UTC
From: adam@ionews.io.org
Message-ID: <2kn0l4$2nr@ionews.io.org>
Source record: 192185
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

I saw a TV commercial for CD32 in North America! It's that rather slick European made TV Commercial with the scientists and alien thing. It was on TV here in Toronto, Canada at some time around midnight and showed a local dealers number at the end. Neat. Actual advertising for CD32, in North America! I was exceedingly surprised and I might say shocked to see it. Some Commodore official who gave a speech at the World Of Commodore in Toronto said that the commercial definitely wouldn't be shown here because they didn't have the budget. So, I assume the dealer payed for it since they showed the dealers number.

adam

P.S. Commodore may not be advertising CD32 yet but someone is! :->

3829. Re: SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 09:54:26 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CLtsuq.7Jy@cix.compulink.co.uk>
Source record: 192186

In message <1994Feb25.160838.25138@newshost.lanl.gov>, hutch@bellman.lanl.gov
>Can you enlighten us as to the highlights of what he thought about it? And I'
>curious... was this 'SoftPC' written by Insignia Solutions, the same folks
>that distribute the SoftPC products for the Mac?
Yes, it's the same Insignia. SoftPC works fine albeit slowley on a Falcon
and a bit quicker on a TT. You still get the GEM menu bar & accs available
as the emulator runs in a window. Full support of multiple HDs, each held
as a single file - same as SoftPC on Unix. PC mouse & serial ports can be
configured too.

>If so, I wouldn't consider it such a great loss. With my experience using
>SoftPC on a 33MHz 040, it's quite compatible but STILL far too slow to be
>usable for anything but only occasional DOS/Windoze apps and it only
>emulates a 286 chip at that. On a 25MHz 030, it's painfully slow!
Sounds about right. It emulates a 286 on the Atari range too.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

3830. Screen Capture Software

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 10:23:02 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2kn7u6$16o@darkstar.UCSC.EDU>
Source record: 192187

I know irt's been asked before, but where can I find a good PD/SHareware program for capturing screenshots from the Falcon? It needs to save in any reasolution, and preferably in 256 colors (i.e. save to GIF, not PI* or .NEO) Working with extended resolutions and the Crazy Dots card on a MegaSTE would be a big plus.

~Chris

3831. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 12:58:32 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2knh1o$nfp@harbinger.cc.monash.edu.au>
Source record: 192188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: >Atari Australia closed shop a long time ago. They are distributed
: >by some third party, future tech or something or other. The Atari
: >Jaguar probably appear in New Zealand/Australia until 1995.

: Pure and utter bollox again Jim ... reminds me about that 'there are no Atari
: BBS's (running Atari's for the BBS server)' thing a while back ....

: Atari is alive in OZ, they operate out of Sydney, and are alive and well.
: About 3 weeks ago I called up because they were having a clearance sale, and
: the guy who I spoke to had recently moved from Commodore .... :^)

Wouldn't be suprising, as they're both on the same street.
I'm mistaken then, I always thought they shut up shop when they moved
out of their huge UFO shaped headquarters.

: The Jag is to be released about June 94 I think.... Atari are just waiting on
: stock to start selling .....

Is that from Atari Australia, or just net-generated speculation?

- Jim

3832. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 13:00:49 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2knh61$nfp@harbinger.cc.monash.edu.au>
Source record: 192189

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:

: >I wonder why Atari can't supply hard-drives and tell you to go to
: >Aus Tech P/L?

: Maybe because Atari Supply computers, not hardware upgrades, and seeing as
: AusTech is an 'Atari Authorised Dealer' who know a great deal about Atari and
: Clones ....

Sorry, if I phone up Dell, Compaq, IBM, Apple and even Commodore,
I'd be able to get a hard-drive from them. Atari supply boxes, not
hardware or computers. Has Atari never had a hard-drive for the ST
line?

- Jim

3833. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 13:10:19 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2knhnr$nfp@harbinger.cc.monash.edu.au>
Source record: 192190

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: Hows this for a change you Atari people....

: Commodore (CBM) anounces the closure of it Australia division, the company
: OZZ, is up for sale, reasons given are heavy debts and lack of sales..

Lack of sales? 40 million dollars of turnover is quite a bit of money.
(source, Canberra Times). I'd be interested in comparing that to Atari
Australia's revenue. This is virtually all Amigas and CD^32s, as they
don't sell clone boxes.

Care to quote your source for "lack of sales...". If it was due to lack
of sales, then Atari Australia would be dead and buried, only selling
the Lynx and redone 2600's in Australia. The Falcon is has such a low
profile, it's laughable. The last time I saw a ST for sale was a
Tandy clearance last year.

If you'd like check your "facts", you may find out that the major
creditors are Westpac and Commodore International.

: The N.Z. division is to carry on as sales here are far better than in OZZ..

: Food for Thought......!!!

- Jim

3834. Mega ST RAM expansion

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 14:30:09 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <2knmdh$sma@usenet.INS.CWRU.Edu>
Source record: 192191

I recently picked up a used Mega ST2. The motherboard has
the locations for the second bank of RAM. Other than the RAM
chips, what do I need to install the second 2 Meg?

Please rely in E-Mail since I'm losing this connectio
shortly. Thanks!

3835. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:11:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.BxxRI7LBY&k@semprini.waterloo-rdp.on.ca>
Source record: 192192

In <1994Feb20.211917.27952@ucon.gun.de>, Don Maple writes:
> I'm slowly getting a tad furious ;-) with all these PowerPC groupies.
> I wonder how many have actually bothered to check this processor out
> before drooling. So, here's a reality check.

Wow! A _flame_ against a CPU that doesn't suggest using something else!
What a pointless waste of bandwidth.

> First of all, we have to remember that in spite of being made by
> Moto (traitor! ;-) the original design is IBM, ergo - garbage by
> definition, particularly in the areas of software and hardware.
> Other than that, it's OK... :-)

Yes, IBM's hardware is much worse than Atari's... I'd certainly rather
have my ST instead of a zippy RS/6000... The POWER-2 architecture is
the fastest single-processor RISC design available, isn't it?

> When it comes to instructions PPC (PowerPC) is a mess! As I wrote in
> my local box recently, there are three types of problem instructions
> on the PPC :
>
> 1. 38 unimplemented Power 6000 instructions which must be software
> emulated by 601/3/4 and 620+
>
> 2. 20 Power 6000 instructions implemented on 602/3/4 which subsequent
> PPCs such as 620 will not have and would therefore have to emulate
>
> 3. 47 instructions which 620 will have but 601/3/4 do not and some
> instructions must, again, be software emulated.
>
> And, of course, only a bozoid the magnitude of IBM can call a processor
> with 200+ instructions a "risc".

RISC has nothing to do with the actual number of opcodes in a system.
Since PPC has 38 unimplemented POWER instructions, does that mean the
POWER CPU has _more_ instructions? No one disputes the fact that it's a
RISC system.

> On the hardware side the PPC looks impressive for about an attosecond.
> True, 601/3/4 have the 88110 bus (Moto's own Risc) but 620 (and presumably
> up) have a different bus. In "true blue" tradition the processor is
> incompatible with itself which means you can forget any easy processor
> upgrades. (Don't bother telling me 620 is 64-bit, I know.)

So, you want to cripple future speed for a compaitble bus? Sounds like
you want an Intel box to me...

> Hopefully this will help cut down on PPC salivation. Please send flames
> to advocacy (I don't read it) otherwise they will be gleefully ignore.

Give it's price and performance, I think PowerPC is an excellent
alternative to the crap coming out of Intel, and the expensive Sparc,
the too-fast-for-a-bus Alpha, the MIPS (personally, I'd like to see a
cheap MIPS box of some sort... some of those chips go for < $50!), etc.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3836. Re: /|\tari Revolution Logo

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:17:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Edb4o36pkvM@semprini.waterloo-rdp.on.ca>
Source record: 192193

In <94053.161649STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> Whatever happened to the "Revolution"? I haven't gotten any info
> from Artisan Software in awhile. I know that Donald Thomas still
> works at Atari (or thought that he did). Personally, I think that
> we should begin a letter writing campaign to ATARI, stating our
> views. One thing that I would like to see is that if Atari is
> not going to release any more computers (speculation) then they
> should allow anyone to develop Atari clones. Why wouldn't it be
> feasible for Atari dealers who have trouble getting Atari product
> in their stores (I had to call all over the country for an STe)
> to make their own systems. Tiny clone dealerships have popped up
> all over; why not the same with Atari systems?
> What do you say? Let's not sit by idle while Atari ignores us
> in favor of the Jaguar!

At first, it probably sounds like a good idea, but so far, Atari's completely ignored the what, 3-4?, grass-roots support user groups that have popped up (and vanished) over the years. I think Atari United! is the only group still active.

Atari clones probably couldn't compete with DOS clones. The computer-buying public are generally 100% ignorant; they only know "I wanna run WordPerfect 5.2, since it took me over a month to learn it!" They could really care less about easy to use, etc. They want cheap, and they want to run the really crappy programs they already know how to use.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3837. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:42:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.I9jBm054&TM@semprini.waterloo-rdp.on.ca>
Source record: 192194

In <dbyfield.0u5y@outb.wimsey.bc.ca>, Douglas Byfield writes:
> Atari is good at coming up with new, fairly innovative computers. So why not
> stick to R&D and have someone else market, produce and service Ataris? Go
> with your strengths.

Are they really? IMHO, the ST was the last innovative computer to come
out of Atari:

STe - ST with slightly better graphics/sound to compete better with
Amiga 500
TT030 - very fast STe
MegaSTe - slightly faster STe
Falcon - faster STe with improved graphics, and MUCH improved sound;
including the DSP in such a cheap machine was an innovation,
but it was quickly eclipsed by Apple releasing similar machines
with better performance for about the same price.

Now, all the Jaguar fans will start to froth and say how innovative it
is... but hey, if it doesn't have a keyboard, it's not a computer. I
haven't seen any word processors, or compilers, or whatever that run on
the Jaguar (which is just an STe with MUCH improved graphics and sound).

Atari _used_ to be good at producing cheap computers that did just as
much as more expensive computers; they had the first 1M computer for
under $1k US. These days, they're not good at anything.

Flame away.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3838. Re: What is elite ii

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:47:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A62645@SL.maus.de>
Source record: 192195

In article Iain.Laskey@barclays.co.uk (Iain.Laskey) writes:

I>I want more speed.........

Overscan from German Berlin is about to release an accelerator card with a
33/66MHz 68040 and RAM-limit of 64MBytes.

Ad can be found in the March-release of the German ST-Computer. Got no further
infos yet (But ordered 'em)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3839. PGP available for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:47:15 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb26.104715.1@csusys.ctstateu.edu>
Source record: 192196

Has anyone successfully compiled PGP 2.3 (Pretty Good Privacy). I have
the PC version, and reading the docs there was mention that the there was
not a running Atari version. I'd like to get it for the ST, so I can send
it to a friend who has no PC, only a 4 meg 1040STE. I wouldn't mind running it
on my Mega2ST either. I already have my keys made. I hope they stay
compatible.
Eric

3840. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:49:08 UTC
From: hoosier@rider.cactus.org
Message-ID: <7069@rider.UUCP>
Source record: 192197

donm@ucon.gun.de (Don Maple) writes:
]
]Hi Gregg,

Gregg isn't an Atarian and doesn't read this newsgroup. He's an electrical engineer working on PowerPC development on the Motorola side of the joint development team (Moto/IBM/Apple). He's out of town at the moment on business, but I'll forward your response to him so he will have it in his mailbox when he returns.

]I'll try to keep this brief to save bandwith. After all this is an Atari
]conference. If/When Atari comes out with a PPC-based machine it might be
]more appropriate to extrapolate in more detail.

True, but all the speculation on this newsgroup re: the PowerPC indicates a real interest in possible futures for Atari that might include the PowerPC. I believe it is appropriate to discuss it here, as long as we keep a meaningful Subject: line so those not interested can easily skip over our articles.

]> Well, he does have a few valid points, but in general I think he's
]> just blowing his horn.
]
]Thanks for acknowledging them although when it comes to "horn blowing"
]as I freelancer I have no horn to blow. I call 'em as I see 'em. However,
]to put things in perspective, you yourself have a horn (considering your
]involvement) but since it's Moto you're being loyal to all is forgiven :-)
]because...

I believe you ARE "blowing your horn", as Gregg puts it, as Gregg is. Both of you are vocal in the defense of your opinions, and there's nothing wrong with that. This line of discussion ought to help all of us sort out the facts and make up our own minds.

]> The PowerPC instruction set is
]> a subset of even the 601 instruction set. Therefore, the 601 has
]> several instructions that are not part of the official PowerPC
]> instruction set.
]
]Exactly. And that's my point. I'm yet to see an IBM product where
]marketing was not the prime design prerequisite often (always?) going
]against technical requirements.

I've yet to see ANY major company where company politics and marketing policy didn't intrude into techical considerations. It's a fact of life. Companies are made up of people, and people play politics,

even those of us who claim to HATE politics. Companies also have to market their products to survive. Has IBM done worse at balancing these conflicting needs than most lately? I believe so, but it's a matter of degree, and I do believe they are getting better. There are factions within IBM who are truly dedicated to technical excellence, even while the rest of the company is making some really dumb moves. Don't view IBM as a monolith wherein all the parts think and act identically. The PowerPC team has not been immune to mistakes, but I believe they are doing much better than IBM as a whole.

No, I don't work for IBM; I work for a major competitor. FWIW, we long ago converted our entire product line over to RISC, and are using the MIPS line of processors, also an excellent product (IMHO).

]Correct again. You have therefore confirmed all of my statements.

I don't think you and Gregg disagree on the facts, only in how to interpret what they mean to the user.

]A lot of people seem to have suspended
]their critical faculties and bought into this marketing ploy.

A lot of people will buy into any well-presented marketing ploy. Why do you think General Motors continues to be the largest purveyor of motorcars in this country? In the last couple of years their products have begun to come around and some are now quite competitive with the best in their class. but by all rights GM SHOULD have died in the late '80s from an inability to sell nearly all of their products. Marketing and a massive dealership network carried them through (along with the inertia of people who will buy the brands they've always bought regardless of how they compare to the competition). [If you are a big GM fan and want to start a flame war over this, do it in e-mail. This was an illustration, not a change of subject.]

]> Sometimes to make a quantum leap in performance, you have to
]> break from the past.
]
]Bingo! Like abandon the unholy trinity of IBM/Intel/Microsoft... :-)

I don't think you have to work very hard to sell THAT position to a bunch of Atarians. :-)

]But seriously, why bother with the corrupt past at all? Why not make
]a clean break and the same type of leap as when the 68000 was introduced?
]Why anchor yourself (Moto, I mean) to R6000 (a niche market at best) in the
]first place?

Because Moto doesn't believe it will be a niche market. I happen to agree with them.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org

Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

3841. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:50:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.stkeeSzl3hg@semprini.waterloo-rdp.on.ca>
Source record: 192198

In <7639Hc2w165w@cybernet.cse.fau.edu>, Samuel Shirley writes:
> Would this also follow for GNU C++? I want to start learning C++ but I
> don't kow if I have the memory. I too havea 1mb ST with HD. Also, is
> there a commercial C++ program out there? I had heard of one in Europe
> (though it's in German!!) but not in the States.

I don't think there's a C++ compiler on Earth that will let you compile
in 1M of RAM.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3842. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:55:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A62646@SL.maus.de>
Source record: 192199

In article kim@vax.mpiz-koeln.mpg.d400.de (Jan T. Kim (aeg03@rrz.uni-koeln.de)) writes:

JTKA>Autoswitch Overscan (commercial SM124 emulator for TT high)
Sorry, but AS-Overscan is a little hardware to raise the resolution (of ST's and MegST's) on SM124 or color.
TT's resolution can be raised by Overscan TT

The thing you mentioned is the AS-SM124 Emulator.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3843. Re: GCC2.5.8 Problems w/ MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:55:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yOXx3n6Wcwo@semprini.waterloo-rdp.on.ca>
Source record: 192200

In <2k0ros$v7@nasim.sta.sub.org>, Frank Bartels writes:
> Get a copy of gcc/gas/ld/make that is linked with the MiNT-Lib. Binaries
> linked with the GNU-Lib have problems with long filenames if you don't
> set UNIXMODE to a right value. Use 'strings', 'what' oder 'ident' to
> find out, what library was used.
>
> If I get I binary that is linked with the GNU-Lib, the first thing I
> do is recompiling and linking with MiNT-Lib.

Gee, that's rather silly of me not to think of that... I'll rebuild the
binutils and make on Monday.

Thanks for the reminder!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3844. Re: Looking for Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 15:59:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4HROlcH7ebk@semprini.waterloo-rdp.on.ca>
Source record: 192101

In <1636@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> ...for the atari.archive.umich.edu crew, I have a little suggestion -
> is it possible to set up a way (an anonymous login, or separate
> name i.e. "uploads.archive.umich.edu") where users would simply be
> able to upload files and not download them? mayble only
> have access to the atari/New directory, etc? This would be nicer
> than the 10 anonymous users limit, and probably wouldn't use as
> much of the system's resources as all the downloading would
> (since for each upload, tons of downloads probably occur). Just a thought...

ftp.funet.fi does something like this... To upload, you _have_ to log
on as "uploader"; uploaders always get on, they can cd, maybe "dir", and
put files, but that's about it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3845. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 16:04:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FLfZpRUPhYo@semprini.waterloo-rdp.on.ca>
Source record: 192102

In <2k16el$o92@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> I suppose I'm late to the club, but I have to say that all the complaints
> I've heard in the past about MultiTOS are unfounded.
>
> Slow? Not at all. It's slow on an ST without a screen accelerator (and
> warp-9 doesn't work with multi-tos). But on a TT, is fantastic. And it's
> a great way to get AES 4.

MultiTOS's major speed problem is all the busy-waiting the AES does; run
'top' and you'll see the AES taking 50% of the CPU time! This _really_
hurts on an ST... it'd probably be ok on a MegaSTe with NVDI though.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3846. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 16:14:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3olbHatqeEg@semprini.waterloo-rdp.on.ca>
Source record: 192103

In <A2928@M4.maus.de>, Peter Missel writes:
> Me. I've heard myself selling several of them. And the people who bought them
> were not at all Jaguar developers.

Nice to hear that someone can still sell Atari products.

> Why don't you just shut up - if you don't even know the FACTS?

I love the smell of flames in the morning...

I mean, really, when _Atari_ says the new run of TTs is for Jaguar
development, what am _I_, a mere user, supposed to think? "Oh, they're
lying again, it's really a stealth drop to starved dealers..."

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3847. Re: Where to find GCC sources

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 16:20:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.AiSYcBPGgI2@semprini.waterloo-rdp.on.ca>
Source record: 192104

In <CLIvtw.9rJ@cs.vu.nl>, Ballintijn GC writes:
> Hello,
>
> I want to try to make a gcc cross compiler which can produce 68000 (ST)
> code (running on SunOS). Well, since I heard that 2.5.X is broken for 68000
> system, I'm looking for older versions. But I can't find them! They are either
> binaries or version >= 2.5.0. Can anybody give me some directions?

gcc 2.5.8 produces working 68000 code with no optimisation, with -O, and
with -O2; it works great as a cross-compiler.

Still doesn't detect my bugs for me though... ;-)

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3848. Re: ZX Spectrum Emulator 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 16:32:36 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Feb26.163236.12597@solaris.rz.tu-clausthal.de>
Source record: 192105

Martin Braschler (FARAMIR@EZINFO.VMSMAIL.ETHZ.CH) wrote:
> Hi!

> Has anyone seen the ZX Spectrum emulator *2.0* from Christoph Gandler on
> a FTP site yet?

> All I found were versions 1.xx. But I'm looking for 2.0. If someone knows
> a site that carries 2.0 definitely, then please let me know.

Hi!

Version 2.07 is available from ftp.tu-clausthal.de (139.174.2.10)
/pub/atari/emulator/zx_sp207.lzh. Access via FTP, FSP (port 21) or
email "mail-server@ftp.tu-clausthal.de".

Bye,
Wolfgang.
--
Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

3849. Re: atari archive

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 17:18:11 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94057.121811STIRRE31@MAINE.MAINE.EDU>
Source record: 192106

I think that the problem may be that there are too many users
connected when you try to log on. Atari archive is VERY busy.
At the login just type ANONYMOUS and at the password just type
in your e-mail address. Should work. Try a less busy site to
see if you can connect. FTP.FUNET.FI is good and has some good
ST software.
-scott tirrell

3850. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 17:22:49 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0w3f@outb.wimsey.bc.ca>
Source record: 192107

In the past, Atari had the Megafile line of hard drives-20,30,44 and 60.
Doug

3851. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 17:23:45 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94057.122345STIRRE31@MAINE.MAINE.EDU>
Source record: 192108

Thinking about buying one, Pete? ;)
-scott tirrell

3852. Re: SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 17:26:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94057.122619STIRRE31@MAINE.MAINE.EDU>
Source record: 192109

I'd be interested to see SoftPC on the Falcon. Am I the only
one? If not, why not write to Insignia and encourage them to
release it? If anyone agrees and knows their address please
post it.
-scott tirrell

3853. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 17:45:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ko1r1$dnm@mailer.fsu.edu>
Source record: 192111

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] Fair comment. I urge ST users to get a monochrome monitor. 640*200 is such
>] a stupid mode I can't see why you bother.
>
> Technology gave us color display capability, why revert to such primitive
> things as black & white graphics! :)

Paper white high res b&w graphics. The fact is that a 70Hz paper white mono monitor causes less eyestrain than a 50/60Hz color unit over long periods of time (this is totally ignoring the higher resolution of the mono monitor). In my case, I modem to work at least 3 hours a day, sometimes much longer. Also, DTP and Mac emulation are greatly enhanced (if not made feasible) by low emission high res graphics.

I used my Mega2 with only a color monitor for a couple of years, and I will _never_ be without mono monitors again for as long as I use my STs.

> I don't have the desk-space for a mono' monitor, and nothing I use _needs_
> one, and the small amount of mono only software I might want to use
> doesn't justify the cost to me (being somewhat low on funds doesn't
> help!)

Sounds like you don't need one. My point is that others feel differently for valid reasons. Also, I suspect that if you actually used a mono monitor for a few days, you would be a convert (I know I was!). Mono monitors run $50-$100 used. I would hazzard that a mono monitor is way up there in terms of "Productivity enhancing accessories", in that you can simply stare at it for a lot longer without discomfort (again, discounting the higher resolution, which is also a significant feature). I would place the purchase of a mono monitor right after the purchase of a hard drive, in terms of getting more out of your system. Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3854. Falcon Audio Outs???

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 17:47:11 UTC
From: dsevee@CAM.ORG
Message-ID: <2ko1uv$hcb@Tandem.CAM.ORG>
Source record: 192112

I have heard conflicting info about the audio outs.
Is there really a bass boost???
Does the Falcon require some hardware modifications before the
outputs can be run into a mixer (a Mackie 1604, for example) ???

Denis Sevee
dsevee@cam.org

3855. Re: atari archive

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 17:50:18 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ko24q$dnm@mailer.fsu.edu>
Source record: 192113

kronos@cyberden.com wrote:
> I've been trying to telnet to the atari.archive.umich.edu but can't get pas the
> login prompt. I've been trying anonymous and my internet address for the login.
> What's the procedure?

Given that you are spelling anonymous correctly (you seem to be :-) I would
guess that you are trying to access the archive when all available user
slots are full. There should be a message printed that states this, something
like "All allowed connections are being used at this time". If you like,
capture exactly what happens when you try and email it to me.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3856. Re: Math-coprocessor and partition size

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 18:23:46 UTC
From: walra@moacs11
Message-ID: <1p43xwlz5ky@moacs11>
Source record: 192114

In <seimet.762167040@acp5>, Uwe Seimet wrote:

> treno@dist.dist.unige.it (Bertucci R. Calcagno M. Ribaldone P.) writes:
>
> >i have two questions about Falcon:
> >1) Maximum HD partition size with ahdi and with ICD
>
> 256 Megabyte.

I created 4 partitions of 512MB each with hdx, and ahdi was able to handle
those partitions. When I moved the harddisk from the Falcon to the TT
there was a problem: the Gemdos in TOS 3.06 cannot handle the 16Kb
clustersize, it crashes.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

3857. Re: Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 18:36:42 UTC
From: walra@moacs11
Message-ID: <grkzxr3mhru@moacs11>
Source record: 192115

In <2kl1q6INN2kd3@rs1.rrz.Uni-Koeln.DE>, Jan T. Kim writes:

> In <CLr8J5.EBF@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> >I assumed .tgz was 'tar gziped', but I can't get TAR or GZIP to do anything
> >with them!
>
> What error does gzip report? The binary I use refuses even to try
> to unpack anything that doesn't have a filename ending with '.z'
> . Perhaps renaming your *.tgz files to *.tar.z helps (provided
> you use minixfs).

You are using an outdated version of gzip. You can either update the
software or use 'gzip -cd <foo.tgz >foo.tar'.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

3858. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 18:38:18 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d702204a6ea@anuurn.do.open.de>
Source record: 192110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Feb24.155052.7574@bradford.ac.uk>,
Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:

>Ofir Gal writes:
>: In message <2kepng$em1@mailer.fsu.edu>, boyd@tait.math.fsu.edu said:
>: >
>: >Lharc 2.99 was recently uploaded to atari.archive.umich.edu and other sites.
>: >It is great! The big upgrade over 2.32 is the inclusion of a GEM shell
>: >similar to ST Zip's (it has lots more options though). I particularly
>: >like the estimates of compression/decompression time, and the bar graph
>: >style progress display. The shell is installable as an application. This
>: >appears to be a must-have program.
>
>: I have been using it for the last few weeks and the user interface is
>very : good. However, I found that it doesn't like to compress very large
>files, : or a large number of smaller files. It simply aborts halfway.
>
>I too have been using it for a few weeks, and have had different problems
>with it. Trying to extract files from an LZH _always_ results in numerous
>bombs, before returning to the desktop.
>UNLESS that is, you view a text file from within an LZH first...
>(once per session)
>
>Wierd???

Are you using TOS 1.0 or TOS 1.02?
Apparently the Shell has some problems with these old TOS versions; it
works fine with TOS 1.04 and 2.06...
(I'll send a bug report to the author tomorrow, just in case he doesn't
read this group.)
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

3859. ST Book revisited

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 18:47:20 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <762288439@amazon.cs.duke.edu>
Source record: 192116

In my continuing (and probably fruitless) quest to obtain an ST Book, I've learned that the Books were only distributed in Europe. And so I turn to our European readership for assistance. Can any of you put me in touch with an Atari dealer that has, or might have, or might be able to get, an ST Book? An email address would be ideal, a snail mail address is good (particularly if it comes with a primer on sending international mail), and a phone number is also workable (with the proviso that the only non-English language I speak is Spanish, and that not well). Thanks in advance.

-sbigham

[Oh, and Peter, don't bother, you're already in my kill file. :-P]
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3860. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 21:08:07 UTC
From: hoosier@rider.cactus.org
Message-ID: <7075@rider.UUCP>
Source record: 192117

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
]
]So, you want to cripple future speed for a compaitble bus? Sounds like
]you want an Intel box to me...

It read kinda like that to me, too, but later posts from Don indicate
that not to be his real intent. I think he's worried that switching
over to a 60x PowerPC would be a major paradigm shift, to be followed
immediately by yet another to get to the 620. I think the issue here
is whether the jump from the 60x to the 620 is really such a shift.
I'm no expert, but I suspect that the jump from the 60x to the 620
will be similar to that from the 68000 in the ST to the 68030 in the
Falcon, not like the jump from the 68030 to the 60x.

]Give it's price and performance, I think PowerPC is an excellent
]alternative to the crap coming out of Intel, and the expensive Sparc,
]the too-fast-for-a-bus Alpha, the MIPS (personally, I'd like to see a
]cheap MIPS box of some sort... some of those chips go for < $50!), etc.

You want a MIPS box? Have I got a deal for you! We happen to have on
sale today our cheapest MIPS PC: only $5000. (I'm at least semi-serious
in that we do sell a MIPS PC for about that. I'm in design engineering,
not marketing, so I can't quote exact prices. It's considerably higher
than a Falcon030, though; I can assure you of that. It's also twice
what the cheapest PowerMac will be in a few short weeks.)

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

3861. Avalon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 21:55:10 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <762287188.AA05032@byte.bbs.no>
Source record: 192136

>I have heard from Steinberg/Jones that they (Steinberg) are seriously
>considering releasing
>Avalon for the Falcon - Sorry I don't have any more details, but I don
>there are any more details to be had. I invite anyone to show me
>otherwise.

Does anybody know anything about the quality of the sound editing
modules included (or so I thought) with either Cubase Audio or NL Audio
(if it has been released yet.)

3862. US Robotics 14.4K Modem help!

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 22:19:11 UTC
From: automan@u.washington.edu
Message-ID: <2kohsv$p5n@news.u.washington.edu>
Source record: 192118

I recently acquired a U.S. Robotics Modem, 14.4 k baud w/FAX.

I have trouble using it on local BBS's (Like FOREM).

What happens is that I log-on at 19.2 baud and after 5-9 minutes, the modem simply drops carrier.

This does not seem to happen when I use the dial-in facility to get here.
Also, sometimes during upload/download, the speed seems to drop real low.

My set up:
Atari 1040Ste w/TOS 1.6 (I think)
Modem mentioned above
Using ANSITERM (no modem init string used)
No Patch for RTS (I have this on....through control panel, is this bad?)

Any help would be appreciated!

Thanks in advance,

Roger McGhee (automan@stein.u.washington.edu)

P.S. IS there any FAX software out there for the ST?

3863. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 22:42:29 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2koj8l$5n2@darkstar.UCSC.EDU>
Source record: 192119

In <H.eg.I9jBm054&TM@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>Falcon - faster STe with improved graphics, and MUCH improved sound;
> including the DSP in such a cheap machine was an innovation,
> but it was quickly eclipsed by Apple releasing similar machines
> with better performance for about the same price.

Not exactly true. The Falcon vs Mac argument is that Apple released machines costing less than the Falcon that have the same graphics capabilities as it. The Apple machines that can completely match the Falcon (The AV nes) are still much more expensive. Thew Falcon is still the least expensive machine on the market with an integrated DSP.

>Atari _used_ to be good at producing cheap computers that did just as
>much as more expensive computers; they had the first 1M computer for
>under $1k US. These days, they're not good at anything.

In you opinion, of course. I happen to still believe that they are good at making computers... Plaing around with all the neat stuff I can do on my Falcon last night made me refall in love with it. :) P.S. Thwe falcon WILL probably get a ention in computing history as the first machine with integrated DSP to be avail (in the unisusable 1/0 config) for under $1000.

~Chris
>--
>-------------------==-------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

3864. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 22:48:43 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2kojkb$5ou@darkstar.UCSC.EDU>
Source record: 192120

In <H.eg.FLfZpRUPhYo@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>MultiTOS's major speed problem is all the busy-waiting the AES does; run
>'top' and you'll see the AES taking 50% of the CPU time! This _really_
>hurts on an ST... it'd probably be ok on a MegaSTe with NVDI though.

I don't mind it too much on my Mega/NVDI/Crazy Dots. but running GEMRAM and loading a 4.1 AES from my Developer Falcon _IS_ signifigantly faster, and looks nicer to! ;) The main reason not to run MTOS on <TT/Falcon is the memory issue. WIth a 4 meg machine, you can load one or two programs into memory, but more than that gets difficult. WHen I get to the desktop, I only show about 1.6 megs free out of 4...

~Chris
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

3865. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 22:50:44 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2kojo4$5pk@darkstar.UCSC.EDU>
Source record: 192121

In <H.eg.3oIbHatqeEg@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>I mean, really, when _Atari_ says the new run of TTs is for Jaguar
>development, what am _I_, a mere user, supposed to think? "Oh, they're
>lying again, it's really a stealth drop to starved dealers..."

WHere did you hear that from? I never got it from any of the Brodie RTs, where the TTs were discussed quite a bit...

~Chris
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

3866. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 23:38:06 UTC
From: nj1@ukc.ac.uk
Message-ID: <7024@merlin.ukc.ac.uk>
Source record: 192122

I thought I'd just mention that my W.H.Smiths DID have copies of the March Edition of ST Review on the 15th February as they said they would, and the next issue came in exactly on time, just over a week later......

Means I sort of get a good dosage! :-)

Rodders.

--
Neil Jones-Rodway Talk me on UNIVERSITY OF KENT
Computer Science Student 'nj1@merlin.ukc.ac.uk' At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

3867. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 23:41:30 UTC
From: hoosier@rider.cactus.org
Message-ID: <7079@rider.UUCP>
Source record: 192123
Cross-posted to: local.atari,comp.sys.atari.st,comp.sys.atari.st.tech

```
]From: monnier@di.epfl.ch (Stefan Monnier)
]Newsgroups: comp.sys.atari.st,local.atari,comp.sys.atari.st.tech
]Subject: Re: 'Powder' PC
]Date: 22 Feb 94 16:44:39 GMT
]Organization: Ecole Polytechnique Federale de Lausanne
]
]In article <6788@rider.uucp>, Jerry Dunham <hoosier@rider.cactus.org> wrote:
]> I saw the very first 603 run on a printed circuit board. I saw the
]> very first 604 run on a printed circuit board. (No, that's not a typo.)
]> I think I have a pretty good idea of what kind of performance these
]> chips are capable of. I'm drooling all the way to the stock broker
]> to buy as much Motorola stock as I can. (Of course, Motorola stock
]> prices are mainly dominated by the Communications Sector. That's my
]> reality check!)
]
]Well, other RISC processors exist and they are also impressive.
]As far as I know (I don't know much about 60x, x>1), except for
]marketing reasons, the PowerPC doesn't have much more potential than
]POWER or MIPS or ALPHA or HPPA or SPARC or ...
]Especially given that the architectures are basically very close (same
]number of registers same kind of addressing modes, ...)

I agree. Note that what you quote as my words above are really Gregg
Mack's words. I just forwarded them for Gregg since he doesn't have
access to this newsgroup. I asked him to comment because he is part
of the PowerPC development team. In my own case, I work for a com-
pany (Tandem Computers) which converted all its products to RISC some
time ago (MIPS), and I've been seeing the advantage for some time.

]> > ]First of all, we have to remember that in spite of being made by
]> > ]Moto (traitor! ;-) the original design is IBM, ergo - garbage by
]> > ]definition, particularly in the areas of software and hardware.
]
]Hahaha !! good start !
]What exactly do you know about IBM's prestations except being the
]originator of the big PC-mess industry (I know IBM should be ashamed
]of that, but he's not the main reason of the mess: he never intended
]to used the ISA-bus with a 386, for example)

Yes, the Intel/Microsoft market is a mess, and IBM did contribute to
the creation of that mess, but the folks who created the RS/6000 from
which the PowerPC is derived are a different bunch altogether and
don't deserve to be blamed for what others in the IBM empire did.
```

]> >]3. 47 instructions which 620 will have but 601/3/4 do not and some
]> >] instructions must, again, be software emulated.
]
]Is upward compatibility a bad choice ?
]Do you mean the PowerPC should be totally frozen and never evolve ?

I think he just didn't want to see such a jump quite so soon. From
what I've heard from Gregg and others, I don't think it's going to
be a problem, but Don seems to be worried. I wonder if Don would
be so worried if the IBM name were not attached to this critter.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

3868. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-26 23:51:07 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <SODMB0QE@math.fu-berlin.de>
Source record: 192124

In article <LANCER.94Feb23122200@wpi.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>I couldn't get STorm 1.02 to do the vt102 correctly (though 1.01
>did...) Zmodem NEVER worked for me. What am I doing wrong?

I also have not been able to get any version of Zmodem on Storm to work. I have patched every time, and still haven't been able to get it to work (1.01 or 1.02).

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

3869. Re: atari archive

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 00:03:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2koo02$8f3@mailer.fsu.edu>
Source record: 192125

```
Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> kronos@cyberden.com wrote:
> > I've been trying to telnet to the atari.archive.umich.edu but can't get pas the
> > login prompt. I've been trying anonymous and my internet address for the login.
> > What's the procedure?

[ ... my inaccurate advise deleted ... ]

As informed by a more careful reader via email, your problem is that you
are using telnet. You should use the command "ftp atari.archive.umich.edu".
Before getting any files, you must set binary mode (type "bin"). There is
an ftp guide periodically posted to this group, which would probably be
of use to you.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

3870. HP DeskJet 500 on 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 00:30:37 UTC
From: hakanson@bogart.cse.ogi.edu
Message-ID: <2kopjd$9i9@reuter.cse.ogi.edu>
Source record: 192126

Greetings folks,

I want to be able to use my newfangled HP DeskJet 500 on my oldfangled 1040ST. Just printing out plain ASCII text would be sufficient, but I currently can't even do that. The ST seems to think the DJ isn't there, though I'm using the same Centronics cable that works fine with my old Epson-clone dot matrix printer.

I've made a quick stab at a printer driver for 1stWord, but with the above problem haven't been able to test it -- the ST just thinks the printer isn't responding. Surely someone else has done this already....

I'm well able to FTP all over the place, but would appreciate pointers from someone who knows what to retrieve. Please respond by email if possible, and I'll summarize the replies here. Thanks.

--
Marion Hakanson <hakanson@cse.ogi.edu>

3871. Selectric 1.10 ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 00:49:02 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <ohPyryW00WB2QCpkZW@andrew.cmu.edu>
Source record: 192127

I just uploaded SLCT110E.ZIP to a.a.u.e today. It should be
available in the standard amount of time.
Selectric 1.10e is an english version of a very nice german
replacement file selector.

David

3872. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 01:18:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLuzM8.AE8@cix.compulink.co.uk>
Source record: 192128

>>Whatever it is - I can't find it either - and I used to be able to get it
>>off the shelf locally. Its the first time in over 10 years that I've failed
>>to find a copy of one of the many magazines I buy each month.

I actually found a copy (well 4) today so I'm reasonably happy. Will still
have to backorder at least one :-(

>I'd like to point out that this was the situation where I live. I asked
>about ST Review and they said they don't get it because nobody buys it. I
>answered that it didn't matter because unsold magazines can be returned to
>the publisher. They checked and confirmed that this was true. I was told
>that they will order 5 copies and see how it goes.
>A week later I went to get a copy, but again there were no copies to be
>seen. When I asked I was told that they had 5 copies but they all sold on
>the first day.
>Now, does this make sense or what?

No - but I can quite believe it.

Roland.

@CiX

3873. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 01:18:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLuzMA.AEt@cix.compulink.co.uk>
Source record: 192129

>Subject: Re: MultiTOS first impressions

>MultiTOS's major speed problem is all the busy-waiting the AES does; run
>'top' and you'll see the AES taking 50% of the CPU time! This _really_
>hurts on an ST... it'd probably be ok on a MegaSTe with NVDI though.

Its fine on a MSTE with NVDI. The trick is to lower the priority of the
AES so that when another program is started the AES has to give up some
of its CPU time to it. The main problem being that the AES is often the
parent of a process - and child processes inherit the priority of there
parents. Careful use of 'TOP' is normally then required.

:-)

Roland.

3874. Another newbie question re: terminals

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 03:07:20 UTC
From: raver909@telerama.lm.com
Message-ID: <2kp2p9$1c3@telerama.lm.com>
Source record: 192130

Does anyone know of a terminal program that will run as desktop accessory
like the VT52 thing but with VT-100 emulation??? It doesn't have to be
fancy or offer file tranfers or anything just a simple VT-100 terminal I
can pull down as a desktop accessory for the ST.
Joe
--
~

3875. Re: FzDz upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 03:51:21 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.0w91@outb.wimsey.bc.ca>
Source record: 192131

Patty, I heard your organization is handly Freeze Dried terminal. Is this true & is there going to be an upgrade soon. If you're in touch with Aaron Hopkins, (I don't have his Internet address). could you ask him to please provide faster port support. Thank you

Dammit Jim - I'm a doctor - not a tagline writer!

Whoops, that should be handling - not handly

Ciao

3876. Re: US Robotics 14.4K Modem help!

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 04:00:44 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.0w97@outb.wimsey.bc.ca>
Source record: 192132

Yes there's fax software available. STraight Fax from Toad Computers amongst other dealers which handle it is considered ther standard. I used the older version for years & recently had to send away for the upgrade which is specifically for class 1 modems - like USR. AQs a new 21.6 DS owner, I had to upgrade to be able to use its class 1 fax.

Now just where DID I park my hard drive?

3877. New uploads to a.a

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 05:22:51 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kpanb$ld@golem.wcc.govt.nz>
Source record: 192133

These aren't from me, but a quick mention of some of these large-ish
Games recently uploaded to atari.archive.umich.edu (and probably others)

Battle.LZH - A 1 or 2 player game of tetris (2 player is via null-modem)
Has DMA sound.
Shocker2.ZIP - A very good puzzle game, for 640*400 monochrome.
In German and English (Docs and binaries), also has a seperate
Falcon and TT version
Killtime.lzh - Killing Time, a pretty simple STOS game involving clicking
on the people very quickly and throwing rocks at them....

a while ago:/

conquest.lzh(zip?) - A very good conversion of Strategic Conquest,
World domination game, complete with quite accurate world map.
Runs under MTOS and will apparently run in any 16 color or better
mode!

3878. Re: Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 05:24:21 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kpaq5$ld@golem.wcc.govt.nz>
Source record: 192134

```
] Subject: Marcel
] Date: 24 Feb 1994 11:26:16 GMT
] Lines: 5
]
] Where can I get it? Thanks.

FTP site: atari.archive.umich.edu
Directory: atari/Applications/Wordproc/
Filename: marcel22.lzh (lzh or zip - I forget which!)
```

3879. Re: Latest ST Report

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 05:26:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kpaug$ld@golem.wcc.govt.nz>
Source record: 192135

] Where can I find the latest ST Report. I downloaded STR1008.ZIP off a loca
] Atari ST Forem board, but PKUNZIP on my PC says it's corrupted, I also get

ST-Report is now 'Silicon Times Report' (Ralph appears to be running short on things to abuse about Atari), and it now features very little atari information, the last one I read was about 10% atari, which for a change wasn't written by Ralph M.

3880. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 05:57:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kpcnt$ld@golem.wcc.govt.nz>
Source record: 192137

] MicroEMACS!

!?!?

] > I need a simple text editor that isn't too big (will take a short time to

I thought ME was somewhat huge?

3881. Re: Falcon Audio Outs???

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 06:39:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLvEIH.F1y@cix.compulink.co.uk>
Source record: 192138

> I have heard conflicting info about the audio outs.
> Is there really a bass boost???
> Does the Falcon require some hardware modifications before the
> outputs can be run into a mixer (a Mackie 1604, for example) ???
>
> Denis Sevee

Yes, the inputs and outputs are best attenuated for line level use.

Ofir ogal@cix.compulink.co.uk

3882. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 06:39:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLvEIL.F2n@cix.compulink.co.uk>
Source record: 192139

In message <2kojkb$5ou@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu said:
>
>>MultiTOS's major speed problem is all the busy-waiting the AES does; run
>>'top' and you'll see the AES taking 50% of the CPU time! This _really_
>>hurts on an ST... it'd probably be ok on a MegaSTe with NVDI though.
>
>I don't mind it too much on my Mega/NVDI/Crazy Dots. but running GEMRAM and
>loading a 4.1 AES from my Developer Falcon _IS_ signifigantly faster, and looks
>nicer to! ;) The main reason not to run MTOS on <TT/Falcon is the
>memory issue. WIth a 4 meg machine, you can load one or two programs into
>memory, but more than that gets difficult. WHen I get to the desktop, I only
>show about 1.6 megs free out of 4...

AES 4.10 does not busy wait which is why it is much faster than v4.00

Ofir ogal@cix.compulink.co.uk

3883. Re: Another newbie question re: terminals

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 06:40:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLvEIp.F3E@cix.compulink.co.uk>
Source record: 192140

In message <2kp2p9$1c3@telerama.lm.com>, raver909@telerama.lm.com said:
>
>Does anyone know of a terminal program that will run as desktop accessory
>like the VT52 thing but with VT-100 emulation??? It doesn't have to be
>fancy or offer file tranfers or anything just a simple VT-100 terminal I
>can pull down as a desktop accessory for the ST.

STalker from Gribnif. It's a commercial product, but it's pretty good and
comes with a nice manual. Runs as a desk acc/prg, has built in xyzmodem
and a scripting language.

Ofir ogal@cix.compulink.co.uk

3884. Re: DSP mips(was Re: Speccy)

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 06:58:28 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <473_9402271614@dswhq.omahug.org>
Source record: 192141

In a message of <24 Feb 94 04:14:04>, Niki Hemmings (1:286/2) writes:

NH> Funny, I thought the DSP executed instructions in 2 clock cycles,
NH> so 3*32/2 = 48 MIPS. At least, that's what it says in the DSP User
NH> manual.

If you read farther in the User manual you'll find that it says
something to the effect that due to the highly parallel nature of the chip and
the internal Harvard architecture, it can have as many as 3
instructions at once in various stages of execution, and can effectively kick
out one instruction per clock, even though it takes two clocks to execute each
instruction. Obviously, certain requirements have to be met, since you are
talking about taking advantage of the pipelining in the chip.

Later,
Gizmo@dswhq.omahug.org

3885. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 08:34:57 UTC
From: abarbiero@delphi.com
Message-ID: <JGyI3SB.abarbiero@delphi.com>
Source record: 192142

The TT030 is capable of doing ST-LOW in 256 colors, not just in TT-Low..
that might help out giving TT owners extra colors, and giving ST owners
a resolution to use.

(batting those thought around)

Andreas@AEO

3886. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 08:39:05 UTC
From: abarbiero@delphi.com
Message-ID: <Bkyr3MJ.abarbiero@delphi.com>
Source record: 192143

Proper VDI calls should allow the program to 'see' what resolution
the computer is being run in, and then allow for the program to utilize
the screen dimensions for drawing.

I wanted to point out that you dont need the full Atari dev kit
to get ahold of all this stuff, Scott Sanders book is available
separately from the full docs. I am not a big programmer, but having
the book nearby has allowed me to solve others quandries.

Andreas@AEO

3887. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 08:44:01 UTC
From: abarbiero@delphi.com
Message-ID: <Jk7JPgB.abarbiero@delphi.com>
Source record: 192144

TT030 costs? well I guess you would have to call the dealer, since the configuration figures into the price heavily.

Offhand for a bare system, I dont know. I saw a used 8/120 TT030 go for about $800 with monitor.

Andreas@AEO

3888. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 08:46:44 UTC
From: abarbiero@delphi.com
Message-ID: <Bk7rvQM.abarbiero@delphi.com>
Source record: 192145

Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> writes:

>I mean, really, when _Atari_ says the new run of TTs is for Jaguar
>development, what am _I_, a mere user, supposed to think? "Oh, they're
>lying again, it's really a stealth drop to starved dealers..."
>

Atari said not such thing. I got a direct quote from them stating that
as long as people order their machines, they will make them. TT030 ARE
used as Jaguar dev platforms, but you will also see a MAC and a PC base
dev system.

TT030 still sell, and not just as VARs..

unfortunately not in the numbers I would like to see!

Andreas@AEO

3889. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 08:54:32 UTC
From: abarbiero@delphi.com
Message-ID: <Bk0Jf8I.abarbiero@delphi.com>
Source record: 192146

William Fang <int877w@lindblat.cc.monash.edu.au> writes:

>Sorry, if I phone up Dell, Compaq, IBM, Apple and even Commodore,
>I'd be able to get a hard-drive from them. Atari supply boxes, not
>hardware or computers. Has Atari never had a hard-drive for the ST
>line?

Atari carried a line of harddrives equipped with ASCI connectors, but with
the kind help of third party vendors, all you need is an ICD LINK and
a external SCSI drive.... away you go!

Andreas@AEO

3890. PPP/SLIP Info/source needed.

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 08:55:45 UTC
From: fifer@cyberspace.com
Message-ID: <2kpn6h$p35@cyberspace.com>
Source record: 192147

[No readable article body recovered]

3891. Re: FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 09:07:20 UTC
From: abarbiero@delphi.com
Message-ID: <BG2oXcA.abarbiero@delphi.com>
Source record: 192148

If you are looking to get back into the picture there IS help.

I would suggest you find back issues of Atari Explorer Online, they should be on an FTP site somewhere, or they are on Delphi and GEnie.

NEXT, if you are looking for CAD stuff, Lexicor as well as a few others have software to take advantage of the CAD 3D file format.

Call STeve's Software at 1-800-487-7753 and he should help you in your software quest.

In the DC area (marlyand I belive) Toad Computer is a wonderful place to visit, they are an Atari dealer and VERY highly reccomended. I do not have thier address/phone offhand.

If you have any specific questions feel free to EMAIL me!

Andreas@AEO
ABARBIERO@Delphi.com
AEO.2@genie.geis.com

3892. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 09:12:50 UTC
From: abarbiero@delphi.com
Message-ID: <Jm2r-AK.abarbiero@delphi.com>
Source record: 192149

Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> writes:

>Interesting how these Delphoids _still_ don't understand the fact that
>on the Internet, unless you quote part of the message you're responding
>to, your message won't make any sense.

Well, I guess the Internet will have to lose its high-priest mysticism
and allow for a more enlightened way to thread messages.

I am not supporting this Thanatos guy, I dont know him, but it is hard
to jump gears all the time between Delphi's Atari Advantage area
and the usenet message areas.... I am guilty of this as I have so much
EMAIL that I forget which system I am on!

This was not intended to be agressive, just a friendly way to remind
people that Delphi allows for a gateway in here that is disconnected
from normal Internet practices...

PLease be patient with other dabblers... thats how they learn! :-)

Andreas@AEO

3893. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 09:18:26 UTC
From: abarbiero@delphi.com
Message-ID: <Jk3JHoK.abarbiero@delphi.com>
Source record: 192150

I must say that for a usenet discussion, this one is remarkably salient!

I would like to see the possibility of a PowerPC chip with the PCI motherboard.

That would allow for a better 'independent' platform than anything dreamed of in Intel/Microsoft/IBM/Moto's collective corporate imagination!

Andreas@AEO

3894. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 09:27:25 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JI4LPWF.lmcclure@delphi.com>
Source record: 192051

"Most license agreements that come with the software you
purchase prevent you from modifying that software."

Whether I personally pay any attention to the license agreement depends on whether: (a) I was allowed to read it before purchasing, or at least opening the software. [In other words, if I find I am stuck with supposedly abiding by their agreement only after I have spent my money, and I cannot return the software, I do not consider the agreement legally binding. If the company disagrees with my view, they are welcome to attempt a legal solution]. (b) It attempts to override any portion of the copyright law [i.e., forbidding any backups, forbidding necessary modifications to make it run on my machine, etc.].

Dongles may seem inoffensive, but the first time you lose one (and have to pay for a new one, provided the company will sell you another), or the company goes out of business and you find you can't use the program on a newer machine only because the dongle won't fit/work, you can see the pain they cause the legitimate user. No copy protection is "painless"...some forms are simply more tolerable than others.

As to your suggestion to avoid buying such software if one objects to protection...many do this. Using a non-ST example, many Amiga owners would love to have the new paint program "Brilliance" but will not buy it due to the dongle-protection. I suspect if you ask people who did buy the program if they would have paid more to not have to worry about the dongle, the answer would be "yes".

In this case, (and in the case of Cubase), this hurts more than with a game, because these are tools that can be expected to have a much longer life, rather than something that can be "played out".

I don't pirate. However, I would de-protect any dongled software I had in a minute (I only have one...a term program for my C-128) if I had the means. Likewise the same for any software-protected utility, productivity software or OS (as GEOS for the 64/128 is protected).

3895. Re: Freezed Dried Term...

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 09:29:40 UTC
From: abarbiero@delphi.com
Message-ID: <Bqwrv4E.abarbiero@delphi.com>
Source record: 192052

Marco Boldt <mboldt@kn.pacbell.com> writes:

>What happened? no updates in 2 years??

Hi Marco.... Aaron is programming for a company to pay for college right now, he is working 18 hour days, but I am still hounding him on FZDT version 2.30, and the eventual version 3.0

Atari United! should be carrying it ASAP!

Andreas@AEO

3896. Re: Monitor Freq. wanted - Help

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 10:49:28 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JMyqX0I.lmcclure@delphi.com>
Source record: 192053

"Can someone remind me what the three freq. the ST uses
for low med. and high."

There are only two sets of frequencies involved. Low and medium res both operate at a horizontal scan frequency of 15.75Khz, and a vertical scan rate of 60Hz for NTSC compatibility, or 50Hz for PAL compatibility. Hi-res operates at a horizontal scan frequency of 35.7Khz and a vertical scan rate of 71.2Hz.

3897. Re: help with GEM programming in C

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 13:08:10 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Feb27.130811.2313@bay.cc.kcl.ac.uk>
Source record: 192054

In article <2kk7ns$k33@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
}
} With C++, you have the choice of just one compiler (GNU C++), one
} GEM library [as far as I know] (GEM++).

Yes, but it's such a *nice* library <grin>

} Also, you need at least 4M to use GNU C++.

g++ is a nice compiler, but 4M is *really* a minimum config for it.
Running it off a Minixfs partition (I'm going to have to move it I
think), using TOSwin as a shell window for /bin/sh, I get approx
2.8Mb free - not enough for my simple gem++ app. So, I boot MiNT into
single-user mode and run tcsh (jove to edit). I **really** miss the
virtual terminals feature, but there just isn't enough memory. I
need a Falcon/8Mb (except I think you have to go to 16 :-(

--

```
_______________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3898. Re: About to buy Falcon: Need advice first!

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 13:15:00 UTC
From: djs@jet.uk
Message-ID: <1994Feb27.131500.16298@jet.uk>
Source record: 192055

In <CLqxtD.AGI@freenet.carleton.ca> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:

djs>> 8) AHDI: I currently use this, but it's not as good as the ICD
djs>> stuff I had on my ST, so ICD Pro is high on my shopping
djs>> list.
>What is the difference? You format the drive once and partition it and
>that is it. As long as you have AHDI6.01 you should not have any problems.
Big difference. Better caching by ICD. Better utilities. Disk repair
program. Faster. etc.

>> 9) Er,
>> 10) That's it.
>>
>>No SpeedoGDOS (but I've already got that anyway). None of the things that
>>were originally claimed, like D2D, Atari Works).

>Atari Works is pretty nice and so is D2D; these two are worth it even
>without mentioning all of the above stuff which is also grat IMO.
But you seemed to have missed my main point; the things that might have
been useful (eg Atari Works) do not get shipped with UK Falcons!
--
David Stevenson, JET Joint Undertaking. No, it's nothing to do with petrol.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3899. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 13:22:54 UTC
From: djs@jet.uk
Message-ID: <1994Feb27.132254.16407@jet.uk>
Source record: 192056

In <CLtEAy.241@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>I'd like to point out that this was the situation where I live. I asked
>about ST Review and they said they don't get it because nobody buys it. I
>answered that it didn't matter because unsold magazines can be returned to
>the publisher. They checked and confirmed that this was true. I was told
>that they will order 5 copies and see how it goes.
That's strange, my local Newsagent said that they are no longer Sale Or
Return (SOR). Anyway, if the person who started this thread has difficulty
getting this or any other publication, why not just place a special order
at your local shop? I've yet to meet a Newsagent who won't get stuff that
you specifically order!
--
David Stevenson, JET Joint Undertaking. No, it's nothing to do with petrol.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3900. Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 15:58:52 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Feb27.155852.2316@bay.cc.kcl.ac.uk>
Source record: 192057
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Well, I rang system solutions yesterday (Saturday), and asked them about the "afterburner" '040 board. He said they were looking at 3 different '040 boards for the Falcon at the moment (!)

I mentioned price, and he said that wasn't decided, but then I said "Well, MAC '040 boards are around #1500 aren't they", and he said it oughtn't be that much for the board. (He said he liked the easy way you can upgrade the processor in the Falcon as well. Strange, I thought it was difficult, esp. since an '040 *must* be on a 32-bit bus...)

Oh yes, he mentioned that one of the boards was based around the Medusa system...

Still, Falcon/210Mb HD/32MHz 040/SVGA monitor/Blow-Up ought to cost around #2300 all in (assuming '040 costs around #1000). Better deal than the Amiga '040 at any rate :-)

Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3901. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 17:04:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb27.110432.23597@cobra.uni.edu>
Source record: 192058

In article <2koj8l$5n2@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <H.eg.I9jBm054&TM@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>>Falcon - faster STe with improved graphics, and MUCH improved sound;
>> including the DSP in such a cheap machine was an innovation,
>> but it was quickly eclipsed by Apple releasing similar machines
>> with better performance for about the same price.
>
> Not exactly true. The Falcon vs Mac argument is that Apple released machines
> costing less than the Falcon that have the same graphics capabilities as it.
> The Apple machines that can completely match the Falcon (The AV nes) are
> still much more expensive. Thew Falcon is still the least expensive machine on
> the market with an integrated DSP.
>
>>Atari _used_ to be good at producing cheap computers that did just as
>>much as more expensive computers; they had the first 1M computer for
>>under $1k US. These days, they're not good at anything.
>
> In you opinion, of course. I happen to still believe that they are good at
> making computers... Plaing around with all the neat stuff I can do on my
> Falcon last night made me refall in love with it. :) P.S. Thwe falcon WILL
> probably get a ention in computing history as the first machine with integrated
> DSP to be avail (in the unisusable 1/0 config) for under $1000.

Where is all this dsp software onthe Falcon? The Falcon with harddrive is about $500 less than the cheapest AV Mac(Quadra 660 AV 8/230 =$1700). But remember that AV Mac has a 040, more memory and HD space and is supported and backed by a company that is Tramiel less.

>
> ~Chris
>>--
>>------------------==----------------
>> cherborth@semprini.waterloo-rdp.on.ca
>> Chris Herborth

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Worst nightmare - 'Sam Tramiel is appointed as President of Apple USA"

3902. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 17:14:43 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994Feb27.171443.47256@rmece02.upr.clu.edu>
Source record: 192059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1994Feb27.155852.2316@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
|> Well, I rang system solutions yesterday (Saturday), and asked them
|> about the "afterburner" '040 board. He said they were looking at 3
|> different '040 boards for the Falcon at the moment (!)
|>
|> I mentioned price, and he said that wasn't decided, but then I said
|> "Well, MAC '040 boards are around #1500 aren't they", and he said it
|> oughtn't be that much for the board. (He said he liked the easy way
|> you can upgrade the processor in the Falcon as well. Strange, I
|> thought it was difficult, esp. since an '040 *must* be on a 32-bit
|> bus...)

Remember Simon that probably what they'll do is what other people
have done in the Amiga. Put some memory directly accesible in the
expansion for the '040 and then some logic to access the other
memory stuff... Although it slows down accesing the internal Falcon
stuff, it will still be really fast.

[stuff deleted]

|> Simon.
|>
|> --
|> ____
|> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
|> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
|> ~~~~~~

--

Raist: "I'm BACK!"----> CSA '12 Gauge, A1200, Bernoulli 150
I LOVE IT!! //Image FX, SCALA MM210, Real 3D V2
\X/Opinions are my own, not of my college campus
Department of Electrical and Computer Engineering

3903. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 17:23:49 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <141519@hydra.gatech.EDU>
Source record: 192060

In article <dbyfield.0u5y@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:

>Atari is good at coming up with new, fairly innovative computers. So why not

Atari hasn't come out with an innovative computer since the ST. All computers after the ST may have been current in terms of audio, but were far behind in video.

Nothing about the Falcon is innovative. The NeXT cube did all the Falcon does and more 4 years before the Falcon was released.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3904. I got a TT yesterday- Need suggestions

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 17:27:16 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLw8HH.F35@watserv2.uwaterloo.ca>
Source record: 192061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am soooo happy, I got a TT yesterday used for $1100 (canadian). It seems to be fine. Now, the questions:

1. It has TOS 3.01. I am getting the 3.06 ROMs (I don't know how long that will take) so does anyone one know a complete list of Tos fixes I should install till then? (Besides serial port stuff, I have HSMODA02)

2. Does anyone know of any TSR's or accessories I should avoid at all costs. I have my accesories in a folder called ACCs and am using ACC v1.3 (when not using Geneva) to have the desktop find them. This runs perfect on my Mega STe (TOS 2.05) but doesn't work at all on the TT. Anyone know of a similar program that will?

3. I don't want to boot off the internal drive! It's too damn slow! For now I hook up my external drives which the TT will boot from because the internal drive hasn't spun up when it is ready to boot. On resets, I have the ICD pro 6.2.0 utils on both SCSI 0 and ACSI 0 set up to ignore the internal drive (ACSI ID 8 to ICD). I guess the best solution is to take my Quantum from my external case and put it in the TT case and take the Seagate 48meg from the TT case and put it external. I assume the TT SCSI stuff requires disabled parity as well? Does any forsee any trouble this might bring?

4. Spectre is really nice on the TT (I just thought I'd throw that in) I hope 3.1 comes out real soon.

5. It has a low density drive. I assume in needs an AJAX chip to support HD. Is there anything else it needs for this (besides TOS 3.06) like jumper changes, traces cut, etc?

6. Any wanna buy a Mega STe with 4meg and no shifter chip problems (It was fixed by Atari Canada - 1040Ste shifter installed)? TOS 2.05 and low density drive and NO Hard disk. Also an SM124 mono monitor (the old ones, really crisp) Make me an offer. I will consider trade+money for a 1040Ste with 4 meg and no DMA problems. (A friend of mine wants a 1040STe)

7. I'm gonna need TT RAM soon. Everyone seems to recommend GE-Soft board. Anyone have any recommendations/caveats?

Thank you in advance! Please e-mail or post, I read the news fairly frequently.

+---+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |

```
+-------------------------------------------------------------------------+
| I never would have opened up but you seemed so real to me. After all the |
| bullshit I've heard, it's refreshing not to see. I don't have to pretend, |
| she doesn't expect it from me... Just let me try and I will be good to you |
| Just let me try and I will be there for you. I'll show you why you're so |
| much more than good enough. |
| - Sarah McLachlan, _Good Enough_ |
+-------------------------------------------------------------------------+
```

3905. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 17:37:31 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Feb27.173732.2320@bay.cc.kcl.ac.uk>
Source record: 192062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1994Feb27.171443.47256@rmece02.upr.clu.edu>, raist@rmece02.upr.clu.edu (Ricardo Hernandez) writes:
} |> I mentioned price, and he said that wasn't decided, but then I said
} |> "Well, MAC '040 boards are around #1500 aren't they", and he said it
} |> oughtn't be that much for the board. (He said he liked the easy way
} |> you can upgrade the processor in the Falcon as well. Strange, I
} |> thought it was difficult, esp. since an '040 *must* be on a 32-bit
} |> bus...)
}
} Remember Simon that probably what they'll do is what other people
} have done in the Amiga. Put some memory directly accesible in the
} expansion for the '040 and then some logic to access the other
} memory stuff... Although it slows down accesing the internal Falcon
} stuff, it will still be really fast.

Yeah, I expected that, what I meant was that the '030 has only 16 data lines to it, so presumably they'll have to bridge from the co-pro slot (not a problem, I suppose), but this doesn't reall make for "an easy processor upgrade" ...)

The other Falcon memory will be still @16MHz anyway, I expect, so that'll be slow as .... but like you say, I'd expect the thing to go like greased lightning, compared to my 8MHz STe :-)))))

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3906. Re: US Robotics 14.4K Modem help!

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 17:47:24 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EB2SFCVQ@zaphot.abg.sub.org>
Source record: 192063

In <2kohsv$p5n@news.u.washington.edu> Roger McGhee wrote :

[...]
>This does not seem to happen when I use the dial-in facility to get here.
>Also, sometimes during upload/download, the speed seems to drop real low.
>
>My set up:
>Atari 1040Ste w/TOS 1.6 (I think)
>Modem mentioned above
>Using ANSITERM (no modem init string used)
>No Patch for RTS (I have this on....through control panel, is this bad?)
[...]

I recommend to use a RTS/CTS-patch. Also TOS 1.6 does not support RTS/CTS
correctly - but this is very important to use high-speed-modems above
2400 bps !

HSMODA02 is a nice patch wich also replaces the slow BIOS-transfer-
functions.

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

3907. Re: Another newbie question re: terminals

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 17:52:15 UTC
From: raver909@telerama.lm.com
Message-ID: <2kqmkf$2uk@telerama.lm.com>
Source record: 192064

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In message <2kp2p9$1c3@telerama.lm.com>, raver909@telerama.lm.com said:
: >
: >Does anyone know of a terminal program that will run as desktop accessory
: >like the VT52 thing but with VT-100 emulation??? It doesn't have to be
: >fancy or offer file tranfers or anything just a simple VT-100 terminal I
: >can pull down as a desktop accessory for the ST.

: STalker from Gribnif. It's a commercial product, but it's pretty good and
: comes with a nice manual. Runs as a desk acc/prg, has built in xyzmodem
: and a scripting language.

: Ofir ogal@cix.compulink.co.uk

Thanks for the speedy response. My question should be are there anny PD
or shareware programs likesthis available?
Joe

--
~

3908. ST Zip

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 17:52:48 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <762495302.0@mettav.royle>
Source record: 192065

While waiting for a No.19 bus, on 25 Feb 94, Graham Irvine
said...
>> Note that in Zip v2.4 the r parameter does not work correctly,
when
>> compressing...
GI>
GI> Right enough ,....worked on 2.3 and it isn't noted in either the
doc
GI> or the whatsnew file .... :-(

Note but Vincent said it will be fixed in v2.5...

GI> I spotted a couple of patch files the other day ,do you know if
any
GI> of them sort this out ?

Erm... I think the patch files could be to speed up the operation
of
STZip 2.4... ie. removes the 5 sec+ delay at startup...

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org
<----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10
|
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10
|
+----> There's no future in time travel.
<----+

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQCNAi1lBEoAAAEEAN4UIUF+jGSzZCBRSrEwnKcaY3x8FYceAbEePeQrMzbXtbGh
HewhbMFDGGtxhGwGRJQyYfOiy4uc3FkCs0oGoZARL1zCNkJg6UUZdYy5H4JzwGeP
PWpcQifOB1y/3j72aQTPZP0YIBkMx3dxKh/mjBBUwzOls2UW5kG1hovtON5hAAUR
tC5TdGV2ZSBCYXNmb3JkIDxTdGV2ZS5CYXNmb3JkQG1ldHRhdi5yb3lsZS5vcmc+
=UQGj
-----END PGP PUBLIC KEY
BLOCK-----

* Origin: STeve's Cyber-Island
(100:1011/0.10)

3909. Re: Speccy Emulators...

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 17:59:16 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <762495302.1@mettav.royle>
Source record: 192066

While waiting for a No.19 bus, on 18 Feb 94, Sam Garforth
said...
SG> From: sam_garforth@hursley.ibm.com (Sam Garforth)
SG> Organization: IBM UK Laboratories Ltd.
SG>
SG> In <761458502.1@mettav.royle> Steve.Basford@mettav.royle.org
(Steve
SG> Basford) writes:
>>
>> Still, you could always try and get a second hand speccy
;-))
>>
SG>
SG> I've recently got a shareware spectrum emulator for the PC and
it's
SG> fantastic. The games run so much faster and smoother and
brighter
SG> with a better keyboard and they load faster etc, than on the
spectrum
SG> and they're far better than any PC games. I'm looking forward
to
SG> trying the speccie emulator on my PC emulator on my Atari.

<grin> Ah the good old days.... In fact, it was only yesterday
that
I was playing such classics as Feud, JetSet Willy, Hydrofool,
Technicion Ted, all on one of my relation's Amstrad CPC6128
;-))

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org
<----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10
|
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10
|
+----> There's no future in time travel.
<----+

* Origin: STeve's Cyber-Island (100:1011/0.10)

3910. Re: CBM/Atari Stock Speculatio

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 18:40:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A9399@LA.maus.de>
Source record: 192067

>I'll be the first to admit that Commodore haven't advertised much in the
>past , but then neither have Atari . When it comes to the CD32 , it is
>a different story (well , it is here in Europe!) the CD32 has been
>advertised on T.V and satellite (MTV Europe) and on billboards (like the
>one outside Segas European HQ ..."To be this good will take Sega
>ages..."). It has also been reviewed etc in gaming magazines (not just
>Amiga magazines) . The opposite is true of the Jaguar . It hasn't been
>released over here ....well, if it has , it isn't being advertised
>anywhere , nor do any large electrical or computer stores sell it . I
>believe that Commodore's Ad campaign will be lower key in the U.S. but
>this won't be due to C= not knowing how to market machines , it'll be
>due to lack of financial resources . (money...something Atari don't have
>much of either) . However the money they are making will probably
>partially go towards advertising in the U.S (not just in AC and Amiga
>World) At first the U.S Amiga mags will be the only place it is
>advertised but it will catch on... (it is a nice earner for C= here in
>Europe).

The Jaguar isn't released officialy in Europe (start: 15. March 94), but in Germany most games magazines have reviews of Jaguar games and also reviewd the machine, without getting any support from Atari Europe/Germany.

I'm still amazed how Commodore can sell a videogame like CD32, everybody want's a better and faster machine, evrybody want's more colors (than 256), everybody want's the technology of tomorrow, and many freaks buy CD32. I can't underdstand it.

Holger

3911. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:01:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kqqme$44p@golem.wcc.govt.nz>
Source record: 192068

] Sounds like you don't need one. My point is that others feel differently
] for valid reasons. Also, I suspect that if you actually used a mono monito
] for a few days, you would be a convert (I know I was!). Mono monitors run

I had one for a couple of weeks and sold it because it didn't get used.

3912. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:02:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kqqnu$44p@golem.wcc.govt.nz>
Source record: 192069

```
] Just recently, files have started appearing in Comp.binaries.atari.st,
] namely Masterbrowse, RDD3 and UnZip.
] I had always assumed I knew what to do but when I tried a few things, I
] ended up with garbage. Can someone echo these (as real archives) to an ftp
] site, please?

They've all been on atari.archive.umich.edu for quite a while!
```

3913. Re: ZX Spectrum Emulator 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:03:52 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2kqqqo$44p@golem.wcc.govt.nz>
Source record: 192070

```
] Version 2.07 is available from ftp.tu-clausthal.de (139.174.2.10)
] /pub/atari/emulator/zx_sp207.lzh. Access via FTP, FSP (port 21) or
] email "mail-server@ftp.tu-clausthal.de".

Any hope of an english version!? :)

You can also Gopher to clausthal at: gopher.tu-clausthal.de

Then select 'FTP' and 'sun.rz.clausthal.de'
```

3914. Re: CBM/Atari Stock Speculatio

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:19:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A9569@LA.maus.de>
Source record: 192071

>A few game mags have reviewed it in the US too. Most were good too,
>saying tings like "Let's just take a minute and say 'Wow!'" about the
>games & stuff. One mag was really impressed with a game that runs on the
>CDTV, just think of what they'll say when Akiko games come out, or ones
>that use the MPEG module... "NEARLY as powerful as 3d0 for 1/2 the
>price" etc. And it looks like 3d0 is going down fast so there's less
>real competition. The mag reviews are more important than ads anyway. If
>you have a great product but get a bad review, no sales... Bad prods w/
>good reviews get good sales. So C= can get by with little advertising
>here if the reviews keep up. Some mags even have CD32 sections now! In
>the US! Yea, a great Sega style ad campaign would be great, but people
>at least know something about it. I know some guys who don't like Amigas
>but are impressed with CD32. Cool!

Hmmm, many companies are developing new videogamesystems: SEGA, NINTENDO, SONY, NEC, ATARI. They all have one thing together: they want to do a extremly powerfull machine using high-perfmormance RISC processors (20 MIPS and more), DSP's, highspeed-graphicprocessors, 16 bit CD quality sound, 16.7 Mio colours, etc. Yeah, even Atari they talked about a faster Jaguar II (40-50 Mhz). And you'll think that the CD32 with max. of 256 colours, a 68020 processor with 2.5 MIPS, the old amiga-sound-system, an the old blitter is cool ? I hear you say: But the CD32 can display 16.7 Mio. colours simultanously ! Yes it can, but then there is nearly 0% processortime left for other tasks. The CD32 has a databus of about 7 MB/s the Jag has a maximum transferrate of 106.4 MB, so even extremly fast games in 16.7 Mio colour mode are possible and done. Don't expect to see games like Cybermorph, Alien vs. Predator or Doom on the CD32, the Amiga/CD32 is to slow.
You know wahts positive on the CD32 ? There are lot's of Amiga user buying games, and so lot's of games are produced. It's easy to convert them to the CD32 because there is just not much difference between the A500 and the CD32 or the A1200 and the CD32 (only difference is the CD and no keboard and floppy with the last...).

In DIE HARD GAME FAN you could read that:

1993 MEGAWARDS:

'93s BIGGEST DISAPPOINTMENTS
Skid: Amiga's lifeless CD32
Kid Fantastic: 3DO's gameless launch

And in the ZOOL (CD32) review:

"This so-called 32-bit system is really starting to annoy me. ... After playing ZOOL, I am convinced this system is nothing to get excited about."

Holger

3915. Re: atari archive

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:28:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1yN5V9n9YvM@semprini.waterloo-rdp.on.ca>
Source record: 192072

In <4.47417223.The.CyberDen@cyberden.com>, kronos@cyberden.com writes:
> I've been trying to telnet to the atari.archive.umich.edu but can't get pas the
> login prompt. I've been trying anonymous and my internet address for the login.
> What's the procedure?

You ftp to get files via anonymous access, you telnet to log on as a
user; for ftp, if it's set up as a server, you don't need an account,
for telnet you do, just like on your local machine.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3916. Re: Atari Eagle 060

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:31:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Er_Lk0HzqZI@semprini.waterloo-rdp.on.ca>
Source record: 192073

In <6955@merlin.ukc.ac.uk>, Niki Hemmings writes:
> In article <A2396@w.maus.de>, Arndt Baecker <Arndt_Baecker@w.maus.de> wrote:
> >hmm... the (swiss) manufacturer has bought a few samples of the 68060 from
> >motorola. they plan a series of *medusa* *060*!
>
> Does anyone have any information about what exactly the differences are
> between the 68060 and the rest of the 680x0 range?

Much, much more expensive, not for sale yet (well, it's sampling I
think, but that's about it), there aren't any computers built around it
yet, and it's probably about as fast as Intel's "Pentium". It probably
won't be very successful, especially with the PowerPC 601 already
shipping commercially...

Yes, no real data... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3917. Re: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:34:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IX19HkOso_I@semprini.waterloo-rdp.on.ca>
Source record: 192074

In <CLMv12.5564@austin.ibm.com>, Mark Lehmann writes:
> Two weeks is blazing speed for getting Atari products. Amazingly, marketing
> techniques which other companies believe are unacceptable are considered
> standard in the Atari world.

Most PC vendors consider more than 3-7 days to be too slow...

> Actually the Falcon is a PC (Personal Computer). And some Atari computer
> may use the Power PC chip in the future. TOS is just the operating system
> and could be ported to many computer architectures. Like Univell's UNIX
> operating system, TOS is written mostly in C. With much less effort than
> was required for the 68000, Atari could move their incantation of TOS to
> the Power PC, Alpha, or the Jaguar CPU. Actually TOS was available on the

Um, the Jaguar's CPU (well, one of them, anyway) is a 13Mhz 68000;
barely an improvement over the original ST for a general-purpose
computer, but quite adequate for a game console.

> Intel 80x86 based machines before MS Windows was available. Unfortunately
> Apple sued DRI over the trash can, and severely crippled the future of DRI's
> TOS.

Um, no. GEM is what DRI developed, and I think a crappy version of GEM
for Intel is still available. Ventura Publisher was the flagship GEM
app for quite some time...

Just FYI.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3918. Re: Canadians have Jaguars

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:36:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.CAZ7ytVt&wo@semprini.waterloo-rdp.on.ca>
Source record: 192075

In <freber.0uvt@outb.wimsey.bc.ca>, Frederick Bernard writes:
> Gee, as a Canadian, I know several people who have Jags. What make you think
> they're unavailable here?

Could it be because you can't buy on in Canada, you have to mail-order
it from the 'states? Or from stores that have done this and are selling
it to you on the 'grey' market?

Hmm, I suppose the Falcon isn't really available in most of Canada,
either. :-(

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3919. CONNECT Sysop Sub. Discount Offer

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:41:37 UTC
From: pegasus@cyberspace.org
Message-ID: <2kqt1h$ed0@grex.cyberspace.org>
Source record: 192076

```
CONNECT Magazine Offers Special Subscription Rate for BBS Sysops
================================================================

OK. You've heard about CONNECT, possibly even picked up copies of the
magazine at your local newsstand, bookstore or computer dealer. Maybe
you've seen our advertising in books such as the "Whole Earth Online
Almanac," or you saw the mention of CONNECT in the December 6, 1993
issue of U.S. News & World Report. Or maybe you've just heard about the
magazine from talk on the commercial online services, or seen the
CONNECT Online BBS Edition door on a local BBS.

But, you still haven't subscribed. As a BBS sysop, perhaps you've just
been too busy keeping your system in peak shape. And maybe you've also
been thinking about advertising your BBS via CONNECT's International
BBS Listing or Service Ads.

Well, we're making you an offer that'll save you money *AND* give your
BBS some added international exposure.

To receive details and the necessary form, email your request to
me at pegasus@cyberspace.org. Thank you!
--
| CONNECT Magazine |(313) 973-8825 | Covering commercial online |
|"The Modem User's Resource"|(313) 973-0411 fax | services, Internet and BBS |
| 3487 Braeburn Circle |(313) 973-9137 BBS | networks from a user's |
| Ann Arbor, MI 48108 | 14.4Kbps V.32bis| perspective. |
```

3920. Re: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:53:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A3986@M4.maus.de>
Source record: 192077

>know if that is bad or good. Bad cause I don't have it or good cause
>that means they are seliing. It was the 4 meg 85HD version. He called
>three

The entire world seems to be short of small hard disks, including Atari :-(

3921. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:59:06 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLwFII.Dnp@cix.compulink.co.uk>
Source record: 192078

```
>] >It supports both Ansi and does have auto-zmodem - what is 'real'
>] >auto-zmodem?
>]
>]
>] FZT is the bigest load of GFA rubish I have ever seen, here its used by lit
>] Boys..
>
>Get real.
```

Due to a mail crash I lost my reasonably long reply to Mr Sheppard's message that you've quoted. I'm quite glad, you've managed to say it all in 9 characters [g].

---

sabbath@cix.compulink.co.uk (Graeme Rutt)

3922. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 19:59:08 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLwFIL.DoC@cix.compulink.co.uk>
Source record: 192079

>That's good for you, Ofir, but unlike Europe, there are far more color monitors
>connected to ST's in the USA than monochrome units. There is no denying the
>SM124's superiority for most utilities/applications, but I find little excuse
>for programs that support monochrome only, either. Mono may be the better
>choice, but not all users have the luxury of both monitors.

But the programs we've been talking about do all *support* both of these
modes, they just work to different levels of quality.

It's a big shame that mono monitors aren't more prevalent in the US since
serious users without them are *really* missing out. Some software like
Calamus, for instance, will only work in hi-res (before someone jumps in,
we're talking standard ST's without graphics cards here) and there is a
valid reason for this. Calamus in medium res would be almost entirely
unusable.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3923. New to Atari!

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 20:04:01 UTC
From: dwm003@acad.drake.edu
Message-ID: <1994Feb27.140401.1@acad.drake.edu>
Source record: 192080

I am an old Atari XE fan, and was wondering what exactly the TT or Falcon is capable of? Can it run IBM or Mac emulators??

3924. Re: Digital Audio & Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 20:11:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A3987@M4.maus.de>
Source record: 192081

>I can't remember who'd asked about this before, but after talking with
>others who are using their Falcon030s for 8-track digital audio, I
>can assure you that you don't need a 1800K/sec. fast SCSI-II drive to
>do it. I talked to one person who was using a Maxtor 7213 and Rodime
>3058 regular SCSI drives and has no problems doing 8-track digital
>audio on them ("as long as I keep them defragged"). I've asked him
>what the data transfer/seek rates are, but haven't received a reply
>yet.

Depends on what you do - the 1400 KB/s Maxtor drive will do, unless you have repeated use of very short audio bits. This is where the really fast drives are required.

Remember: Cubase doesn't require any special drive. It will just fail to replay things that are too complex for the drive currently in use.

bye, Peter

3925. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 20:18:18 UTC
From: walra@moacs11
Message-ID: <y08rh14in7s@moacs11>
Source record: 192082

In <CLvEIL.F2n@cix.compulink.co.uk>, "Ofir Gal" writes:

> >>MultiTOS's major speed problem is all the busy-waiting the AES does; run
> >>'top' and you'll see the AES taking 50% of the CPU time! This _really_

> AES 4.10 does not busy wait which is why it is much faster than v4.00

Appearently AES 4.10 has not been released to the public, or has it?

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

3926. Re: **_Really_fast_** com ports...

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 20:24:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A3988@M4.maus.de>
Source record: 192083

>The discussion turned to the 'new' 28.8 speeds that will be arriving soon
>and the DTE speeds supported by these modems (~112000??).
>
>So i started thinking which would be the way to go to handle these kind
>of speeds. I am aware of some development towards an ethernet adaptor
>that
>plugs into the ACSI port.. is anyone working on a comms board??

Simpler - the author of the HSMODxxx drivers designed a DIY serial port expansion for all STs, containing FIFOed ESCC chips superior to those in TTs and Falcon030s. Drivers are in the HSMODxxx package.

3927. Re: US Robotics 14.4K Modem help!

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 20:33:17 UTC
From: gregs@eskimo.com
Message-ID: <CLwH3n.1Bq@eskimo.com>
Source record: 192084

In article <2kohsv$p5n@news.u.washington.edu>,
Roger McGhee <automan@u.washington.edu> wrote:
>
>
>I recently acquired a U.S. Robotics Modem, 14.4 k baud w/FAX.
>
>I have trouble using it on local BBS's (Like FOREM).
>
>What happens is that I log-on at 19.2 baud and after 5-9 minutes, the modem simply drops carrier.
>
>This does not seem to happen when I use the dial-in facility to get here.
>Also, sometimes during upload/download, the speed seems to drop real low.
>
>My set up:
>Atari 1040Ste w/TOS 1.6 (I think)
>Modem mentioned above
>Using ANSITERM (no modem init string used)
>No Patch for RTS (I have this on....through control panel, is this bad?)
>
>P.S. IS there any FAX software out there for the ST?

It seems to me you have a noisy line.

I guess this because my Sportster never just drop carrier unless someone picks up the phone or the call-waiting beeps and hangs me up. If this is your problem, you can disable call waiting with *70 on a touch-tone phone. The other reason I think this could be your problem is that your xfer rates drop. The Sportster (as well as other v32bis modems) will lower its baud rate with a noisy line until it reaches a speed where no errors occur.

As for FAX software, Straight FAX is supposed to be the best FAX software for the ST. If you buy it, make sure you get the one made for the USRobtics Sportster, as it seems to have some strangeness to it when it comes to faxing.

You might also want to try other software to see if it makes any difference. I may get flames for this, but Ansiterm has always seemed a little flakey to me. Try Connect or the Freeze Dried demo. Both of these are Shareware.
--
Gregory Sumne Meet the new boss,
gregs@eskimo.com the same as the old boss.
Seattle, WA. -The Who.

3928. **Atari ST Software for Sale-New List**

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 21:24:19 UTC
From: crowder@netcom.com
Message-ID: <crowderCLwJGJ.C40@netcom.com>
Source record: 192085

Hi Everyone,

We still have the remaining Atari ST software for sale. All software packages consist of original diskettes and documentation. All prices include shipping within the US. Any reasonable offer will be considered. If interested, please email me at CROWDER@NETCOM.COM.

Thanks,
Elaine

Professional Craps..... $13.00
Borrowed Time..... $13.00
Mindshadow..... $13.00
Bartender's Guide..... $13.00
Thunder (spell check)..... $13.00
Math Talk..... $13.00
Shareware Disk..... $ 8.00

--
Email: CROWDER@NETCOM.COM

3929. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 21:33:06 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb27.153306.23607@cobra.uni.edu>
Source record: 192086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1994Feb27.155852.2316@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
> Well, I rang system solutions yesterday (Saturday), and asked them
> about the "afterburner" '040 board. He said they were looking at 3
> different '040 boards for the Falcon at the moment (!)
>
> I mentioned price, and he said that wasn't decided, but then I said
> "Well, MAC '040 boards are around #1500 aren't they", and he said it
> oughtn't be that much for the board. (He said he liked the easy way
> you can upgrade the processor in the Falcon as well. Strange, I
> thought it was difficult, esp. since an '040 *must* be on a 32-bit
> bus...)

Actualy, the lowest 040 board in the Mac market is from Mobius Technologies.
25mhz with out FPU is $399 and with fpu is $499
33mhz with out fpu is $499 and with fpu is $799

Than again, you can get a new(!) Quadra 605 4/80 with KB for $900

On March 14 Apple will intro and sell their PDS Power PC upgrade for $699 that blows away the 040 boards.

>
> Oh yes, he mentioned that one of the boards was based around the
> Medusa system...
>
> Still, Falcon/210Mb HD/32MHz 040/SVGA monitor/Blow-Up ought to cost
> around #2300 all in (assuming '040 costs around #1000). Better deal
> than the Amiga '040 at any rate :-)

A Power PC system will be cheaper!!!

>
> Simon.
>
> --
> ____
> \ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
> / - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
> ~~~~~~

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

Commodore Amiga and Atari Corp will be crushed by the Power PC!!

3930. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 21:40:55 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2kr417$95c@ucunix.san.uc.edu>
Source record: 192087
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>>: I have been using it for the last few weeks and the user interface is
>>very : good. However, I found that it doesn't like to compress very large
>>files, : or a large number of smaller files. It simply aborts halfway.
>>
>>I too have been using it for a few weeks, and have had different problems
>>with it. Trying to extract files from an LZH _always_ results in numerous
>>bombs, before returning to the desktop.
>>UNLESS that is, you view a text file from within an LZH first...
>>(once per session)
>
>Are you using TOS 1.0 or TOS 1.02?
>Apparently the Shell has some problems with these old TOS versions; it
>works fine with TOS 1.04 and 2.06...
>(I'll send a bug report to the author tomorrow, just in case he doesn't
>read this group.)
```

I have TOS 1.2 and I have found several problems. I, however, have resolved them.

1) On files that don't uncompress all of the way, Just uncompress them again. LHarc is weird, about 80% of the time it works, 20%, it doesn't. If, one file doesn't uncompress, delete all the others in the archive. Delete works great!

2) Bombs bombs bombs! When extracting a file, you MUST extract all of the files. Don't select certain files. If you only want a couple, delete the others in the archive.

I hope this helps.

```
+-----------------------------------+_
| *> Kevin Klasmeier - Cincinnati OH | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.Klasmeier ==-U-S-A-=> | |
| >>>> Trust me, Rush IS right! <<<< | |
+-----------------------------------+ |
'-----------------------------------'
```

3931. Atari in Ireland ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 22:18:06 UTC
From: akeady@nmrc.ucc.ie
Message-ID: <CLwLy7.63@nmrc.ucc.ie>
Source record: 192088

Hi,
Does anyone out there know if there are any Atari dealers left in Ireland ?

I have an ST and want to upgrade to a Falcon but have yet to see one - according to one shop that used to sell Ataris, the distributors/importers no longer import them. They reckoned that music shops were the only possible sources.

So, anybody know a shop selling Falcons (location not too important) or is mail order the only way of avoiding becoming a PC clone ?

Thanks,
Aidan.

3932. Re: SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 22:37:54 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CLwMv6.JJC@cix.compulink.co.uk>
Source record: 192089

In message <94057.122619STIRRE31@MAINE.MAINE.EDU>, STIRRE31@MAINE.MAINE.EDU s
>I'd be interested to see SoftPC on the Falcon. Am I the only
>one? If not, why not write to Insignia and encourage them to
>release it? If anyone agrees and knows their address please
>post it.
I'd very surprised if this worked because a) Atari alegedly backed out the
deal owing Insignia cash, b) Atari own 1/2 of SoftPC even despite a). Also,
it is over 2 years old now and totally out of date with the current SoftPC.
Thus even if they did release it, it's almost certain it will never be
updated as it would be a massive effort to catch up. Also, it was
originally intended as a 200GBP product. It's the same speed as 55GBP
hardware emulators if not much slower.

3933. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 22:44:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A15458@S2.maus.de>
Source record: 192090

```
ST>I too have been using it for a few weeks, and have had different
ST>problems with it. Trying to extract files from an LZH _always_ results
ST>in numerous bombs, before returning to the desktop.

How about a bug-report? (system-configuration etc...)

Criss
```

3934. Stereogram generators.

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 22:49:47 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <swordfish.762390013@minster.york.ac.uk>
Source record: 192091

Does anybody know of a program for the ST that can generate
stereograms, and where I can FTP it?

Thanks in advance.

AE.

3935. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 23:31:15 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2krag3$f3i@vixen.cso.uiuc.edu>
Source record: 192092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu writes:

>Than again, you can get a new(!) Quadra 605 4/80 with KB for $900

Where????!!?!?! From who? That would be, well, really, really nice.

~Adam
--

Adam Aulick || This .signature file contains absolutely no
a-aulick@uiuc.edu || references to buffers, whatsoever.

3936. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-02-27 23:58:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CLwqM7.Lw5@cix.compulink.co.uk>
Source record: 192093

>Subject: Re: CBZONE upload
>
>There is an excellent program called Sebra that will convince your color moni
>tor
>that it's a mono monitor and works not to bad with most mono software.

But I wouldn't advise downloading of CBZONE if you only have a colour monitor.
The perfomance under Sebra (if it works) is likely to be unacceptable.

:-|

Roland.

3937. Re: ELM and TRN uploaded

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 00:30:48 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2krdvo$n9g@nasim.sta.sub.org>
Source record: 192094

Benjamin Lorenz (benni@phil15.uni-sb.de) wrote:
> You want 'elm' or 'trn' for the Atari ST? Okay! :-)
> I put my ports of elm-2.4 PL23 and trn-3.4.1 to atari.archive.umich.edu.
> You will need MiNT and MinixFS to run them.

That's really cool! Thanks for the port!

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

3938. Re: Doom on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 00:46:48 UTC
From: rstora@delphi.com
Message-ID: <Z80on0I.rstora@delphi.com>
Source record: 192095

Saw a review/visit article in "Games Developer" magazine with the guys at ID. There was DOOM - in full development on a color NEXT computer. RS

3939. Re: Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 01:15:19 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb28.011519.4985@bradford.ac.uk>
Source record: 192096

BlackFunk writes:
: I was wondering if there are any programs and/or libraries out in net
: land that offer more (different) icons on the desktop (tos 2.06) than the
: standard that comes with the ST.

Funnily enough, three LZH archive files containing loads of NeoDesk icons
have just been put on ftp.uni-kl.de, and later on atari.archive.umich.edu.
Using ICONJUGL - Icon Juggler, you can load the .NIC NeoDesk icons, select
the ones you want, and save it out as a DESKICON.RSC file.

Icon Juggler, I think is P.D., and I think is by the CodeHeads. Anyone???

--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3940. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 01:20:40 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb28.012040.5155@bradford.ac.uk>
Source record: 192097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Koehling writes:

: Are you using TOS 1.0 or TOS 1.02?
Yes, 1.02.
: Apparently the Shell has some problems with these old TOS versions; it
: works fine with TOS 1.04 and 2.06...
Looks like this is my first real reason to upgrade!
: (I'll send a bug report to the author tomorrow, just in case he doesn't
: read this group.)
Right, that'll save me a job.
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3941. Re: problem with extracting 'connect'

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 01:28:54 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb28.012854.5350@bradford.ac.uk>
Source record: 192098

Hallvard Tangeres writes:

: I've downloaded 'connect244e' but when I try to extract the files
: from it I get the message that some files might be missing and it's too long etc.
: What's wrong?

For a start, Connect 2.45e is out. Re. your problem, I can only think that
you got a corrupted archive or perhaps your disk has not got sufficient room.

: Where do I download the program so that it works?

--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3942. MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 01:32:22 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <762330761.AA05066@byte.bbs.no>
Source record: 191967

>hurts on an ST... it'd probably be ok on a MegaSTe with NVDI though.

Still not very fast I'm afraid.
You need a TT and a big screen monitor to make MTOS useful.

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

3943. Re: Revenge Document Displayer

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 01:41:12 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb28.014112.7006@bradford.ac.uk>
Source record: 192099

David L Watson writes:
: Has anybody else had problems with RDD v3.10 that was posted to
: binaries.atari.st? When I try to quit, it hangs everything including

Can somebody please put this on an ftp site? if you don't have the
facility, E-mail it to me and I will do it.

Many thanks,
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3944. Re: AFS sites

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 01:43:09 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb28.014309.7073@bradford.ac.uk>
Source record: 192100

David L Watson writes:
: Are there any AFS sites with atari archives other than umich? For
: those of you that are inevitably going to ask, AFS is a file system that
: allows you to "cd" into directories on machines at other universities as
: if they were located right on your local machine.

Is AFS similar to FSP? If so, src.doc.ic.ac.uk in the UK supports it. This
mirrors umich and uni-paderborn.
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

3945. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 02:04:06 UTC
From: mdg@ukc.ac.uk
Message-ID: <8688@gos.ukc.ac.uk>
Source record: 191951
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1994Feb27.153306.23607@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <1994Feb27.155852.2316@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
:>On March 14 Apple will intro and sell their PDS Power PC upgrade for $699 that
:>blows away the 040 boards.

Indeed it does.

:>Peter Sinclair-Day
:>University of Northern Iowa
:>Cedar Falls, Iowa USA
:>Commodore Amiga and Atari Corp will be crushed by the Power PC!!

While the Power PC indeed has a lot of power, it is marketed by Apple,
REAL computer users (i.e. Unix/real OS users) do not like Apple, because
like it or not Apple computers are for stupid people !! U can say what
you like to this, but real users find the apple GUI gets in the way
of what they want to achieve. (Sorry to make such generalistions but
its true).

It will sell well though, I'm glad too, because the processor architecture
is very good - a giant leap for PC kind..... (all it needs now is a decent
OS!)

Griff (slagging down the MAC OS!)
--

3946. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 04:07:40 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CLx24t.B1s@austin.ibm.com>
Source record: 191952

In article <1643@usdtsg.daytonoh.ncr.com>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <7639Hc2w165w@cybernet.cse.fau.edu> shirley@cybernet.cse.fau.edu (Samuel Shirley) writes:
> I think it would be safe to say (anybody?) that 4megs is probably
>the minimum you'd want if you're gonna use GCC or GNU C++ (since Gnu
>is really not optimized for the Atari's hardware)...
>
> Besides, once you're at 4megs, you'll never know how you survived
>without it :-)

This crazy system that my dealer is letting me borrow has 6 Mbytes of memory. When I load all of my desk accessories and TSR's I still have about 5,500,000 bytes of RAM free. Unfortunately 2 Mbytes is ST RAM and 4 Mbytes is TT RAM. Can any program use both types of RAM at the same time? This system is called a SST030.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

3947. Re: AFS sites

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 04:34:57 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CLx3E9.Hwr@austin.ibm.com>
Source record: 191953

In article <MhPXpay00VpdMNSkx2@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:
> Are there any AFS sites with atari archives other than umich? For
>those of you that are inevitably going to ask, AFS is a file system that
>allows you to "cd" into directories on machines at other universities as
>if they were located right on your local machine.
>
>David Watson

Your post makes AFS sound like it is only available on University computers.
But AFS (Andrew File System) is sold by the TransArc corporation. It offers
higher performance transfer rates than NFS does. It also offers Kerberos
authentication which is slightly more secure in NFS. In addition it offers
more of a VMS-like permission system for UNIX* filesystems. Last, it has
a global filesystem, which means data has the same path no matter which
site you use.

Sorry, but I don't know of any other AFS sites carrying Atari software.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

3948. Re: CBM Ads! (Was Re: CBM/Atari Stock Speculation)

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 04:39:31 UTC
From: clen@dorsai.dorsai.org
Message-ID: <2krsi3$21s@donal.dorsai.org>
Source record: 191954
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

: > P.S. Commodore may not be advertising CD32 yet but someone is! :->

: Since most Amiga stores are generally small locally owned outfits
: who do not have the buget to buy TV time perhaps they could "barter".

: They could work with local ad production people and trade Toaster
: Time for ad work/time. Or even a "This Ad Made With An Amiga" credit
: at the end of some kind of excellent video.

: You know CBM won't advertise nearly as much as Apple, IBM, etc. The
: local people will have to do it themselves. Oh well.

The profit margins for Amigas are too small to make it worth advertising.
The mail-order companies hurt local dealers, so how can they advertise

3949. Please Ignore this test!

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 04:48:12 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Feb28.004812.21377@dal1>
Source record: 191955

```
This is a test please ignore!
show
w
```

3950. This is the last Ignore, promise!

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 04:51:35 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Feb28.005135.21378@dal1>
Source record: 191956

Another test. Sorry fellas! Just getting the hang of news!

3951. Re: CBM Ads! (Was Re: CBM/Atari Stock Speculation)

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 05:24:56 UTC
From: kozarsky@ratfor.cse.psu.edu
Message-ID: <CLx5pL.9M5@cse.psu.edu>
Source record: 191957
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

Speaking of tv ads, my local dealer in Pittsburgh,PA has commercials aired regularly on several different channels.

Jason K.

3952. DBMASTER Database

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 05:27:48 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Feb28.012748.21385@dal1>
Source record: 191958

Does anyone know the exact problems as to why DBMASTER for the ST will not run on any TOS above 1.4?

3953. Falcon must reboot to use serial port?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 05:30:59 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2krvij$pdd@cxc1.cl.msu.edu>
Source record: 191959

I have two questions concerning Falcon030. The one in question has 14Meg, no internal hard drive. Fpatch2 and Bmapfix2 are both in AUTO.

1) No terminal program attempted to-date works properly until the system is rebooted. Outgoing keystrokes and dialer commands will get to the modem and then out to the host system, but nothing coming into the computer from the modem is displayed. Nothing. The system _MUST_ be warm or cold booted in order to use a comms package successfully. ANy ideas?

2) This particular computer seems to have a video shifting problem. When the system is booted, the Fuji logo and memory test are often times (90%+) indented from the left edge of the screen, sometimes as much as 3/8 inch. Regardless of distance offset, unless the mem-test starts at exactly the left edge of the screen, then my boot manager (X-Boot III) loses the right portion of its display, which is entirely unsatisfactory of course. Other people I know have reported similar video display shift problems, but nowhere near the frequency of this particular Falcon...

--

=-=-=-

3954. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 05:33:59 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2krvo7$63s@darkstar.UCSC.EDU>
Source record: 191960

In <1994Feb27.110432.23597@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>Where is all this dsp software onthe Falcon? The Falcon with harddrive is
>about $500 less than the cheapest AV Mac(Quadra 660 AV 8/230 =$1700). But
>remember that AV Mac has a 040, more memory and HD space and is supported and
>backed by a company that is Tramiel less.

Where is it? try any archive site... I've got (without actually looking for
DSP related stuff) 2 JPEG viewers, 2 Fractal generation programs, and several
audio programs that do DSP effects. I'm sure if I actually went looking for
DSP software I'd find much more. Also, I jsut downloaded the Blowup demo,
and this Falcon sure looks nice in 800 x 600 with the addition of only a free
program! Imagine if this were a Mac, where they force 640 x 480 on a
14" or smaller monitor, where I'd have to buy a $600 17" monitor in iorder
to do higher resolutions! That and the fact that this stock falcon feels as
fast as a Mac with a 25 mhz 030 or faster... It's so nice to have a USEABLE
OS...

~Chris

>>
>> ~Chris
>>>--
>>>------------------==------------------
>>> cherborth@semprini.waterloo-rdp.on.ca
>>> Chris Herborth

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>Worst nightmare - 'Sam Tramiel is appointed as President of Apple USA"

3955. GSZRZ4.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 05:39:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ks02u$8o1@golem.wcc.govt.nz>
Source record: 191961
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

GSZRZ 4.1 Support...!!!!

Hi I have noticed that the Demo version of
Michael Ziegler Zmodem version 4.1, they list
a few German and Swiss BBS sites that you can dnload the
latest version (4.1) if you are a registered user..

Has any one used these sites and was it for the complete version
or parts that you have to dnload each time....

The English Doc's are not to clear about this, and do you have to wait to
get validated on these BBS's, ie, to access these BBS's....

Thanks........

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3956. Atlantic Canada's Resource For Atari Products

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 05:44:50 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Feb28.014450.21386@dal1>
Source record: 191962

For Atlantic Canada, contact RGB Data for Atari supplies as their
are no other distributors of Atari software and hardware east of Montreal. They are mail order mostly. You can contact me if you require their
address or numbers. BBS support as well.

3957. Nova Scotia Atari Supplies

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 06:13:50 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Feb28.021350.21387@dal1>
Source record: 191963

```
Oh yea, the numbers are as follows: BBS: 902-465-2321
Order Line: 902-465-7191 and Fax:902-465-9966
They offer better prices as they are Atarians themselves!
```

3958. Another G++ problem

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 07:54:47 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CLxCnB.27M@freenet.carleton.ca>
Source record: 191964

With the help of a couple of folk on this newsgroup, I finally got G++ to compile a "hello world!\n"-type program. Up until I downloaded a whole new set of utilities I had been getting a "Bogon alert" (of course!) and the resulting binary wouldn't run.. Anyway, in case anybody else is having similar problems, these are the files (available from atari.archive) which gave me a working setup:

gasbin04.zoo gcc258b.zoo gmlibo30.zoo incl97.zoo libolb95.zoo pmlolb21.zoo utlbin36.zoo

However, I still get warnings about _NFILE being redefined. G++'s stdio.h defines it as 32, and GCC's compiler.h defines it as 20. (The only file I am directly including in my program is iostream.h.)

Can anybody tell me what the correct definition of _NFILE is? (STE, 4Mb, TOS 1.6 in case it makes any difference.)

Stephen

3959. Re: MiNT 1.10 Old bug reinvented ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 08:37:30 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2ksagaINNdmi@tarsky.uni-muenster.de>
Source record: 191965

In article <1994Feb25.153658.14056@ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes:
|> I compiled MiNT 1.10 with GCC 2.4.2 and MiNTlib 39 last night and
|> discoverd an old bug this morning:
|>
|> Every time i hit ESC to update a window, MiNT crashes.
|> (On floppies, MinixFS (only V1 tested) and TOSFS)
|>
|> I thought this was fixed in 1.05
|>
|> The errormessage i get is:
|> assert(`proc->q_next==0') failed at line 345 of proc.c
|>
Hmm, very strange, I think I already did typing esc with mint 1.10 and it did not crash....
BTW: as far as I know, Mint 1.10 is still beta and not intended for public availability, so why dont you send your bug reports to Eric instead of posting them in a public place?

Regards,
Ulrich

3960. Oh No! More Lemmings code sheet

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 09:15:01 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Feb28091501@hal.cerfacs.fr>
Source record: 192007

Does anybody have online the code sheet for Oh No! More Lemmings?
Please reply by e-mail since there are so many unread articles in
c.s.a.s I have a good chance of missing the reply. Of course I will
respond if others are interested.

Thanx,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
The waves came in like arabian stallions gradually lapping into seahorses.
-- Pattie Smith

3961. Looking for author of tapeBIOS

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 09:16:01 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CLxGEq.BtL@lincoln.gpsemi.com>
Source record: 191966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I'm trying to find the author of the TapeBIOS software, Alan Hourihane. The email address for him in the documentation is <alanh@logitek.co.uk> but this is no longer a valid address - anyone know where he is ?

Thanks for any info. - email prefered but it's up to you ...

Martin
--

```
=========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
=========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

3962. Re: **_Really_fast_** com ports...

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 09:50:04 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <p+zp3cE.lmcclure@delphi.com>
Source record: 191968

"The discussion turned to the 'new' 28.8 speeds that will be
arriving soon and the DTE speeds supported by these modems
(~112000??).

So i started thinking which would be the way to go to handle
these kind of speeds."

Microcom's recently released V.FC (28.8kbps) modem sports a parallel port,
and a software driver (for PC-compatibles only, of course), to make it
work with stand telecom software.

3963. Re: Obscure monitor connection

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 09:56:07 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hc0pfQP.lmcclure@delphi.com>
Source record: 191969

"but the only monitor I have is an old PC B/W with a 9 pin D
connector and 6 PIN DIN at the other end ."

It sounds like a Hercules/MGA type monitor. One problem with attempting
to use it is that the horizontal scan rate matches neither that used by
lo and medium res (15.75Khz), nor hi-res (35.7Khz). As I recall, the scan
rate it expects is around 18Khz, which is almost certainly the cause of
the reduced screen size.

3964. WEFAX programs wanted/Ham radio stuff

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 10:01:48 UTC
From: seacat@eskimo.com
Message-ID: <CLxIJK.Ds@eskimo.com>
Source record: 191970

Looking for weather fax software. Want something I can use with a
AEA PK-232 TNC to receive and diplay weather fax and other sat.
pictures. Or, any other ham related programs.

Please reply, and yes, I have checked umich archive.

3965. Re: HP DeskJet 500 on 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 10:16:28 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pc-IHUM.lmcclure@delphi.com>
Source record: 191971

"I want to be able to use my newfangled HP DeskJet 500
on my oldfangled 1040ST. Just printing out plain ASCII
text would be sufficient, but I currently can't even do that."

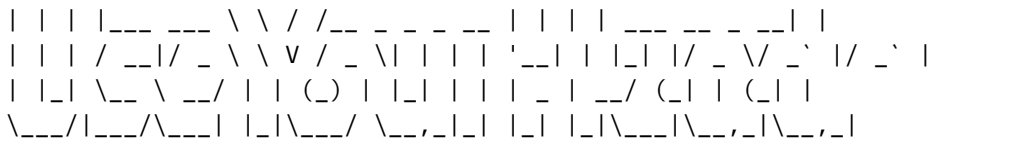
Try changing your power up order. In other words, if you power up the
computer first, then the printer, try turning on the printer, and then
the computer. There is a more permanent solution to this problem,
involving a diode hack to the ST's parallel port or the cable itself, but
I do not have the docs on it.

3966. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 10:32:21 UTC
From: u3d69@cc.keele.ac.uk
Message-ID: <2ksh7l$ci9@gabriel.keele.ac.uk>
Source record: 191972

Forget uE . try PROED , excellent little ascii editor - and very bombproof
:-)

--
+===+
u3d69@teach.cs.keele.ac.uk ///
Steve Caple ... snailmail : 82 Broad Street, Crewe, UK CW1 3DJ



+===+

3967. Re: Falcon Audio Outs???

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 11:01:24 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2ksiu4$qkk@percy.cs.bham.ac.uk>
Source record: 191973

In article <2ko1uv$hcb@Tandem.CAM.ORG>, dsevee@CAM.ORG (Denis Sevee) writes:
>
> I have heard conflicting info about the audio outs.
> Is there really a bass boost???
> Does the Falcon require some hardware modifications before the
> outputs can be run into a mixer (a Mackie 1604, for example) ???
>
> Denis Sevee
> dsevee@cam.org
>

Well the Atari Developer Docs says there is a bass boost built into the headphone output to 'compensate for the poor bass response of most headphones'. All I can say is WHY ???? I wanna use my Falcon for audiophile sound processing, not a bleedin' cheap personal stereo style bass-boost!

It's also quite noticable which is a shame...

Ian Rae
Software Engineering
University of Birmingham, UK

3968. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 11:12:33 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ksjj1$1ke@vishnu.jussieu.fr>
Source record: 191974

Funny. Even Mac-lovers I know told me one shouldn't buy Mac AV, coz'
they are big bugged shits !! My Falcon's not ! And I have several DSP function-
nalities, eventhough it's not "fantastic DSP programs": JPEG decoder, sound-
tracker replay routines, graphic effects (wrapping, morphing, 3D,...), etc...

MB.

3969. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 11:17:24 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb28.111724.9473@unix.brighton.ac.uk>
Source record: 191975

4.01! I WISH I HAD THAT>>>ITS GOT ALL THE NEW FEATURES HASN'T IT?

Iconisation Icon, Speedo System Fonts...sigh!

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3970. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 11:22:45 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ksk65$1ke@vishnu.jussieu.fr>
Source record: 191976

In article 141519@hydra.gatech.EDU, gt1448b@prism.gatech.EDU (David Forrai) writes:
> Nothing about the Falcon is innovative. The NeXT cube did all the
> Falcon does and more 4 years before the Falcon was released.

Really smart ! What is the price of a NeXT Cube, even now? Please
compare what can be compared. The NeXT Cube isn't a personnal computer. It's a
workstation. BTW, I love this machine - the NeXT -. But, one must admit that the
Falcon is the first affordable personnal computer to include a DSP, and to have
a good/modern architecture - if we except this silly 16 bits bus and 16Mhz -
designed for that (in opposition to PCs, which have a crappy architecture, with
modern extension cards).

MB.

> --
> David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3971. Re: HP DeskJet 500 on 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 11:52:43 UTC
From: qu94003@black.ox.ac.uk
Message-ID: <1994Feb28.115243.7516@black.ox.ac.uk>
Source record: 191977

In article <2kopjd$9i9@reuter.cse.ogi.edu> hakanson@bogart.cse.ogi.edu (Marion Hakanson) writes:
>
>Greetings folks,
>
>I want to be able to use my newfangled HP DeskJet 500 on my oldfangled
>1040ST. Just printing out plain ASCII text would be sufficient, but I
>currently can't even do that. The ST seems to think the DJ isn't
>there, though I'm using the same Centronics cable that works fine with
>my old Epson-clone dot matrix printer.
>
>I've made a quick stab at a printer driver for 1stWord, but with the
>above problem haven't been able to test it -- the ST just thinks the
>printer isn't responding. Surely someone else has done this already....
>
>I'm well able to FTP all over the place, but would appreciate pointers
>from someone who knows what to retrieve. Please respond by email if
>possible, and I'll summarize the replies here. Thanks.
>
>--
>Marion Hakanson <hakanson@cse.ogi.edu>

Try turning the printer on before you start up the computer.

Cam

--

==
| Cameron Marshall, The Queen's College, Oxford, OX1 4AW, England |
| E-mail : Cameron.Marshall@queens.oxford.ac.uk |
==

3972. Falcon Debugger

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 11:52:52 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CLxno5.63H@newcastle.ac.uk>
Source record: 191978

Has anyone tried the new Falcon only debugger by Black Scorpion yet ?
I saw an advert for it in a magazine the other day, and it looks to be
quite cool. But at 40 pounds UK, I want an opinion on it before I splurge
my cash.....

I could really do with a decent debugger for my f030 - I'm using
PeaceBug at the moment, but I don't really like it. I preferred
MONST, but the version I have buggers the screen real bad (both mode
lights come on at once on my SVGA monitor, and it whines major league).

Alternatively, does anyone know if the STCLUB's Xdebug program works
on a Falcon ?

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3973. Re: Screen Capture Software

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 12:52:38 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLxqFr.Hrw@cix.compulink.co.uk>
Source record: 191979

>I know irt's been asked before, but where can I find a good PD/SHareware
>program for capturing screenshots from the Falcon?

Imagecopy2 from the ST Club is the answer, I can find the fax/phone no.
and address if required.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3974. Re: Another newbie question re: terminals

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 12:52:40 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLxqFt.HsH@cix.compulink.co.uk>
Source record: 191980

>Does anyone know of a terminal program that will run as desktop accessory
>like the VT52 thing but with VT-100 emulation??? It doesn't have to be
>fancy or offer file tranfers or anything just a simple VT-100 terminal I
>can pull down as a desktop accessory for the ST.

STalker 3 does this, and quite a bit more.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3975. Re: Another newbie question re: terminals

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 12:52:42 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CLxqFu.Ht5@cix.compulink.co.uk>
Source record: 191981

>: >Does anyone know of a terminal program that will run as desktop accessory
>: >like the VT52 thing but with VT-100 emulation??? It doesn't have to be
>: >fancy or offer file tranfers or anything just a simple VT-100 terminal I
>: >can pull down as a desktop accessory for the ST.
>
>: STalker from Gribnif. It's a commercial product, but it's pretty good and
>: comes with a nice manual. Runs as a desk acc/prg, has built in xyzmodem
>: and a scripting language.
>
>: Ofir ogal@cix.compulink.co.uk
>
>
>Thanks for the speedy response. My question should be are there anny PD
>or shareware programs likesthis available?
> Joe

You might be able to find a copy of STalker 1 somewhere, I seem to
remember that this was released as shareware/PD several years ago - I know
I saw and used a copy for a short time. As for where you'd get it - sorry,
can't help.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3976. Speedo fonts

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 13:02:18 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLxqvv.IAw@cix.compulink.co.uk>
Source record: 191982

Hello all,

I am trying to buy a Hebrew Speedo font. So far all my attempts to find a font in the UK have failed. I rememeber someone mentioning that there is a Postscipt or Truetype to Speedo convertor on the PC. I can get hold of PS or Truetype fonts, so maybe someone here knows of a way to convert it to Speedo.

Ofir ogal@cix.compulink.co.uk

3977. Re: CBM Ads! (Was Re: CBM/Atari Stock Speculation)

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 13:03:06 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb28.070306.23628@cobra.uni.edu>
Source record: 191983
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <2krsi3$21s@donal.dorsai.org>, clen@dorsai.dorsai.org (Christian Liendo) writes:
> : > P.S. Commodore may not be advertising CD32 yet but someone is! :->
>
> : Since most Amiga stores are generally small locally owned outfits
> : who do not have the buget to buy TV time perhaps they could "barter".
>
> : They could work with local ad production people and trade Toaster
> : Time for ad work/time. Or even a "This Ad Made With An Amiga" credit
> : at the end of some kind of excellent video.
>
> : You know CBM won't advertise nearly as much as Apple, IBM, etc. The
> : local people will have to do it themselves. Oh well.
>
> The profit margins for Amigas are too small to make it worth advertising.
> The mail-order companies hurt local dealers, so how can they advertise

If that is the case, how is Atari able to advertise the Jaguar?

Peter Sinclair-Day
University of northern Iowa
Cedar Falls, Iowa USA

3978. Re: atari archive

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 13:05:44 UTC
From: vctec@westminster.ac.uk
Message-ID: <CLxr1n.7Ju@westminster.ac.uk>
Source record: 191984

In article <2ko24q$dnm@mailer.fsu.edu> boyd@math.fsu.edu writes:
>kronos@cyberden.com wrote:
>> I've been trying to telnet to the atari.archive.umich.edu but can't get pas
the ^^^^^^^^
^^^^^^^^

>> login prompt. I've been trying anonymous and my internet address for the login.
>> What's the procedure?
>
>Given that you are spelling anonymous correctly (you seem to be :-) I would
>guess that you are trying to access the archive when all available user
>slots are full. There should be a message printed that states this, something
>like "All allowed connections are being used at this time". If you like,
>capture exactly what happens when you try and email it to me.

Sorry Mr Boyd, but without sounding rude, I have to tell you that you are wrong
on this one.

The word to look out for was telnet. You can only anonymous login via ftp (or
fsp). Telnet requires you to have user access on the other end.

Hope this solves the original problem.

Danny
=);-) "Dan Dan the Cowboy Boot Man"

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3979. Re: atari archive

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 13:08:52 UTC
From: vctec@westminster.ac.uk
Message-ID: <CLxr6u.7Ls@westminster.ac.uk>
Source record: 191985

```
In article <2koo02$8f3@mailer.fsu.edu> boyd@math.fsu.edu writes:
>Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
>> kronos@cyberden.com wrote:
>> > I've been trying to telnet to the atari.archive.umich.edu but can't get pas the
>> > login prompt. I've been trying anonymous and my internet address for the login.
>> > What's the procedure?
>
>[ ... my inaccurate advise deleted ... ]
>
>As informed by a more careful reader via email, your problem is that you
>are using telnet. You should use the command "ftp atari.archive.umich.edu".
>Before getting any files, you must set binary mode (type "bin"). There is
>an ftp guide periodically posted to this group, which would probably be
>of use to you.
>
>
>--
>*******************************************************************************
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>*******************************************************************************

Sorry Mickey,

for the last message I posted. Just read this message. Hope you did not take it
too hard.

--
<=============================================================================>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >
```

3980. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 13:29:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1644@usdtsg.DaytonOH.NCR.COM>
Source record: 191986

In article <CLtEAv.23D@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
[STuff deleted]

>2. Connect supports med-res (but you can't use 80*25 with the system font)

Ofir, set the font to "System Font 9pt" (instead of 10pt) and turn off
the scrollbars - you should get 80x25 on screen then...

Rob

3981. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 13:46:18 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CLxt9p.6oz@ryn.mro.dec.com>
Source record: 191987

Well, it was real simple for me. I have two ST systems in my house, one for me (MIDI, WP, finance, logging onto the VAX at work) and one for my kids. They outgrew the software we had and I couldn't find any software for their age group. So I bought them a Mac and moved my WP and finance tasks to that platform as well. Now my 1040 is used only for MIDI and logging on, the 520 is still in use by my 6 year old. But there is no future on the Atari platform for *my* use.

It seems to me that the only remaining niches for Atari are pretty specialized: MIDI, DTP (maybe). The ONLY thing that can ever revive Atari is software support and lots of it. Maybe I'm from the old school, but my rule is: pick the software you want then buy the computer that runs that software.

I still like my 1040 and will use it until it dies, but I'm really just one more person who's left the Atari fold. I'm surprised that they even bother trying to sell Falcons in the US. A lot of this talk about the future of Atari is kind of silly; either they will prosper and offer cool new machines or they won't. In the meantime, let's just get real and remember it's *only a computer*, a tool to get stuff done.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

3982. Re: Falcon Debugger

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 13:51:01 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ksss5$1ke@vishnu.jussieu.fr>
Source record: 191988

Get Adebug from Brainstorm, it's the best, forget the rest !

MB.

3983. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 14:05:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLxttA.KBJ@cix.compulink.co.uk>
Source record: 191989

In message <1994Feb28.111724.9473@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk said:
>
>4.01! I WISH I HAD THAT>>>ITS GOT ALL THE NEW FEATURES HASN'T IT?
>
>Iconisation Icon, Speedo System Fonts...sigh!

It's 4.10.

Ofir ogal@cix.compulink.co.uk

3984. Re: RTF/Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 14:07:44 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CLxDH9.7tI@ryn.mro.dec.com>
Source record: 191990

In article <CLMs7u.D4r@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes...
>|> I heard it should be pretty good, but I expected it wouldn't do very well
>|> because it has so much competition from other wordprocessors like Multiwriter
>|> and such.

>What is Multiwriter? I've never seen or heard of this before. I'm in the UK so
>maybe it's not available in an English language version???

Multiwriter is the commercial successor to ST writer Elite. It is not made by Atari but by someone else. (can't remember who. it's in an older AEO or Z-NET (93)) While ST writer does not work under Multitos, Multiwriter will and will also import a range of file formats. It is not wysiwyg like e.g. Wordflair and will only use the built-in fonts of your printer. As far as I know there is an international version (many languages including of course American (don't know if English).

Erlend.

3985. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 14:23:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2ksuom$1uj@percy.cs.bham.ac.uk>
Source record: 191991

Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
>In article sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:
>
>RS>Commodore (CBM) anounces the closure of it Australia division,
>To be honest:
>Atari closes it's German 'center'

What's happened is that Atari have rationalized the different European offices into Atari Europe, which is essentially Atari UK and Atari Holland. Frankly, Atari UK are the wrong choice (IMHO).

This is from a story in ST Review (so could be wrong).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3986. Not so Obscure monitor connection

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 14:25:42 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <CLxuqv.FK3@newcastle.ac.uk>
Source record: 191992

I have a Phillips CM8833 Mk 1 and I'm sick of the $&^$*&^^& SCART lead falling out of the back, could some kind soul post the pinout of the ttl port and/or give the connections needed for a cable.

Trev

There is no idea so stupid that you can't find a professor who will believe it.

H. L. Mencken

3987. Re: MiNT 1.10 Old bug reinvented ?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 14:45:23 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Feb28.144523.19721@ibr.cs.tu-bs.de>
Source record: 191993

In article <2ksagaINNdmi@tarsky.uni-muenster.de>, kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:
|>
|> In article <1994Feb25.153658.14056@ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes:
|> |> I compiled MiNT 1.10 with GCC 2.4.2 and MiNTlib 39 last night and
|> |> discoverd an old bug this morning:
|> |>
|> |> Every time i hit ESC to update a window, MiNT crashes.
|> |> (On floppies, MinixFS (only V1 tested) and TOSFS)
|> |>
|> |> I thought this was fixed in 1.05
|> |>
|> |> The errormessage i get is:
|> |> assert(`proc->q_next==0') failed at line 345 of proc.c
|> |>
|> Hmm, very strange, I think I already did typing esc with mint 1.10 and it did
|> not crash....
|> BTW: as far as I know, Mint 1.10 is still beta and not intended for public
|> availability, so why dont you send your bug reports to Eric instead of posting
|> them in a public place?
|>
|> Regards,
|> Ulrich

Right you are, it *is* a beta release, but since i got it from
ftp.tu-clausthal.de (which is a slow ftp-side, about 1 week delay
to a.a.u.e) i thought it was a public release and well tested.

I talked to the ftpadmin and mint110s.zoo will be removed.
* Don't waste your time trying to get it, it's gone *

Sorry for causing confusion about MiNT 1.10

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

3988. WANTED: Internal floppy drive (1040ST)

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 14:57:02 UTC
From: psthomas@nyx10.cs.du.edu
Message-ID: <1994Feb28.145702.25752@mnemosyne.cs.du.edu>
Source record: 191994

I was wondering if anybody had a 1040 internal drive that they'd care to part with. The drive in my 1040 has developed some sort of problem with seeming to erase portions of files and causing excessive disk errors--things I don't like to have happen to my old, rather-hard-to-come-by Atari software. :-/

Thanks,

-- Patrick

3989. SH205 HardDisc Trouble. Help needed.

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 15:06:08 UTC
From: Ronald.Hartwig@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Feb28.153929.26706@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 191995

Hi,

some weeks ago I asked how to get around TOS error #34 (on my E:
partition). Some of you suggested some utilities to aid me. Thats what
happened:

I first tried STTOOL 1.8 on it. It messaged me: 'Orphan File found'
and asked me if it shoudl fix it. I got the report that everything
would be alright now. So I started 'Cleanup directory' on the root of
my E:-Partition. Now the (til then 100% correct) C: partition crashed.
26 entries with unlimited length appeared. It took me several hours to
get those entries out. Unfortunatly you could not open the Desktop
window for that partition any more as it crashed instantly.
At this time I had to recognize that my BackUp-Program 'HARDDISC
UTILITY V.2.0 FROM APPL. SYSTEMS HEIDELBERG' on which I stupidly
relied on 'til then simply denied any access to any floppy disc. (this
was the first time I really wished Volker Christen who dared to write
the BackUp-System would disappear into the Nirvana).. yeah that was
really Murphy-like.
As a careful person I had made a second backup with an lzh-program
(V2.01, Yoshi Quester I think) but that was exactly the program which
put this error #34 on my disc, so that got the second person on my
personal Go-To-Hell-List and I had to try on to fix the disc without
reformatting and the struggle continued...

no, I won't bore you any longer with details (I simply cannot
remember those details any more)..

Finally I managed to get the C:partition going again and the
original TOS#34 error disappeared too, but there still seems to be an error
on my E: partition, funny enough three different programs report
three errors:

CHDSK3 : 6 Alert-Boxes whicgh warn because of defect Data on
DRive E: and a final report stating 'Lost Cluster: 1 [RECOVER]
153F'. When I try to fix it with the [RECOVER] -Option it still
remains lost but the C: Drive gets damaged.

DLII: when it should check E: it reports: 'Crosslinked
sector [Arrgh]' and ends up in an endless loop warning: 'No more memory
for directory'

STTOOL 1.8: Simply denies any errors. :-(

TuneUp!: Simply crashes when it starts to read the
directory.

The questions are:

What now ? Whats wrong ? What backup system really works ? How can I
get rid of this errors ?

What can go wrong, goes wrong...

Ronald
--
+- *** If you know women, you WILL prefer computers ! ***---+ __ // _ __
| Ronald Hartwig, Haareneschstr.2,26121 Oldenburg,0441-71590 /\ / // | \ /
| EMail: Ronald.Hartwig@informatik.uni-oldenburg.de |--| __ -/ |_/ __
+- *** I am sleeping my day away. (DAD) *** -------WWWF--- /

3990. Re: Falcon Debugger

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 15:30:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLxxqx.EH@cix.compulink.co.uk>
Source record: 191996

In message <CLxno5.63H@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk said:
>
>Has anyone tried the new Falcon only debugger by Black Scorpion yet ?
>I saw an advert for it in a magazine the other day, and it looks to be
>quite cool. But at 40 pounds UK, I want an opinion on it before I splurge
>my cash.....
>
>I could really do with a decent debugger for my f030 - I'm using
>PeaceBug at the moment, but I don't really like it. I preferred
>MONST, but the version I have buggers the screen real bad (both mode
>lights come on at once on my SVGA monitor, and it whines major league).
>
>Alternatively, does anyone know if the STCLUB's Xdebug program works
>on a Falcon ?

The new versions of MonST work in all Falcon screen modes, even with
ScreenBlaster.

Ofir ogal@cix.compulink.co.uk

3991. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 15:40:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLxy7t.13K@barclays.co.uk>
Source record: 191997

In article <H.eg.rDB5M88yPVg@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <CLF9Cu.2s5@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> > Try buying some software for a change. If you can't afford it, you shouldn't
|> > have bought a computer.
|>
|> You need to practice what you preach if you think piracy is what's
|> killed the Atari market...

If your saying I need to buy some ST software, I do. In the last year I've
upgraded Lattice to 5.6, bought NVDI, Blowup030 Hard1, Superbase Pro, Truepaint,
Transartica (Falcon version), Ishar 2 (Falcon Version), registered several bits
of Shareware, bought That's Write 2 and also LDW Power.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3992. Re: Falcon JPEG Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 15:56:31 UTC
From: incp@majestix.rz.tu-clausthal.de
Message-ID: <1994Feb28.155631.932@solaris.rz.tu-clausthal.de>
Source record: 191998

David Oldcorn (oldcornd@cs.man.ac.uk) wrote:
[stuff deleted]
: features connected with viewing large numbers of images. In comparison, Brainstorm
: (or at least what I've seen, which might be out of date now) is run through GEM, which
: imposes a lot of contstraints on what you can do.
[...]
: Dave
I really like your JPEG viewer, it's the fastest i've seen on the Falcon.
But there is one big problem:
* It won't run on VGA! *
Everything works fine until the program attempts to switch to the resolution
the picture is displayed with. After that, the Falcon is in RGB/TV mode, which
means 15Khz horizontal frequency. Most of the newer multiscan VGA monitors
can't synchronize to such low frequencies (mine also). I don't want to plug my
TV to the Falcon, just for watching JPEGs.
I know, 640x480 can't use true color on VGA, but 320x240 can. So it would be
possible to limit the resolution to 320x240 on VGA systems.

Very nice program, though.

bye,
Chris

3993. Re: Revenge Document Displayer

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 16:01:51 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2kt4hf$fj7@fbi-news.informatik.uni-dortmund.de>
Source record: 191999

I couldn't start it anyway!
It hangs while starting :-(

Greetings ...Patrick.
--

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
(z.Z.) ds375@eva.informatik.uni-dortmund.de

3994. Do you know this game???

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 16:03:01 UTC
From: rtla@network.cc.jyu.fi
Message-ID: <2kt4jl$ism@tukki.cc.jyu.fi>
Source record: 192000

Hi!

I am searching PD-game called "From Little Acorns". St format
rated it 90%. So, do anyone know FTP-site where this game can
be found?

Ricu

3995. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 16:19:39 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2kt5ir$fj7@fbi-news.informatik.uni-dortmund.de>
Source record: 192001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

GSZRZ 4.1 is the latest version and it's shareware. With some little exeptions
you can run the full programm.
So why should you only be able to download the programm when you're a user?

By the way, which sites do you mean?
Sorry for unknowlodge but what's BBS?

--
Greetings from

...Patrick

--

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
(z.Z.) ds375@eva.informatik.uni-dortmund.de

3996. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 16:48:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb28.164828.1145@newshost.lanl.gov>
Source record: 192002

In article 2d67fc9d@p2.stacken.ct.se, patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
> > From: hutch@bellman.lanl.gov (John Hutchinson)
> >
> > Quite honestly, Scott, I'm SICK of hearing about the Jaguar. It's a
> > great game machine, alright, but that doesn't mean diddly to me as an
> > Atari computer owner/user. And I hope you don't belong to that camp of
> > deluded souls who believe that good Jaguar sales = new & improved Atari
> > computers.
>
>Ah, and you of course know for a fact that this is not so?

Don't be so facetious... of course I don't know it's a "FACT."

I simply tire of listening to others who claim THEY know for a fact Jag sales WILL mean new Atari computers. Perhaps, but it's not necessarily so.

The computer division continually lost money. The Jaguar game division is making (supposedly) money. Jack Tramiel has said 'Business is war." Where would you put YOUR investment dollars in this scenario?

>Face it, if it weren't for the Jag, Atari Corp. would already be past history
>and there would be NO Atari computers. That's a fact for sure.

I never claimed otherwise nor do I totally disagree with that claim.

ALL I'm saying is that I'm tired of the Jag garnering the limelight while Atari continues to divert their scarce resources from 'computers' to 'game machines.' I've been around long enough that I'm more than a bit nostalgic for the good old days when the Atari computer was recognized as being a superior value. <sigh>

-Hutch- @ Fair Dinkum Tech

3997. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 16:57:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLy1s0.99o@barclays.co.uk>
Source record: 192003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2kt5ir$fj7@fbi-news.informatik.uni-dortmund.de>,
grsys168@gulliver.informatik.uni-dortmund.de (Patrick Koehne) writes:
|> By the way, which sites do you mean?
|> Sorry for unknowlodge but what's BBS?
BBS = Bulletin Board System. A usually free system like a mini-Internet often
running on a single PC/ST/Amiga/etc.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

3998. Re: SH205 HardDisc Trouble. Help needed.

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 17:04:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kt876$fio@mailer.fsu.edu>
Source record: 192004

Ronald Hartwig (Ronald.Hartwig@arbi.informatik.uni-oldenburg.de) wrote:
> no, I won't bore you any longer with details (I simply cannot
> remember those details any more)..

> Finally I managed to get the C:partition going again and the
> original TOS#34 error disappeared too, but there still seems to be an error
> on my E: partition, funny enough three different programs report
> three errors:

> CHDSK3 : 6 Alert-Boxes whicgh warn because of defect Data on
> DRive E: and a final report stating 'Lost Cluster: 1 [RECOVER]
> 153F'. When I try to fix it with the [RECOVER] -Option it still
> remains lost but the C: Drive gets damaged.

> DLII: when it should check E: it reports: 'Crosslinked
> sector [Arrgh]' and ends up in an endless loop warning: 'No more memory
> for directory'

> STTOOL 1.8: Simply denies any errors. :-(

> TuneUp!: Simply crashes when it starts to read the
> directory.

> The questions are:

> What now ? Whats wrong ? What backup system really works ? How can I
> get rid of this errors ?

I suggest you try CleanupST, by ICD. I believe ICD has an office in
Germany, and Cleanup is the best disk fixer I have run across. As for
backup software, DiamondBack has a strong following, and I have never
heard of any bizzare errors associated with it. There are numerous
PD/Shareware backup utilities that folks use without problems as well.

One thing I made sure of doing was to boot my system with almost nothing
in the auto folder (and no ACCs) when I would dump or restore any backups.
I did this because I was paranoid about some weird conflict rearing its
head during a critical (i.e. potentially partition-killing) time. Similarly,
I never defrag my disks when it's raining <grin>.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3999. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 17:07:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb28.170716.3223@newshost.lanl.gov>
Source record: 192005

In article 2d693c20@p2.stacken.ct.se, patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>
>In Sweden, you can now buy a 4meg/85meg Falcon for less than $1000 USD
>including tax. A decent AV Mac costs more than $3000 USD.

That seems like a fair price for the Falcon but you are getting 'raped' on the Apple stuff. A Mac 660av with 8Mb, 230Mb HD, 25MHz 040 costs ~$1800 in the US now. Wonder why there is such a disparity in pricing in Sweden?

-Hutch- @ Fair Dinkum Tech

4000. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 17:14:06 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1994Feb28.171406.3948@newshost.lanl.gov>
Source record: 192006

In article 761968606@wolfcreek.cs.ualberta.ca, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>>Give him a break, Rickard. I agree that PAL is a _much_ nicer standard than
>>NTSC (Never The Same Color) but it's unreasonable to expect such demands from
>>hobbyist programmers, don't you think?
>
>Huh? You mean you _like_ flicker?? :)

No, I dislike flicker almost as much as I dislike smart aleck replies like yours.

The reasoning behing my original comment still stands, however. If you purchase a commercial software product being marketed in your country which claims to be compatible with a television monitor but it turns out it does NOT work right, then you certainly have a complaint. On the other hand, if the shareware product from an overseas developer doesn't meet your demands, just don't pay for it. And if the software is PD... well, you get what you pay for, eh? ;-)

-Hutch- @ Fair Dinkum Tech

4001. Re: aeo 303

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 19:07:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d7241d2@p2.stacken.ct.se>
Source record: 192008

In a message of <24 Feb 94 16:36:14>, Marc BOURLON writes:

MB> From: bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON)
MB>
MB>
MB> Here is the uuencoded version of AEO_303 : 101255 bytes !
MB>
MB> MB.
MB>
MB>
MB> begin 644 aeo_0303.zip

[rest deleted]

Please DO NOT POST AEO in this forum!!! There's an excellent email subscription service for those who can't get it via ftp, genie or their local bbs. To post it in this newsgroup is only a waste of bandwidth and peoples money. If you insist, then use the comp.binaries group instead.

Thank you for your future consideration.

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

4002. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 19:09:28 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ktfh8$cab@golem.wcc.govt.nz>
Source record: 192009

```
] Where is all this dsp software onthe Falcon? The Falcon with harddrive is
] about $500 less than the cheapest AV Mac(Quadra 660 AV 8/230 =$1700). But
] remember that AV Mac has a 040, more memory and HD space and is supported a
] backed by a company that is Tramiel less.

Okay, buy the 040 board and stick another hard-drive on the Falcon.
Problem solved, and it still ends up about the same price.

There are plenty of programs around that use the DSP for bits 'n' pieces
(Like virtually all Falcon specific software, of which the list I saw
was not short!) There's even plenty of PD/SW software that will do
a fair few bits 'n' pieces for it....
```

4003. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 19:35:42 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1738.2D72478E@dhhalden.no>
Source record: 192010

>In message <1994Feb28.111724.9473@unix.brighton.ac.uk>,
>mm68@unix.brighton.ac.uk said:
>
>4.01! I WISH I HAD THAT>>>ITS GOT ALL THE NEW FEATURES HASN'T IT?
>
>Iconisation Icon, Speedo System Fonts...sigh!

[4.10, BTW :)]

Don't be too excited when it comes to Speedo sysfonts - that part need a
lot more work before being useful...

Jon

4004. Re: DSP memory

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 19:53:23 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <CLy9x0.34w@news.chalmers.se>
Source record: 192011

When we now discuss DSP memory ,how much DSP memory has the
Falcon ?

--
M}rten R}nge - d3marten@dtek.chalmers.se
[BIG Monster sig deleted ..]

4005. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 19:54:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A15472@S2.maus.de>
Source record: 192012

-A21316@AC2

OG>However, I found that it doesn't like to compress very large files, or
OG>a large number of smaller files. It simply aborts halfway.

Wrong. Only the bar graph is incorrect if you're compressing/decompressing
more than ~4MB. This will be fixed in version 3.0 (coming in april) with
many minor and major changes.

Criss

4006. Re: Drawing schematics?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 20:58:33 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2ktltp$beq@cismsun.univ-lyon1.fr>
Source record: 192013

In article <CLKx7E.GwG@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>Is there a program available through ftp to draw schematics?
>

Give a look to Kandinsky, available everywhere... It should fit your needs...

4007. Found: MegaSTE schematic

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 20:59:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ktlvg$d6u@mailer.fsu.edu>
Source record: 192014

The article appears in ST Format issue 38 (September 1992). Thanks to
Julian Coleman for digging this info up for me.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4008. Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 21:45:47 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1994Feb28.164516.1595@peavax.mlo.dec.com>
Source record: 192015
Cross-posted to: rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

Hi People,

Does anyone have any opinion, or indeed hard facts, regarding the
relative merits of Cubase Audio on a PC vs. that on an Atari Falcon?
Are both versions at the same level? Do they have the same set of
features? And what about extra hardware requirements for a vanilla
486 PC?

Thanks for any and all information.

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

4009. Re: PGP available for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 22:23:24 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb28.222324.21083@t.hfb.se>
Source record: 192016

In article 1@csusys.ctstateu.edu, palm_erd@csusys.ctstateu.edu () writes:
>Has anyone successfully compiled PGP 2.3 (Pretty Good Privacy). I have
>the PC version, and reading the docs there was mention that the there was
>not a running Atari version. I'd like to get it for the ST, so I can send
>it to a friend who has no PC, only a 4 meg 1040STE. I wouldn't mind running it
>on my Mega2ST either. I already have my keys made. I hope they stay
>compatible.
>Eric
>

I saw some Atari binaries of it on atari.archive.umich.edu for a while ago...

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

4010. Re: New to Atari!

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 22:37:32 UTC
From: ken@isgtec.com
Message-ID: <CLyHIM.Ip1@isgtec.com>
Source record: 192017

In article <1994Feb27.140401.1@acad.drake.edu> dwm003@acad.drake.edu (Duncan W. McQueen) writes:
> I am an old Atari XE fan, and was wondering what exactly the TT or Falcon
> is capable of? Can it run IBM or Mac emulators??

<sob> <whimper>
I guess some people just have their own clock...

--
Murphy's Law is recursive. Washing your car to make it rain doesn't work.

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4011. Re: Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 22:42:39 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2kts0v$4he@pellew.ntu.edu.au>
Source record: 192018

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >The latest version of the socket library can be found at
: >atari.archive.umich.edu:/atari/Mint/Network/net-xxx.tgz
: >ftp.uni-muenster.de:/pub/atari/Mint/Network/net-xxx.tgz

: How do I unpack these files?

: I assumed .tgz was 'tar gziped', but I can't get TAR or GZIP to do anything
: with them!

Unpacked ok on the unix machine here at the University.. tho i did rename to
a more conventional .tar.gz extension first..

You *did* use BINary transfer when you ftp'd them?? a mistake i still manage
to make every now and then...

Rob.

4012. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 22:50:39 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CLyI4F.2w0@freenet.carleton.ca>
Source record: 192019

In a previous article, jonal@dhhalden.no (JON ARVID LOVSTAD) says:

>
>Don't be too excited when it comes to Speedo sysfonts - that part need a
>lot more work before being useful...
>
>Jon
>
It is great if you have a display greater than 640x480. Even in
that resolution I like being able to use an 8 point system font :)

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4013. ST software sale!

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 23:26:15 UTC
From: smegma@xmission.com
Message-ID: <2ktuin$ti@xmission.xmission.com>
Source record: 192020
Cross-posted to: misc.forsale.computers.other,misc.forsale,comp.sys.atari.st

```
Hybrid Arts EZ Track + sequencer $20 obo
Great beginner's seqyencer. 20 tracks. Complete with manual.

Inventory Master $20 obo
Complete inventory program. Complete with manual.

Thunder! spell checker $10 obo

Buyer pays shipping.

--
Roger Weeks --->>> Internet: smegma@xmission.com Prodigy: AMJP60A
"Something must be done about vengeance, a badge, and a gun"
```

4014. Looking for 6 chip TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 23:33:33 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.0wm9@outb.wimsey.bc.ca>
Source record: 192021

Say, if anybody has a used 6 chip set of TOS 1.4 they want to sell, I'd appreciate hearing from you or a tip on who might have a set. Thank you

Now just where DID I park my hard drive?

4015. Re: Cubase on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 23:49:07 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1994Feb28.234907.11430@trl.oz.au>
Source record: 192022
Cross-posted to: comp.music,comp.sys.atari.st

```
>
>
*** Comments about copy protection deleted ***

> Just my .02. BTW, a longstanding CK user, I've been looking forward to Cubase
> for Windows 2.0 because it is supposed to better integrate digital recording
> and sequencing for the PC. But if it comes with a copy-protection scheme
> attached, forget it......
>
I agree with your comments on copy protection. You can also add the fact
that companies go out of business regularly, and you should still be
able to use the software you have paid for.
Since Cubase Score for windows comes with a parallel port dongle, I
guess your SOL.
BTW I never had trouble with disk copy protection schemes ( they could
always be copied) but what happens when your dongle breaks down and the
company no longer exists. This level of software aint cheap enough to
take the chance if its your money.

Trevor.
```

4016. High-res mono on a TV

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 23:54:52 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <762503567.AA05127@byte.bbs.no>
Source record: 192040

>I am abut to buy an Atari 1040 for a cheap MIDI setup, and before I sp
>out on an SM124 monitor to run Cubase and Avalon, is it possible to bu
>emulators which will allow these programs to work on a normal TV? I ha

I have a small program I wrote a while ago that will emulate monochrome
mode on a TV (it really "packs" the 640x400 screen into a 640x200
medium screen by adding two and two pixels together; white+white=white,
white+black=grey,black+black=black). The display gets a little blurry,
but the emulator slows down almost nothing, and it cost nothing too !!

Lars-Erik Osterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

4017. SUMMARY: HP DeskJet 500 on 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-02-28 23:55:30 UTC
From: hakanson@bogart.cse.ogi.edu
Message-ID: <2ku09i$3cl@reuter.cse.ogi.edu>
Source record: 192023

>I want to be able to use my newfangled HP DeskJet 500 on my oldfangled
>1040ST. Just printing out plain ASCII text would be sufficient, but I
>currently can't even do that. The ST seems to think the DJ isn't
>there, though I'm using the same Centronics cable that works fine with
>my old Epson-clone dot matrix printer.

Many people wrote to tell me that the printer must be powered on
before the computer is powered up. Some folks included pointers to
both software and hardware workarounds. I'm sorry to say my 1stWord
driver doesn't do anything intelligible yet, but I have manuals & can
likely work that out. Thanks to all who replied.

--
Marion Hakanson <hakanson@cse.ogi.edu>

4018. Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 00:08:00 UTC
From: mikael.hermansson@p8.secom.ct.se
Message-ID: <2d72883a@p8.secom.ct.se>
Source record: 192024

My Falcon sometimes chrashes(2 Bombs) when i change resolution.
Is there someone else who has the same problem!

MVH

E-mail:

mikael_hermansson@p8.secom.ct.se

4019. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 02:08:57 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1994Mar1.123857.21703@levels.unisa.edu.au>
Source record: 192025

In article <2kh49v$dst@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>>Don't forget that Atari closed it's Australian division too?
>
> No Putz, they haven't. Read the postings on .advocacy. Atari Oz, are alive
> and well. They have a small operation, but they are actually helpful
> sometimes. I asked for some info on the Jag and they sent me about 60pages of
> newsarticles, spec sheets, etc.
bull@&*#@*. Atari Australia are in provisional liquidation, and will
probably disappear completely in a couple of months.

The "good" news is that Paragon COmputers in Perth will "supposedly"
take over most the function of Atari Oz. ie by importing stuff such as
ICD products, Gemulator, Sack's 286 emulator for the Falcon, etc....

I definately know this, as I work at an authorised Atari dealer in
Adelaide, and since late 1993 Atari have not taken/delivered anything
and they are on a skeleton staff.

Kym

"One Adam Twelve, we've got a herbal freak in progress.......The odds
of being rattled by the thought patrol on the New England highway at
night are lower than crashing immortality by square rooting death with
blind mathematics, the coastal routes are more dense ... so are the cops'
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

4020. Re: Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 02:10:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLyrD9.6Lt@cix.compulink.co.uk>
Source record: 192026
Cross-posted to: rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

In message <1994Feb28.164516.1595@peavax.mlo.dec.com>, bouronm@uproar.enet.dec.com said:
>
>Does anyone have any opinion, or indeed hard facts, regarding the
>relative merits of Cubase Audio on a PC vs. that on an Atari Falcon?
>Are both versions at the same level? Do they have the same set of
>features? And what about extra hardware requirements for a vanilla
>486 PC?

The PC version requires the Yamaha CBXD5 box (about $2000-3000). It is a more professional unit, but is not available yet. When it is, you could use it with an ST, Falcon or TT as well, so there's no reason to get a PC just for that. In terms of software, editing facilities, etc., the programs are identical, although on a TT it will be faster than on a 486/66.

Ofir ogal@cix.compulink.co.uk

4021. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 02:10:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLyrDB.6ME@cix.compulink.co.uk>
Source record: 192027

In message <1994Feb28.170716.3223@newshost.lanl.gov>, hutch@bellman.lanl.gov said:
>>
>>In Sweden, you can now buy a 4meg/85meg Falcon for less than $1000 USD
>>including tax. A decent AV Mac costs more than $3000 USD.
>
>That seems like a fair price for the Falcon but you are getting 'raped' on
>the Apple stuff. A Mac 660av with 8Mb, 230Mb HD, 25MHz 040 costs ~$1800 in
>the US now. Wonder why there is such a disparity in pricing in Sweden?

It's about 2000 ukp in the UK and that's from one of the cheapest
suppliers. This does not include keyboard or monitor.

Ofir ogal@cix.compulink.co.uk

4022. Re: Speedo fonts

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 03:03:25 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0wnx@outb.wimsey.bc.ca>
Source record: 192028

Offir-I seem to recall that there are Word Perfect Speedo Fonts that are compatible with Speedogdos. Perhaps they have a set of Hebrew Fonts?
Doug

4023. Shocker2 - sure is...

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 03:13:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kubta$10o@uqcspe.cs.uq.oz.au>
Source record: 192029

In the recent demo of Shocker 2, it lists the registration fee (dongle purchase) as *60 DM*, plus *15 DM* for postage.

Is my countries currency falling through the floor, or is Shocker2 really an excellent game (I'm pretty impressed by the initial levels, but it is only monochrome, so I'll toss it aside until I see a colour version (colour 640x400+ that is). They have a TT/Falcon version, but I think that's just compiled for 030 (big deal - it's already fast enough, save 10K disk space).

I must admit that I payed about that amount for Elite2, which isn't really my kind of game (Shocker2 is).

Everyone should check it out, it's very smooth. Not as pretty as OXYD though, on the Falcon. And OXYD costs less than HALF the amount.

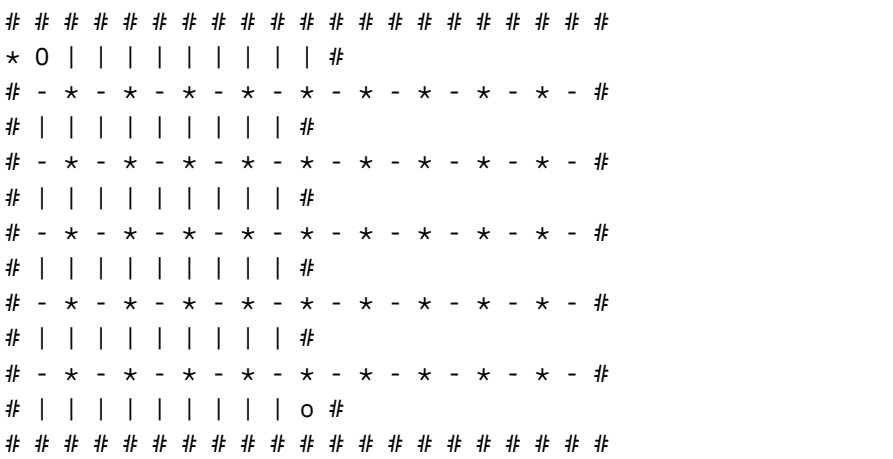
I wonder if Meinholf Schneider is bothered by a semi-ripoff of his games asking do much?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

4024. OXYD: Stuck!

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 03:20:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kucap$1a7@uqcspe.cs.uq.oz.au>
Source record: 192030

I'm stuck on 2-player level #27. The board just comes up like this:



| and - are closed doors, # is wall, * is walls that look like 4 balls.

It just sits there. All you can do is bash against the walls to no effect.

:-(

(Maybe I'll have to ring the UK phone hotline!)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

4025. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 03:25:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kucis$1ej@uqcspe.cs.uq.oz.au>
Source record: 192031

mlehmann@austin.ibm.com (Mark Lehmann) writes:

>and 4 Mbytes is TT RAM. Can any program use both types of RAM at the same
>time?

Sure. When it runs out of TT RAM, it'll start eating ST RAM. Programs
that are FastRAM aware (ie. use Mxalloc() rather than Malloc()) can choose
exactly what they want (eg. demand ST-RAM, request either, preferring TT, etc)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

4026. First TT problem - ICD link

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 04:37:23 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLyy6C.FEo@watserv2.uwaterloo.ca>
Source record: 192032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well after setting up my new old TT (TOS 3.01) and switching the internal
48 meg drive with a 105, things seem OK EXCEPT:

The TT refuses to read BIG files from any ASCI device with the ICD LINK
connected. The driver I use is ICD PRO 6.0.2. The hard drive light(s)
(there are two external drives) just blink when trying to read a big file.
This happened when the 105 was external too, but the same files are OK now
its internal. Bizarre!

One obvious (and cheap) solution I suppose could be to use TT SCSI for every-
thing. Which brings me to my question:
Since the SCSI external cable I have which hooks up to the link had a female
centronics connector and the TT SCSI connector has a female(?) DB50 connector
does that mean I can eliminate the LINK with simply a PRINTER cable?
That would be pretty neat!

Other than that, I'm having a blast with the TT - a truly wonderful machine!

Sam

+---+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+---+
| A lie to say "Oh my mine gave a diamond big as a fist", but with every gem |
| in his pocket the jewels he has missed. A lie to say, "Oh my garden is |
| growing taller by the day", he only eats the best and tosses the rest away |
| Oh no never will he believe that his greed is a blinding ray... |
| - 10,000 Maniacs, _A Campfire Song_ |
+---+

4027. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 04:37:40 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar1.043740.1011@isle.waterloo-rdp.on.ca>
Source record: 192033

> the too-fast-for-a-bus Alpha, the MIPS (personally, I'd like to see a

What? Just because every trace on a motherboard has to be shielded, impedance matched, and the same length as all the rest of the traces to avoid delay problems? Nonsense.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

4028. Re: Mega ST RAM expansion

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 04:44:18 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar1.044418.1158@isle.waterloo-rdp.on.ca>
Source record: 192034

Dennis Mc Guire (ak354@cleveland.Freenet.Edu) wrote:

: I recently picked up a used Mega ST2. The motherboard has
: the locations for the second bank of RAM. Other than the RAM
: chips, what do I need to install the second 2 Meg?

: Please rely in E-Mail since I'm losing this connectio
: shortly. Thanks!

You may need the resistors for RAS1, CAS1H, CAS1L... There should be a row of 33 ohm resistors (orange orange black) with maybe two or three spots not filled in.. (If memory serves, they are right along the front edge of the board) Stuff the resistors in, and the RAM ICs, and away you go...

4029. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 05:05:07 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Feb28.230507.23686@cobra.uni.edu>
Source record: 192035

In article <1994Feb28.170716.3223@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
> In article 2d693c20@p2.stacken.ct.se, patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>>
>>In Sweden, you can now buy a 4meg/85meg Falcon for less than $1000 USD
>>including tax. A decent AV Mac costs more than $3000 USD.
>
> That seems like a fair price for the Falcon but you are getting 'raped' on
> the Apple stuff. A Mac 660av with 8Mb, 230Mb HD, 25MHz 040 costs ~$1800 in
> the US now. Wonder why there is such a disparity in pricing in Sweden?

The price is even better if you are a student. My campus sells the 8/230 plus cdrom for $1700. The Falcon can't touch it.

Oh, by the way what is Atari's education price on the Falcon?

>
> -Hutch- @ Fair Dinkum Tech

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

"It does more, costs less and it's that simple'

>

4030. Re: Another newbie question re: terminals

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 05:37:48 UTC
From: raver909@telerama.lm.com
Message-ID: <2kukbc$j58@telerama.lm.com>
Source record: 192036

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:

: You might be able to find a copy of STalker 1 somewhere, I seem to
: remember that this was released as shareware/PD several years ago - I know
: I saw and used a copy for a short time. As for where you'd get it - sorry,
: can't help.
Thanks Graeme. I'll try and hunt a copy down.
Joe

:
: ---
: sabbath@cix.compulink.co.uk (Graeme Rutt)
: ---

--
~

4031. WANTED: STalker 1

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 05:39:55 UTC
From: raver909@telerama.lm.com
Message-ID: <2kukfb$j61@telerama.lm.com>
Source record: 192037

I am looking for this PD version of the STalker program. (The terminal
you can pull down as a desk accessory)
Joe

--
~

4032. Re: Mega ST RAM expansion

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 06:30:43 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Mar1.023043.21425@dal1>
Source record: 192038

I had a Mega2 and up'ed her to 4 before I got my STE. You have
to get a de-solderer and clean all the holes where the rams go
first. This takes a little while (3 to 4hrs. Then you will need
the obvious ram chips, 16 of the beasties to be exact. The resistors for each chip. I also
suggest to place sockets instead of placing the rams
directly on the motherboard as they may not enjoy the heat alot.
The MMU is a real important factor. Some MMU's cannot address
memory over say 2 meg in your case. You will have to get this
checked out, but more than likely it will address 4. It's not
to hard to get another MMU anyway....any ST I believe will do.
Hope this helps a bit.
In article <2knmdh$sma@usenet.INS.CWRU.Edu>, ak354@cleveland.Freenet.Edu (Dennis Mc Guire)
writes:
>
> I recently picked up a used Mega ST2. The motherboard has
> the locations for the second bank of RAM. Other than the RAM
> chips, what do I need to install the second 2 Meg?
>
> Please rely in E-Mail since I'm losing this connectio
> shortly. Thanks!

4033. Re: TT RAM vs ST RAM (Was Re: TT Socketed Ram)

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 07:15:14 UTC
From: thomaz@prostar.com
Message-ID: <264.UUL1.3#25307@prostar.com>
Source record: 192039

Hello world,

I've got a MegTT with 8 MB. I compared some programs with and without TT-Ram
access:

ST-RAM TT-RAM

TeX 3min 50s 2min
POVRay 1min 15s 0min 47s
pento 11s 6.7 s (searches for solution in the game pentomino)
mountain 59s 50s (generates fractal mountains)

Also I remeber a comparison of data transfer rates:
ST-Ram: 3.6 Mb/s
Atari-TT Ram: 6.5 MB/s
Mighty Mic: 6.6 Mb/s
MegTT: 7.9 Mb/s

Bye, Thomas

email: schweitz@informatik.uni-koblenz.de

4034. A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 10:33:33 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CLzEo8.GBu@midge.bath.ac.uk>
Source record: 192041

I've been creating a game for the ST lately, and it is now almost ready.
I'll release it at the end of this week. The game is a variant of Spacewars,
crossed with xtank and scorched Earth. You'll be able to build your own ship,
buy different guns, engines, armour and ship bodies. Oh yes, it'll support 2-4
players (3-4 players only with a parallel port adapter).
I hope to upload it onto umich archive this coming weekend.
The game will be called SPACE WAR 2000. (unless someone can v. quickly come up
with a better name - email me)

4035. Where to post forsale ad?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 11:18:24 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2kv8a0$nqd@darkstar.UCSC.EDU>
Source record: 192042

Simple question:

I'm considering selling my MegaSTE w/ crazydots card (gonna give up the 2 computer lifestyle and stock with the Falcon) and was wondering which was the appropriate newsgroup for posting ST forsale posts, so I can check out prices before posting.

~Chris

4036. Re: HP DeskJet 500 on 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 11:38:12 UTC
From: piet@cs.ruu.nl
Message-ID: <CLzHnp.F6M@cs.ruu.nl>
Source record: 192043

```
LM> "I want to be able to use my newfangled HP DeskJet 500
LM> on my oldfangled 1040ST. Just printing out plain ASCII
LM> text would be sufficient, but I currently can't even do that."

LM> Try changing your power up order. In other words, if you power up the
LM> computer first, then the printer, try turning on the printer, and then
LM> the computer. There is a more permanent solution to this problem,
LM> involving a diode hack to the ST's parallel port or the cable itself, but
LM> I do not have the docs on it.

There are a couple of programs and/or desk accessories that you can use to
reste the printer if you switch on the printer after the computer. Look for
dj_reset dj_on or similar.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
X-400: G=Piet;S=van.Oostrum;OU=cs;O=ruu;PRMD=surf;ADMD=400net;C=nl;
```

4037. Re: Digital Audio & Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 11:41:57 UTC
From: steve-j@teleport.com
Message-ID: <2kv9m5$emb@kelly.teleport.com>
Source record: 192044

I know several people using Cubase Audio Falcon w/ 900K/sec. drives
doing 8-track digital audio without any problems, so BY NO MEANS is
a fast SCSI-II drive REQUIRED.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4038. Re: OXYD: Stuck!

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 11:59:36 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2kvan8$1e9a@info2.rus.uni-stuttgart.de>
Source record: 192045

In <2kucap$1a7@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

> I'm stuck on 2-player level #27. The board just comes up like this:
[...]
> It just sits there. All you can do is bash against the walls to no effect.
I never played it. But I remember that someone sait it behaves different
at different times.
If you play it in the morning it looks different than in the evening.
There is special behaviour at special dates.

Gerd.

P.S.
And in Australia you have to play it upside down :-)))

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4039. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 12:26:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wT79Uq9xESM@semprini.waterloo-rdp.on.ca>
Source record: 192046

In <1994Feb24.154429.6378@bradford.ac.uk>, Steve Taylor writes:
>
> Just recently, files have started appearing in Comp.binaries.atari.st,
> namely Masterbrowse, RDD3 and UnZip.
> I had always assumed I knew what to do but when I tried a few things, I
> ended up with garbage. Can someone echo these (as real archives) to an ftp
> site, please?

unzip, at least, is available for ftp from atari.archive.umich.edu, as
well as quite a few other sites (including quest.jpl.nasa.gov, and at
least half a dozen in Europe)...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4040. Re: Is there a C-compiler which handles 4-byte integers?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 12:36:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Mm93dPLqZO2@semprini.waterloo-rdp.on.ca>
Source record: 192047

In <CLqCyF.F8s@cs.vu.nl>, Ivo van Poorten writes:
> I was wondering if there is a C-compiler for the ST which handles 4-byte
> integers. It's a bit frustrating to do everything with longs, or having to
> debug several hours, when I wrote my program on a Sun here at the university.
> I know of gcc, but everybody told me that it won't work correctly on a 1Meg
> 1040STe + Harddisk when compiling programs bigger than printf("Hello\n");
>
> Is there another one? (Currently I am using H&SC or Turbo C 2.0)

GNU C defaults to 32-bit integers on the Atari.

I always use "short" when I want 16-bits, and "long" when I want
32-bits; IMHO, this is a better idea.... it doesn't then depend on the
architecture so much. I think you're guarenteed at least 32-bits in a
"long", no matter what the CPU is.

All bets are off if you're using a DOS compiler of any kind; they seem
to go out of their way to force you to program non-portable code.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4041. Re: Falcon Audio Outs???

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 12:43:54 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2kvdab$am6@elroy.jpl.nasa.gov>
Source record: 192048
Body handling: HTML body converted to readable text

In article <2ksiu4$qkk@percy.cs.bham.ac.uk>,
Ian M Rae wrote:
>In article <2ko1uv$hcb@Tandem.CAM.ORG>, dsevee@CAM.ORG (Denis Sevee) writes:
>> I have heard conflicting info about the audio outs.
>> Is there really a bass boost???
>> Does the Falcon require some hardware modifications before the
>> outputs can be run into a mixer (a Mackie 1604, for example) ???

>Well the Atari Developer Docs says there is a bass boost built into the headphone
>output to 'compensate for the poor bass response of most headphones'. All I can
>say is WHY ???? I wanna use my Falcon for audiophile sound processing, not a
>bleedin' cheap personal stereo style bass-boost!

>It's also quite noticable which is a shame...

Well, what I've heard is that the bass-boost circuit was present originally,
but has been removed from later production runs. So I guess it's a matter of
time; i.e., when did you buy the Falcon...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

4042. Re: First TT problem - ICD link

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 13:24:29 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLzMKu.1FL@watserv2.uwaterloo.ca>
Source record: 192049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ooops, one mistake in my original post about this - I am using ICD PRO 6.2.0 NOT 6.0.2. As well, the problem doesn't occur when GENEVA is running, so it seems that the computer is trying to access too fast with just the regular desktop (or just Neodesk). Anyone else have a similar problem? I can't use TT SCSI exclusively because Spectre doesn't support TT SCSI yet, (maybe when 3.1 comes out!)

Thanks again,
Sam

4043. Re: Falcon Audio Outs???

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 13:40:01 UTC
From: djs@jet.uk
Message-ID: <1994Mar1.134001.23282@jet.uk>
Source record: 192050

In <CLvEIH.F1y@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>> I have heard conflicting info about the audio outs.
>> Is there really a bass boost???
Atari had said that only initial developer machines had the bass boost.
However, Sound On Sound magazine quote Steinberg as saying that all
Falcon users should get the bass boost removed. I haven't played with the
audio on my (new) Falcon yet, so can't say whether or not it has bass
boost.

>> Does the Falcon require some hardware modifications before the
>> outputs can be run into a mixer (a Mackie 1604, for example) ???
>Yes, the inputs and outputs are best attenuated for line level use.
I don't think that this is entirely correct: Yes, the inputs are
mic level, so your line level signals need attenuation (or maybe the
internal mic preamps can be bypassed by suitable modification???), but
the outputs must surely be line-level? (Of course different people have
different definitions of line level, but that's another issue).

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4044. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 13:44:29 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2kvgrt$j1d@vishnu.jussieu.fr>
Source record: 191901

GREAT ! Does it work on Falcon ??

MB.

4045. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 13:45:38 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1646@usdtsg.DaytonOH.NCR.COM>
Source record: 191902

In article <1994Feb28.111724.9473@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Allanon) writes:
>4.01! I WISH I HAD THAT>>>ITS GOT ALL THE NEW FEATURES HASN'T IT?
>
>Iconisation Icon, Speedo System Fonts...sigh!

I dunno about the Speedo stuff, but ya might want to take a look
at Geneva - has a lot of the goodies that TOS 4.x/MTOS has (including
iconization)...

Rob

...am just waiting until they get it to work with MiNT properly...

4046. ATTENTION ALL STOS USERS

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 13:47:26 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <swordfish.762532384@minster.york.ac.uk>
Source record: 191903
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

A mailing list for STOS basic now exists!!!
This is where large numbers of people correspond by e-mail on all aspects of STOS, whether they are just learning to program STOS, or are at the level of writing extensions.
If you would like to join the list, send an e-mail message to ae-a@minster.york.ac.uk telling me the e-mail address you want your correspondence of the list to be sent, and I will add your e-mail address and tell you how to send things to the list.

Also, There now exists an FTP site for STOS. This is at ftp.uni-kl.de in the directory /pub/atari/programming/STOS and will store all kinds of STOS related stuff (eg. extensions, routines, patches), as well as contain links to other programs in the site which are written in STOS. At the moment, there is not much there, but it is filling up.

AE.

4047. Re: Please Ignore this test!

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 13:52:47 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1647@usdtsg.DaytonOH.NCR.COM>
Source record: 191904

In article <1994Feb28.004812.21377@dal1> stevedc@ac.dal.ca writes:
>
> This is a test please ignore!

Oops, I guess I failed the test ;-)

4048. QED & Everest

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 14:16:27 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CLzozG.6x8@bbc.co.uk>
Source record: 191905

I've just F.T.P.ed QED and Everest. They're brilliant programs (particularly QED), but they're both in German. Is there an English versionn of either of these two programs around? Please email any replies.

-David White.

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

4049. Re: Screen Capture Software

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 14:20:04 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1648@usdtsg.DaytonOH.NCR.COM>
Source record: 191906

In article <CLxqFr.Hrw@cix.compulink.co.uk> sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>I know irt's been asked before, but where can I find a good PD/SHareware
>>program for capturing screenshots from the Falcon?
>
>Imagecopy2 from the ST Club is the answer, I can find the fax/phone no.
>and address if required.

Isn't there also an ACCessory that comes with Gemview that will
do screen captures (in (X)IMG format, I believe)...?

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4050. NEED help get 1040STe up and running again

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 14:27:22 UTC
From: s169126@compsci1.cc.gettysburg.edu
Message-ID: <2kvjca$roe@jupiter.cc.gettysburg.edu>
Source record: 191907

I need some help finding out some infomation about getting my 1040STe working again. I need a good database program (I think fastbase is good) and to know what has happened with atari Operating systems in the last three years. If someone could give me some general help it would be very helpful. I am trying to get the system running for someone in my family.

Second need to know how to get .zoo and other compression formats to uncompress. I feel like I never used to ST even though I used it for about four years (I had a 520 before).

Any help would be great

Please reply to me

Mike Schuler
s169126@gettysburg.edu

4051. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 15:12:56 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CLzrLL.1D1@newcastle.ac.uk>
Source record: 191908

An interesting and little commented on fact (ie - it's not in the manual I got)
is that Control-Alt-Tab cycles through the top application much as
Alt-Tab does under MSwindows.

Craig.

4052. High-res mono on a TV

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 15:21:57 UTC
From: mikeg@logica.co.uk
Message-ID: <mikeg-010394152157@dtype.logica.co.uk>
Source record: 191909

I am abut to buy an Atari 1040 for a cheap MIDI setup, and before I splash out on an SM124 monitor to run Cubase and Avalon, is it possible to buy emulators which will allow these programs to work on a normal TV? I have heard about these products, but I imagine there must be some sort of speed/clarity penalty. Any advice would be appreciated.

--
The above views are not nececelery those of Logica Plc,
myself or anyone else that I know.

4053. New Files

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 15:28:03 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <2kvmu3$3a4@usenet.INS.CWRU.Edu>
Source record: 191910

I have uploaded some new files to umich with help from Mickey Boyd.
--
Ron Field

4054. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 15:35:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2kvnbh$bl3@newshost.lanl.gov>
Source record: 191911

In article 24o@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <1994Feb25.184210.23567@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:
>>
>>How much do these TT030's cost?
>>
>PLEASE DON'T TELL HIM. We will then have to go through days of messages
>about Mac prices :-((((((((((((((((((((((

Why not, Ofir? Or are you the only one 'authorized' to debate with Peter? :)

<just joking, mate> :)

-Hutch- @ Fair Dinkum Tech

4055. Re: High-res mono on a TV

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 15:36:18 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLzsoI.1w0@barclays.co.uk>
Source record: 191912

In article <mikeg-010394152157@dtype.logica.co.uk>, mikeg@logica.co.uk (Mike Garrish) writes:
|> I am abut to buy an Atari 1040 for a cheap MIDI setup, and before I splash
|> out on an SM124 monitor to run Cubase and Avalon, is it possible to buy
|> emulators which will allow these programs to work on a normal TV? I have
|> heard about these products, but I imagine there must be some sort of
|> speed/clarity penalty. Any advice would be appreciated.
Don't do it! You really need to get a proper hires monitor. Cubase costs 400GBP? so an extra 70GBP for a 2nd hand monitor or 130GBP for a new one isn't really that much more. You can get mono emulators but as you say, they are very hard to read and slow things down. I'd imagine your MIDI timing would go haywire.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4056. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 15:37:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2kvng2$bqu@newshost.lanl.gov>
Source record: 191913

In article 2d6ba8d8@secom.ct.se, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>
>Hutch, there's *NO* difference between NTSC and PAL here, the ONLY thing he
>would have to do was to check the resolution INDEPENDENT of the PAL/NTSC flag!
>NOTHING ELSE!

Well, perhaps I misunderstood the original problem, then. This _does_ sound
like an easy fix, alright. Perhaps a letter to the program's author is in
order? And if it's shareware, a registration payment of some kind, too. :)

-Hutch- @ Fair Dinkum Tech

4057. Re: PPC (again)

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 15:58:43 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <7181@rider.UUCP>
Source record: 191914
Cross-posted to: local.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Forwarded message:
From: Gregg Mack <gmack@paceline.sps.mot.com>
To: donm@ucon.gun.de (Don Maple)
Date: Sun, 27 Feb 94 12:03:31 CST

> Date: Fri, 25 Feb 1994 21:32:41 -0100 (MET)
> From: Don Maple <donm@ucon.gun.de>
> To: Gregg Mack <gmack@paceline>
>
> (This response was xposted in the Atari conference)
>
> True, but even accounting for that it's 180+ and that's still on the
> bloated side for a *reduced* instruction set.

Don,
I agree with everything that you "countered" with in your very complete
reply, except the above statement. If I may paraphrase (as best I can
remember) Michael Slater, author of The Microprocessor Report (who I had
the pleasure (?) of listening to for nearly 5 hours last week), who said:
The "reduced" part of the RISC acronymn is referring to how much processing
is done by each instruction - not to how many instructions are in the
programmer's model. (But what do I know? - I'm a hardware jock!)

> But seriously, why bother with the corrupt past at all? Why not make
> a clean break and the same type of leap as when the 68000 was introduced?
> Why anchor yourself (Moto, I mean) to R6000 (a niche market at best) in the
> first place?

Because, unfortunately, technology is once again driven by "business reasons".

I agree completely with your assesment of the current lack of knowledge
about the realities of the PowerPC chips. As a matter of fact, I *USED* to
read the comp.sys.powerpc USENET group, but there is more misinformation
and emotion found there than facts.

What the hell, let 'em think what they want.... It's probably good for
business (and the price of Moto's stock)!

--
Gregg Mack -------- __o
gmack@paceline.sps.mot.com ------- _`\<,_
Motorola RISC - Austin, TX ------- (*)/ (*)

4058. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 16:09:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7368b4@secom.ct.se>
Source record: 191915

In a message of 28 Feb 94 18:07:16, John Hutchinson wrote:

JH> >In Sweden, you can now buy a 4meg/85meg Falcon for less than $1000 USD
JH> >including tax. A decent AV Mac costs more than $3000 USD.
JH>
JH> That seems like a fair price for the Falcon but you are getting 'raped' on
JH> the Apple stuff. A Mac 660av with 8Mb, 230Mb HD, 25MHz 040 costs ~$1800 in
JH> the US now. Wonder why there is such a disparity in pricing in Sweden?

Well, for one thing, we have 25% V.A.T ... 25%!!! .... (Makes the Falcon really cheap here actually!)

Macs are rare here, you might find them used for DTP or something similar, but not as home-computers ... I guess that's a reason for the high price too.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4059. Re: Speedo fonts

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 16:10:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLzu9n.78H@cix.compulink.co.uk>
Source record: 191916

In message <dbyfield.0wnx@outb.wimsey.bc.ca>, dbyfield@outb.wimsey.bc.ca said:
>
>Offir-I seem to recall that there are Word Perfect Speedo Fonts that are
>compatible with Speedogdos. Perhaps they have a set of Hebrew Fonts?
>Doug

Not as far as I know.

Ofir ogal@cix.compulink.co.uk

4060. AtariST with US-Robotics Modem

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 16:15:48 UTC
From: hszs@tu-graz.ac.at
Message-ID: <hszs.2.762538548@tu-graz.ac.at>
Source record: 191917

Hello!

I am searching for an FAX-programm for my Atari, which is able to handle the
FCLASS=2.0 protokoll of my US-Robotics/terbo Modem.

If anyone got a shareware/demo of such a programm please send it to me, or
post me a E-mail adress where i can get it and test it!

Send replies to: "F8231358@mbox.tu-graz.ac.at"

Thanks in advance!

Greetings
Bertram Kantor.

```
+-------------------------------------------------------------+
| |
| I scream, You scream, All We want is Icecream |
| |
| |
| Please bring it to: HSZS@ftug.dnet.tu-graz.ac.at |
+-------------------------------------------------------------+
```

4061. Re: Revenge Document Displayer

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 16:29:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A4147@M4.maus.de>
Source record: 191918

DLW>Has anybody else had problems with RDD v3.10 that was posted to
DLW>binaries.atari.st?

I hadn't any errors with it on my FALCON. Only one problem: It doesn't run in
the console-window of GEMINI v1.99.

regards, Jimmy

4062. Who sells STs?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 17:08:24 UTC
From: jk@panix.com
Message-ID: <2kvsq8$9qh@panix.com>
Source record: 191919

Do any of the mail order suppliers sell new or used STs or STEs these days? If so, who?

Thanks.
--
Jim Kalb (jk@panix.com)

"Nothing has an uglier look to us than reason, when it is not of our side." (Halifax)

4063. ST Music Studio Midi -> Standard Midi

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 17:34:07 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2kvuaf$cqm@usenet.INS.CWRU.Edu>
Source record: 191920

I'm looking for a program which converts the ST Music Studio Midi ->
Standard Midi...Please drop me a line in e-mail if you know where to find
this file (ftp site, directory, file name)...thanks...
--

4064. Re: Who sells STs?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 17:36:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kvueg$hrd@mailer.fsu.edu>
Source record: 191921

Jim Kalb (jk@panix.com) wrote:
> Do any of the mail order suppliers sell new or used STs or STEs these
> days? If so, who?

There is a file called "dealers" on atari.archive.umich.edu (I believe it
is still in /Newitems) that lists several US based Atari dealers. I suggest
you call one of them (Toad Computers would be my suggestion, 1-800-448-TOAD)
and order a copy of Current Notes. CN is a stateside ST magazine in which
you can find ads from mail order firms (among other things).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4065. Re: Do you know this game???

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 17:57:23 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2kvvm3$pb1@unicorn.ccc.nottingham.ac.uk>
Source record: 191922

In article <2kt4jl$ism@tukki.cc.jyu.fi>, rtla@network.cc.jyu.fi (Risto Tapani Lahdesmaki) writes:
> Hi!
>
> I am searching PD-game called "From Little Acorns". St format
> rated it 90%. So, do anyone know FTP-site where this game can
> be found?

I think it's a Budgie Licenceware game - sold by PD libraries but some of the money goes to the author. Hence it shouldn't be uploaded to an ftp site.

Sam

4066. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 18:27:53 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2l01f9$lr5@clss3.bangor.ac.uk>
Source record: 191923

David Stevenson (djs@jet.uk) wrote:
: In <CLtEAy.241@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

: >I'd like to point out that this was the situation where I live. I asked
: >about ST Review and they said they don't get it because nobody buys it. I
: >answered that it didn't matter because unsold magazines can be returned to
: >the publisher. They checked and confirmed that this was true. I was told
: >that they will order 5 copies and see how it goes.
: That's strange, my local Newsagent said that they are no longer Sale Or
: Return (SOR). Anyway, if the person who started this thread has difficulty
: getting this or any other publication, why not just place a special order
: at your local shop? I've yet to meet a Newsagent who won't get stuff that
: you specifically order!

Try writing to ST Review too. They requested readers who have problems finding the magazine in their high street shops, to write in. It seems as though the problem may be quite wide spread. I think they said that WH Smith _should_ always be stocking the magazine, although they certainly don't here in Bangor, North Wales.

Dylan.
dbanarse@sees.bangor.ac.uk

4067. Mail to Lars-Erik 0sterud

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 18:30:00 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <762562951.AA05149@byte.bbs.no>
Source record: 191856

Due to some trouble at my InterNet site my messages don't seem to get
out (incoming mail arrives, but I can't send replies to anyone...)

The SysOp is not avalable for a while, so the problem will remain.

So if anyone is expecting an answer from me it may take a while (but
I will reply as soon as possible). I can also be reached as my BBS.

I'm also reading comp.sys.atari.st, and can post messages here.

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

4068. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 18:45:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l02h3$bqu@newshost.lanl.gov>
Source record: 191924

In article 23D@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>1. Why have a colour monitor to start with? You can always use the TV for
>games.

Perhaps because even the original SC1224's color output was far superior to what you could get on most television sets. Perhaps the SC's were less costly than in Europe. Perhaps US users were more entertainment-oriented. Who knows?

The "why" doesn't really matter, though. The fact is that there exist far more color monitor equipped systems in the US than monochrome. Developers simply need to keep the population in mind when targeting their applications. Even though an app may be far superior when run in monochrome, making it mono only restricts the potential customer base... and that's bad enough as it is. ;)

-Hutch- @ Fair Dinkum Tech

4069. Re: CBZONE upload

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 18:53:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l02vf$bqu@newshost.lanl.gov>
Source record: 191925

In article 1642@usdtsg.DaytonOH.NCR.COM, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> I'm not sure if this is realistic to say, but I would assume (*warning*:-)
>that monochrome is more in favor in Europe than say the U.S. ...

About 3 years ago Atari published the figures in some developer notes about
'relative' sales figures of monochrome-only and color-only ST systems. At
that time it was about 75% color and 25% mono in the US and Europe was almost
exactly the reverse. Of course, things may be different now.

-Hutch- @ Fair Dinkum Tech

4070. Re: The Lasers and The Men - Shareware version out Today!?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 18:58:21 UTC
From: linz@int-evry.fr
Message-ID: <2l038d$ec1@reseau.cict.fr>
Source record: 191926

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: Isn't The Lasers and The Men supposed to be released Today (Yesterdat by my
: time ...) I long for a decent game to play on my Falcon, and want to send in
: my Shareware fee, but the game has to come first 8*| ....

: Karl.
: --
: | Karl Meyland CSIRO Division of Building, Construction and Engineering |

In fact the Internet version will be released when my graphics-man will have
finished his job. Maybe March 6 ? Only God knows it...
Arnaud Linz.

4071. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 19:00:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l03d3$bqu@newshost.lanl.gov>
Source record: 191927

In article 7OysT7Nq6i2@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>Interesting how these Delphoids _still_ don't understand the fact that
>on the Internet, unless you quote part of the message you're responding
>to, your message won't make any sense.

Agreed, but it's not just the Delphi users that are guilty of this.

Please people... when responding to a post, include just a _bit_ of the original message you are responding to (like I did above) so the rest of us will have some idea what you are going on about. It's particularly difficult for the casual peruser of the nets if they don't follow the topic thread every day. Also keep in mind that these posts are relayed to other networks (such as GEnie) as well.

Now I guess we'll see if 'Rule #1' is still in effect, eh? :)

Ta,

-Hutch- @ Fair Dinkum Tech

4072. BBS Express ST & ZOOM 14.4 modem

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 19:03:23 UTC
From: cwebb@mksol.dseg.ti.com
Message-ID: <1994Mar1.190323.25464@mksol.dseg.ti.com>
Source record: 191928

WE NEED HELP!!!

My husband and I run the Atari User's of North Texas BBS. We are using a 1040ST with 1 meg RAM and BBS Express ST. None of these are by choice.

We are trying to upgrade our Emerson 2400 modem to a ZOOM 14.4 and are having all kinds of trouble. Does anyone know of any documented problems/fixes/ etc???

Any help would be greatly appreciated. We have to get this online by March 11.

Thanks a bunch-

Lonnie & Cristine Webb
--
Cristine A. Webb cwebb@mksol.dseg.ti.com

There is only one hope for this world...Jesus Christ!

4073. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 19:03:55 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2l03ir$9ar@charm.magnus.acs.ohio-state.edu>
Source record: 191929

But the Speedo Outline Fonts in .rsc sure are fun. You really need to kick the res up to have the speedo system font look nice.

Dan Ackerman

4074. Re: SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 19:17:40 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l04ck$bqu@newshost.lanl.gov>
Source record: 191930

In article 122619STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:
>
>I'd be interested to see SoftPC on the Falcon. Am I the only
>one? If not, why not write to Insignia and encourage them to
>release it? If anyone agrees and knows their address please
>post it.

Their address is:

Insignia Solutions, Inc.
526 Clyde Avenue
Mountain View, CA 94043

That's the easy part. Now all you have to do is convince them that the Atari market is strong enough to warrant them bringing this product to life. And it probably won't help any if you mention you heard about it via a comment about a pirated copy of their beta software. :)

-Hutch- @ Fair Dinkum Tech

4075. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 19:28:50 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1750.2D739772@dhhalden.no>
Source record: 191931

In article <2l03ir$9ar@charm.magnus.acs.ohio-state.edu> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:

> But the Speedo Outline Fonts in .rsc sure are fun. You really need to
>kick the res up to have the speedo system font look nice.

The use of Speedo fonts in "About boxes", dialogs and the like are very useful. For use on the desktop there should be more choices (i.e. the possibility to assign separate fonts for separate parts of the interface.) And, since the rendering aren't as good as PostScript, either have a high resolution on a small screen monitor or stick to bitmapped fonts - those are usually much better since they are optimized.

The worst part is that the AES still use characters for the window gadgets. Try replacing the system font with a 12pt Speedo Courier... :(

Jon

4076. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 19:42:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l05qk$bqu@newshost.lanl.gov>
Source record: 191932

In article DoC@cix.compulink.co.uk, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>
>It's a big shame that mono monitors aren't more prevalent in the US since
>serious users without them are *really* missing out.

A shame it is, but it's also a FACT. Developers need to keep this in mind
in order to reach the largest potential audience.

>Calamus in medium res would be almost entirely unusable.

Eiuwwww! Calamus in 640x200 medium res? Now there's a hideous thought! :)

Still, I contend that for most modern applications, working with a high
quality color monitor in a usable resolution (640x480 or better) and color
depth (8 bit or better) on a reasonably sized monitor (14" or better) is
potentially more productive than a monochrome only installation. And by
monochrome I mean black and white, not grey scale. Even in a simple app
like word processing, the ability to highlight sections of text in color
is a feature one learns to appreciate if you are 'forced' to use the same
app in monochrome later on.

But let's face it... there is a world of difference between ST medium res
and what I would call 'high quality color.' If your only choice lies with
the SM124 and SC1224 (or equivalents) the SM will be easier on the eyes.

-Hutch- @ Fair Dinkum Tech

4077. 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 20:01:42 UTC
From: donm@ucon.gun.de
Message-ID: <1994Mar1.200142.9168@ucon.gun.de>
Source record: 191933

Jerry Dunham writes:

]> >]3. 47 instructions which 620 will have but 601/3/4 do not and some
]> >] instructions must, again, be software emulated.

> I think he just didn't want to see such a jump quite so soon. From
> what I've heard from Gregg and others, I don't think it's going to
> be a problem, but Don seems to be worried. I wonder if Don would
> be so worried if the IBM name were not attached to this critter.

No I wouldn't! And I don't think there's anything wrong with this view
regardless of my (low) opinion of IBM. When a single company has a
stranglehold and a monopoly status like IBM does it makes all the difference.
Because of this - and its abysmal track record - IBM carries enormous
responsibility and deserves much closer scrutiny than a smaller company
would. Simply because the universal effect of a smaller company are not
as potentially cataclismic as IBM's. (As IBM has repeatedly proven... :-)

The problem is that IBM is on its knees right now and has all of a sudden
got very "benevolent". All I'd say is nobody should be taken in by this so:
"Beware of IBMers bearing gifts!" :-)

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

4078. 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 20:01:47 UTC
From: donm@ucon.gun.de
Message-ID: <1994Mar1.200147.9216@ucon.gun.de>
Source record: 191934

Jerry Dunham wrote:

> Gregg isn't an Atarian and doesn't read this newsgroup.

I know. You wrote that when you posted his response, so I cc:-ed
my reply to him directly and he already responded. The two of us have
no problems with each other's views... :-)

> I believe you ARE "blowing your horn", as Gregg puts it, as Gregg is.
> Both of you are vocal in the defense of your opinions, and there's
> nothing wrong with that. This line of discussion ought to help all
> of us sort out the facts and make up our own minds.

Well, in order to blow my horn I would have to have a horn to blow...
If you know what I mean... If I said X is garbage but Y is fantastic
I would be indeed blowing my own horn (Y). But I didn't do that.
All I did is pointed out certain things which apparently a lot of
people are not aware of.

> I've yet to see ANY major company where company politics and market-
> ing policy didn't intrude into techical considerations. It's a fact
> of life. Companies are made up of people, and people play politics,
> even those of us who claim to HATE politics. Companies also have to
> market their products to survive. Has IBM done worse at balancing
> these conflicting needs than most lately? I believe so, but it's a
> matter of degree, and I do believe they are getting better. There
> are factions within IBM who are truly dedicated to technical excel-
> lence, even while the rest of the company is making some really dumb
> moves. Don't view IBM as a monolith wherein all the parts think and
> act identically. The PowerPC team has not been immune to mistakes,
> but I believe they are doing much better than IBM as a whole.

All this is true, however, due to IBM's predominant (*monopoly*)
position it is blatanly unconcerned with users. This is what makes
it particularly dangerous and unpalatable and, therefore, subject
to much closer scrutiny. And I'm affraid IBM is a monolith which is
why it finds itself in such a precarious situation right now. Since
Ackers was let go IBM has been trying to reform but I'm affraid its
addiction to monopolistic mode might be unsurmountable.

But what really infuriates me that IBM has potentially a lot to
offer (in terms of new developments locked up in vaults) but it
doesn't do that. And, quite frankly, if I were is such a predominant
position neither would I. Well... OK, OK, as a non-lawer/non-accountant
(no offence to either) I just couldn't just sit on neat developments
without fidgeting... :-)

> I don't think you and Gregg disagree on the facts, only in how to
> interpret what they mean to the user.

In the immortal words of Inspector Cluseau: "Zet's vat I sed" :-)
Quoting from my response to Gregg now:

We may disagree on interpretation/importance of these facts but they
stand nevertheless and people ought to be aware of them.

>]But seriously, why bother with the corrupt past at all? Why not make
>]a clean break and the same type of leap as when the 68000 was introduced?
>]Why anchor yourself (Moto, I mean) to R6000 (a niche market at best) in the
>]first place?
>
>Because Moto doesn't believe it will be a niche market. I happen to
>agree with them.

Yeah, and the situation today is quite different. The market was quite
fragmented then so introduciong a brand new processor like that was
feasable. Unfortunatelly, today the stakes are much higher - again because
of dominant position of one manufacturer... (Sigh!)

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

4079. CDROM to AdSCSI+ : Do I need drivers ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 20:30:00 UTC
From: jmm73@pern.frmug.fr.net
Message-ID: <oo-ctACDBh107h@pern.frmug.fr.net>
Source record: 191935

I have an AdSCSI+ (ICD) hooked to an MegaSTe which do not have
internal SCSI. I it used for my primary hard disk.

Now I have an Apple CD300 SCSI CD-ROM drive.

Can I connect the CDROM to the AdSCSI ? Do I need new or
supplementary drivers for it ?

Thanks.

[summary will be posted]

--
+---+
| another post from : Jean-Michel MERCIER jmm73@pern.frmug.fr.net |
| PERN : Where the Dragons and the Knights live |
+---+
| Please, no email >100Ko without permission (I pay hot for it) |
+---+

4080. Compo Software's Address?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 20:38:56 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94060.153856STIRRE31@MAINE.MAINE.EDU>
Source record: 191936

I am thinking about buying Compo's Studio Photo for the Falcon.
Apparently they have a demo of the program (disabled save function)
available. Does anyone know Compo's US address and telephone
number? And do they have an e-mail account? Perhaps Compo@Genie?
Finally, has anyone used Studio Photo? I would like to hear people's
comments. Although I don't expect Studio Photo to hold up well
against Adobe's Photoshop for the Mac, I would like to hear comparisons
if available since I have seen and fooled around with Photoshop.
Any help will be greatly appreciated.
-scott tirrell
stirre31@maine.maine.edu

4081. Re: Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 20:43:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2l09e0$kq2@golem.wcc.govt.nz>
Source record: 191937

In article <1994Feb28.011519.4985@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>BlackFunk writes:
>Funnily enough, three LZH archive files containing loads of NeoDesk icons
>have just been put on ftp.uni-kl.de, and later on atari.archive.umich.edu.
>Using ICONJUGL - Icon Juggler, you can load the .NIC NeoDesk icons, select
>the ones you want, and save it out as a DESKICON.RSC file.
>
>--
>Steve Taylor.

I pulled down those Neodesk files that are on A.A. most of the NIC files
are not Neodesk ones, that is what my Neodesk 3 reports , it was a
complete wast of time dnloading those files...

Some are for Neodesk 2...........

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4082. Re: Who sells STs?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 20:49:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94060.154952STIRRE31@MAINE.MAINE.EDU>
Source record: 191938

In the US, Rising Star Computers fixes up used STs and STes for resale. A 1 meg STe runs at $309 and a 1 meg ST is $229. Their phone number is (513) 254-3160. Their fax number is (513) 254-7970. I hope this helps.
-scott tirrell

4083. Re: Falcon Debugger

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 20:52:27 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM07BG.MJJ@cix.compulink.co.uk>
Source record: 191939

>I could really do with a decent debugger for my f030 - I'm using
>PeaceBug at the moment, but I don't really like it. I preferred
>MONST, but the version I have buggers the screen real bad (both mode
>lights come on at once on my SVGA monitor, and it whines major league).

Why not buy Devpac 3.10, which comes with a Falcon compatible version of
MonST (called Mon). It's not as featured as XDEBUG, for instance, but you
get a fully falcon compatible version of Devpac, all the new system
bindings and the new multi-file Hisoft editor. Well worth it, IMHO.

>Alternatively, does anyone know if the STCLUB's Xdebug program works
>on a Falcon ?

I think there is a Falcon screen driver available on my home system, cix.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4084. Re: Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 21:30:55 UTC
From: lancer@hongkong.WPI.EDU
Message-ID: <LANCER.94Mar1163056@hongkong.WPI.EDU>
Source record: 191940

0{{ "Roger" == Roger Sheppard <sheppard_r@kosmos.wcc.govt.nz> writes:
Roger> I pulled down those Neodesk files that are on A.A. most of the
Roger> NIC files are not Neodesk ones, that is what my Neodesk 3
Roger> reports , it was a complete wast of time dnloading those
Roger> files...

If you get Codeheads' free (?) Icon Juggler program it'll load neodesk formats and save them as standard NewDesk .rsc files! I used IconJuggler and another PD program, MakeIcon, to get my icons just right!

I reccommend these programs!

Note though that MANY of the files of icons on the net have MANY overlaps! I've downloaded dozens of icon files and found maybe 40 good icons and 400 (maybe 4000) duplicates!

Maybe I should upload MY deskicon.rsc file!

grin

.s.
--
- lancer@wpi.wpi.edu - -
- "Their first reaction is they want to kill their kids. -
- Then, 24 hours later, they want to kill us," -
- -Dale L. Herring, Security Director, Thrifty Tel Inc. -

4085. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 21:43:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A9819@LA.maus.de>
Source record: 191941

>I repeat, you can get a TT in the UK. Maybe they should move HQ to
>Germany. That's where all the good software and hardware comes
>from (with very few exceptions).

Very funny, Atari Germany HQ is closed now...

Good software: You don't have the best Wordprocessor (also Made in Germany)
which is Tempus Word. I think there is no english version of it, that's a pitty
really.

Holger

4086. What was the final version of Laser C?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 22:24:25 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <2l0fap$sk5@news.mic.ucla.edu>
Source record: 191942

Hi, I am trying to modify a program for a friend that is written
in Laser C. The compiler revision is 2.2, We think we have found
a compiler bug. We tried to call Megamax only to find that it appears
they no longer exist. What was the last version of Laser C to be
released and does anyone have any idea how I can get my handa
on that version?

We'd port to another C compiler but an attempt with GCC was pretty
disastrous so far...

Scott

4087. Laatest Laser C version addendum

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 22:29:50 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <2l0fkv$slj@news.mic.ucla.edu>
Source record: 191943

```
It's version 2.1 that I have, not 2.2, and I don't seem to be able to cancel
the previous article...

Scott
```

4088. Re: Who sells STs?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 23:01:16 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2l0hfs$nla@vixen.cso.uiuc.edu>
Source record: 191944

jk@panix.com (Jim Kalb) writes:

>Do any of the mail order suppliers sell new or used STs or STEs these
>days? If so, who?

I'm trying to sell a Mega STe (2MB/50MB) with your choice of monitors,
and a nice Panasonic printer to boot... I could even send it in the mail!
Mail order, here we come!

~Adam Aulick
--

Adam Aulick || This .signature file contains absolutely no
a-aulick@uiuc.edu || references to buffers, whatsoever.

4089. Freezed Dried Term...

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 23:07:50 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Mar1.230750.3686@kn.PacBell.COM>
Source record: 191945

What are the changes in 2.30? (and when is it coming out)

marco

4090. Re: PGP available for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 23:23:30 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1649@usdtsg.DaytonOH.NCR.COM>
Source record: 191946

In article <1994Feb28.222324.21083@t.hfb.se> d93rkr@t.hfb.se writes:
re: PGP (Pretty Good Privacy)

>I saw some Atari binaries of it on atari.archive.umich.edu for a while ago...

Can someone explain to me the concept of a "PGP Key" i.e. how does
it work?

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4091. CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 23:32:42 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <762503567.AA05126@byte.bbs.no>
Source record: 191869

>What's happened is that Atari have rationalized the different European
>offices into Atari Europe, which is essentially Atari UK and Atari
>Holland. Frankly, Atari UK are the wrong choice (IMHO).

I (and all others here i Norway) has always considered Germany as
Atari's biggest stronghold in Europe (almost everything hardware and
software available is german). How in the world can Atari close down
their German office - I would see that as a good suicide attempt !!!

Lars-Erik Osterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

4092. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 23:43:25 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2l0jut$lut@golem.wcc.govt.nz>
Source record: 191947

```
] >2. Connect supports med-res (but you can't use 80*25 with the system font)
]
] Ofir, set the font to "System Font 9pt" (instead of 10pt) and turn off
] the scrollbars - you should get 80x25 on screen then...

I hope he's got good glasses....
```

4093. Re: Selectric 1.10 ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1994-03-01 23:51:00 UTC
From: Stefan_Radermacher@k.maus.de
Message-ID: <A18863@K.maus.de>
Source record: 191948

```
DLW>I just uploaded SLCT110E.ZIP to a.a.u.e today. It should be
DLW>available in the standard amount of time. Selectric 1.10e is an
DLW>english version of a very nice german replacement file selector.

Thanks!

Regards,
Stefan.
--
+-----------------------------+----------------------------------+
| Stefan Radermacher | Usenet: sr@k.maus.de |
| Unter Krahnenbaeumen 52-54 | MausNet: Stefan Radermacher @ K |
| 50668 Koeln | |
| Germany | Voice: ++49 221 125172 |
+-----------------------------+----------------------------------+
```

4094. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 01:25:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM0Jz4.Dpp@cix.compulink.co.uk>
Source record: 191949

In message <1644@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM said:
>
>>2. Connect supports med-res (but you can't use 80*25 with the system font)
>
> Ofir, set the font to "System Font 9pt" (instead of 10pt) and turn off
>the scrollbars - you should get 80x25 on screen then...

I know, I was just trying to avoid a futile debate with Roger Sheppard. I
don't use med-res anyway.

Ofir ogal@cix.compulink.co.uk

4095. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 01:25:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM0Jz7.DqA@cix.compulink.co.uk>
Source record: 191950

In message <A15472@S2.maus.de>, Christian_Grunenberg@s2.maus.de said:
>
>OG>However, I found that it doesn't like to compress very large files, or
>OG>a large number of smaller files. It simply aborts halfway.
>
>Wrong. Only the bar graph is incorrect if you're compressing/decompressing
>more than ~4MB. This will be fixed in version 3.0 (coming in april) with
>many minor and major changes.

Not worng. When I say aborts I mean ABORTS, back to the desktop.

Ofir ogal@cix.compulink.co.uk

4096. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 01:25:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM0JzA.Dqv@cix.compulink.co.uk>
Source record: 191851

In message <2l01f9$lr5@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk said:
>Try writing to ST Review too. They requested readers who have problems finding
>the magazine in their high street shops, to write in. It seems as though the
>problem may be quite wide spread. I think they said that WH Smith _should_
>always be stocking the magazine, although they certainly don't here in Bangor,
>North Wales.

ST Review email address is: streview@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

4097. Re: PGP available for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 01:27:25 UTC
From: renfro@bnr.ca
Message-ID: <2l0q1t$24a@crchh610.bnr.ca>
Source record: 191852

In article <1994Feb26.104715.1@csusys.ctstateu.edu>, palm_erd@csusys.ctstateu.edu writes:
|> Has anyone successfully compiled PGP 2.3 (Pretty Good Privacy). I have
|> the PC version, and reading the docs there was mention that the there was
|> not a running Atari version. I'd like to get it for the ST, so I can send
|> it to a friend who has no PC, only a 4 meg 1040STE. I wouldn't mind running it
|> on my Mega2ST either. I already have my keys made. I hope they stay
|> compatible.
|> Eric
|>
PGP is available for the ST, but not sure what version it is. I have also
written a GEM front end for it to make it a bit easier to use. I uploaded
a beta version to GEnie (with only Encrypt/Decrypt capability, no key maint)
and am currently working on version 1.0 including Key maint. operations.
Mail me if you are interested. R.HOEKSTRA1@genie.geis.com

RandyH

4098. Re: Notator Logic with 1 Meg?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 02:01:40 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CM0LMs.7wy@info.bris.ac.uk>
Source record: 191853

In article <BK.BW.762058599.5758.sorenb@cyber1.cyberstore.ca>, Soren Bech
<sorenb@cyber1.cyberstore.ca> writes:
>Reply:
>
>> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
>>
>> : In <2kb1tdINN6bn@uwm.edu> mode@csd4.csd.uwm.edu (modE) writes:
>>
>> : >has anyone had problems running Notator Logic on a 1 megger?
>>
>> : I've heard it is pretty much an impossible situation. Notator uses a great
>> : deal of memory. people with 4 meg machines are complaining...
>>
>> : ~Chris
>
>On the other hand, Notator Logic runs just fine on my
>two meg Mega 2.
>

2 meg is what Emagic specify as the minimum for Logic.

I did get away with running it in a 1.7 meg softlink partition today.
Did you know if you start softlink from a disk WITHOUT notator.prg you
get a desktop in partition 1 from which you can eg start Logic?

I havn't experimented with how small a partition logic will run in
but if anyone else does I'd like to know the results.

(starting to think about 4 meg so I can run Notator and Logic
under softlink :-)

>Soren Bech
>
>
>
>
>

Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|

4099. Re: atari-packet.radio

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 02:17:36 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Mar02.021736.194156@zeus.aix.calpoly.edu>
Source record: 191854
Cross-posted to: comp.sys.atari.st,rec.radio.amateur.packet

In article <1994Feb21.183848.14659@wilt.aha.nl>,
Lette Marcel <lette@sluis.wilt.aha.nl> wrote:
>Dear atarists, amateurs.
>
>Does anyone own or know where to acquire packet software for the ST ?
>
>73's Marcel, PE1GDK.

Check out the KA9Q package up on atari.archive.

I believe that it is a full port of the KA9Q package that I have seen
PCs use for packet radio links. I believe you still need the hardware
interface though ... :).

-Mike B

4100. ST Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 02:18:52 UTC
From: "CALARCO,PASCAL VINCENT,MR" <FPCA000@MUSICB.MCGILL.CA>
Message-ID: <01MAR94.23019838.0143@VM1.MCGILL.CA>
Source record: 191855

I have a few items for sale:

- 1040 STf TOS 1.02: good condition, drive needs cleaning, as is.
Cdn$200.00

- Atari SM1225 monitor: excellent condition, the Panasonic version;
Cdn$220.00

- Supra 2400 modem w/cables
Cdn$50.00

You pay shipping. Remember: US prices of the above will be about 30%
cheaper because of the exchange rate. Reasonable offers will be
considered. Email me personally if interested.

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Pascal V. Calarco InterNet: fpca@musicb.mcgill.ca
Grad. School of dr nightmare@anon.penet.fi
Library & Info. Studies pcalarco@binkley.cs.mcgill.ca
McGill University GEnie: P.CALARCO
Montreal, PQ
oOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOo
"Sacred cows make the best hamburger..." -- Abbie Hoffman

4101. Re: Compo Software's Address?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 02:33:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM0n4L.FM9@cix.compulink.co.uk>
Source record: 191857

DA's Picture is much better. Check it out before getting Studio Photo.

Ofir ogal@cix.compulink.co.uk

4102. HD Defragger & FAT Fixer

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 02:44:48 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2l0uj0$ri4@apakabar.cc.columbia.edu>
Source record: 191858

Since I haven't defragged my HD for about 9 months, I figured it was about time. I dusted off my (not-so) trusty copy of MOS Utilities and ran the defragger, which told me that I had a crosslinked file and couldn't defrag my drive. I went to the FAT Fixer which kept spinning and marking blank spots on my hard disk and deleted files as "unallocated chains" or something, and then locking up.

Obviously, MOS won't do it for me... Therefore, can anyone recommend a PD Defragger (and maybe FAT fixer) which will work on a MSTE Mono 4/40 (Quantum P40S) with BigGEM partitioning and TOS 2.05?

Thanks a lot...

BTW, any recommendations for how to make an STE and Casio CTK1000 keyboard

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

4103. Re: STrip

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 04:52:26 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2l162a$fr4@usenet.INS.CWRU.Edu>
Source record: 191859

>>
>> Benjamin, check your email pretty soon - it should be on the
>>way. I'll be uploading STRIP.LZH to atari.archive as soon as I
>>can get on, for others that want to try it out... (it runs under
>>ST Mono, I believe)...
>

Was this file ever uploaded to atari.archive?

I checked the atari/Telecomm directory and just could not find
this file...

I was on a mirror, so maybe that's the reason...is the file there????

If so, what's the filename and directory if it's not atari/Telecomm.

Thanks!

-Mark
aa338@po.cwru.edu
--

4104. Re: BBS Express ST & ZOOM 14.4 modem

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 04:56:16 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2l169h$g9u@usenet.INS.CWRU.Edu>
Source record: 191860

In a previous article, cwebb@mksol.dseg.ti.com (Cristine A. Webb) says:

>WE NEED HELP!!!
>
>My husband and I run the Atari User's of North Texas BBS. We are using a
>1040ST with 1 meg RAM and BBS Express ST. None of these are by choice.
>
>We are trying to upgrade our Emerson 2400 modem to a ZOOM 14.4 and are having
>all kinds of trouble. Does anyone know of any documented problems/fixes/
>etc???
>
>Any help would be greatly appreciated. We have to get this online by March 11.
>
>Thanks a bunch-
>
>Lonnie & Cristine Webb

Exactly what kind of problems are you having???

There are a few "common" problems people have when they upgrade from a 24oo
to a higher speed...
--

4105. Re: Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 04:56:44 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <762582010.1@mettav.royle>
Source record: 191861

It was none other than BlackFunk that wrote on the 22 Feb 94 that ,
B> I was wondering if there are any programs and/or libraries out in net
B> land that offer more (different) icons on the desktop (tos 2.06) than
B> the standard that comes with the ST.

Don't know about usenet archives but certainly on the Fidonet's and BBS's
there are load's of icon's . For editing the RSC file you want to get a hold
of IconJuggler or a general resource editor like ORC's or WERC's

...and don't forget you can load in Nic (Neodesk) icon's into IconJuggler and
use them aswell.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

4106. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 05:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A14386@MS.maus.de>
Source record: 191862

In article <CLx24t.B1s@austin.ibm.com>, Mark Lehmann (mlehmann@austin.ibm.com) wrote:
>This crazy system that my dealer is letting me borrow has 6 Mbytes of
>memory. When I load all of my desk accessories and TSR's I still have
>about 5,500,000 bytes of RAM free. Unfortunately 2 Mbytes is ST RAM
>and 4 Mbytes is TT RAM. Can any program use both types of RAM at the same
>time? This system is called a SST030.

Of course, if it is getting it's RAM via 'Malloc()'. Some programs rely on the assumption that they get all the free RAM as TPA and do no further Malloc()s, but this is not a good programming style.

4107. WEFAX programs wanted/Ham radio stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 05:32:59 UTC
From: seacat@eskimo.com
Message-ID: <1994Mar2.113300.892@nhqvax.hq.nasa.gov>
Source record: 191863

Message-ID: <CLxIJK.Ds@eskimo.com>
Organization: Eskimo North (206) For-Ever
Date: Mon, 28 Feb 1994 10:01:48 GMT
Lines: 5

Looking for weather fax software. Want something I can use with a
AEA PK-232 TNC to receive and diplay weather fax and other sat.
pictures. Or, any other ham related programs.

Please reply, and yes, I have checked umich archive.

4108. ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 05:59:06 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2l19va$obt@golem.wcc.govt.nz>
Source record: 191864

Has anyone got this program to work!? The DAT files that come with it have no configuration at all in them, so before you can even *read* the errors that appear you have to change the background/text to white....

It runs, gets as far as what should be Spectrum-BASIC, and then hangs.

If I try doing anything GEM-ish, it tells me that 'ROM is corrupt from $0000' which doesn't sound too healthy.....

Will this run on a 1meg machine at all!? (I can't afford more RAM yet, I'm trying to get some case above the negatives so I can get a modem, a hard-drive, RAM, software..... (Decent transport...)).

I can load the Snapshot files (*.SNX) and all they do is present me with their title screens, and promptly hang again.... The instructions are not too great, it says how it works, and how to install things, but not how to actually get it fully up & running!

I've got a 1meg, 1040STE with TOS 1.62 (UK). As soon as I can afford it I'll have a 14.4K modem, 4meg of RAM and a 52meg Hard-drive, but at the moment, I have a very pathetic system!

4109. Spectre Mac emulation: looking for SCSI drivers

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 06:07:18 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Mar2060718@hal.cerfacs.fr>
Source record: 191896
Cross-posted to: comp.sys.mac.misc,comp.sys.mac.hardware,comp.sys.mac.system,comp.sys.mac.wanted,fr.comp.sys.mac,comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

I am looking for two Mac SCSI drivers for the following devices.

Insite Floptical drive - I have Floptic404 from IOMega but it does
not recognize my drive.

Toshiba XM-3401B CD-ROM drive - with SCSI interface.

I am running System 6.0.[35] emulating a MacPlus. Are there PD
drivers or comercial ones? Where can I find them? I would also like
to hear from others that have suceeded or attempted to connect such
devices. Please reply by e-mail, if possible, and I will summarize to
the net.

Thanks in advance,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
The waves came in like arabian stallions gradually lapping into seahorses.
-- Pattie Smith

4110. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 06:21:24 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <653_9403021747@dswhq.omahug.org>
Source record: 191865

In a message of <27 Feb 94 15:33:06>, sinclap2954@cobra.uni.edu
(1:286/2) writes:

s> Than again, you can get a new(!) Quadra 605 4/80 with KB for $900

Lets see, Quadra 605, list price $979.

Add money for keyboard.

Add money for 1 meg VRAM (it only does 256 colors on a 14" monitor with the
512k VRAM it comes with, and you have to throw away the 512k board to upgrade
to 1 meg) When you get 1 meg, you still only get 32k colors on a 14" monitor.
It think that equates to something like 640x480.

Do you have to buy System 7 extra? I think so.

Still need a 0 wait state DSP.

s> On March 14 Apple will intro and sell their PDS Power PC upgrade for
s> $699 that
s> blows away the 040 boards.

Ooooooooh. Guess what? It gives you '2 to 4 times the performance of an '040
when running NATIVE code'. And it gets part of that performance by doubling
the clock freq. I.e the PPC is BARELY faster than an '040 when it is running
at the same clock speed as the '040.

Later,
Gizmo@dswhq.omahug.org

4111. GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 06:42:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2l1che$ojl@golem.wcc.govt.nz>
Source record: 191866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can any one help...

were can I find a PD GDOS FONT EDITOR..

Its mainly needed for GDOS screen fonts....

Thanks......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4112. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 07:08:00 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994Mar2.070800.4570@alw.nih.gov>
Source record: 191867

In article <CM0Jz4.Dpp@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <1644@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM said:
>>
>>>2. Connect supports med-res (but you can't use 80*25 with the system font)
>>
>> Ofir, set the font to "System Font 9pt" (instead of 10pt) and turn off
>>the scrollbars - you should get 80x25 on screen then...
>
>I know, I was just trying to avoid a futile debate with Roger Sheppard. I
>don't use med-res anyway.

I still do; I've always preferred color monitors, period. Monochrome is so--
well, plain. (Of course, I'm not using PageStream, Cubase, etc.) For use on
a more classic ST with only the 3 32K graphics resolutions, I find UniTerm
to be the most useful all-around terminal program. It doesn't use a GEM
window, so it performs reasonably well on an 8 Mhz 1040 ST, and the VT100
emulation seems fairly complete. The Tektronix vector graphics emulation
leaves a bit to be desired, but those terminals were more like 1024x780 or
even 4096x4096 around 1980 or so. UniTerm's 1K YMODEM works well at 9600 baud,
so I usually transfer PostScript files and view/print offline with the
GhostScript program when I want a higher resolution image. For ST medium res,
I think UniTerm is still the best terminal emulation program available readily
from most ST archive sites. It reminds me a great deal of using an 'xterm',
since it does have mouse-based cut-and-paste and mediocre Tekronix emulation.
All the config menus, etc., are all GEM-based.

Discussions like these have saved me trouble of downloading Connect; the caveat
about poor support for color ST medium res was certainly enough to discourage
me, and I'm grateful. I only wish the archive sites could indicate more
complete system information in program descriptions (color, mono, '030, FPU,
and any other restrictions).

--
___ O== ==O "It's deja vous all over again."
|__) ICK O== ==O [sic]
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra

4113. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 07:19:02 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CM10Bq.M0z@cix.compulink.co.uk>
Source record: 191868

>My Falcon sometimes chrashes(2 Bombs) when i change resolution.
>Is there someone else who has the same problem!

Are you using DeskPic 1.05 by any chance?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4114. Need help with TeX.

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 07:58:54 UTC
From: dzander@solaria.sol.net
Message-ID: <2l1gvu$1h4@solaria.mil.wi.us>
Source record: 191870

summary: I need help setting up TeX on an AtariST. What are ALL the files
needed for a basic working system? Where do these files go in
a directory structure? What do these files do exactly?

Hello,

This is a plea for help as well as a flame. I'm very frustrated
with the file describtions at atari.archive.umich.edu (a.a.u.e). I
read describtions that say "...help with setting up TeX..." and the
information in the file DOES NOT explain how to set up TeX on the AtariST!
Instead of explaining how to set up a working system these files just
explain how to write a TeX/LaTeX file. They are users tutorials only.
I can NOT find one single file at a.a.u.e. that explains how to set up
a configuration for TeX; including all the files I need and what they are.
So far I figured out that I need these basic elements for a working system:
0) a text editor for creating a .tex file
1) TeX program to read .tex file and convert to .dvi
2) .fmt fonts files (plain.fmt)
3) a printer driver for the .dvi file for hardcopies
What else is needed? These three things just don't work for me. I get
empty pages in my .dvi file. :-(I believe I also need something
called "font metric files" as well as "string pool files".
I would appreciate any help or guidance from someone who has a working
system. Thanks.

Douglas Zander
dzander@solaria.mil.wi.us

4115. Re: HD Defragger & FAT Fixer

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 08:06:35 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2l1heb$sg0@ccpnws.in2p3.fr>
Source record: 191871

Haim S. Poretsky (hsp4@namaste.cc.columbia.edu) once wrote:
> Since I haven't defragged my HD for about 9 months, I figured it was about
> time. I dusted off my (not-so) trusty copy of MOS Utilities and ran
> the defragger, which told me that I had a crosslinked file and couldn't
> defrag my drive. I went to the FAT Fixer which kept spinning and marking
> blank spots on my hard disk and deleted files as "unallocated chains"
> or something, and then locking up.

> Obviously, MOS won't do it for me... Therefore, can anyone recommend a
> PD Defragger (and maybe FAT fixer) which will work on a MSTE Mono 4/40
> (Quantum P40S) with BigGEM partitioning and TOS 2.05?

> Thanks a lot...

> BTW, any recommendations for how to make an STE and Casio CTK1000 keyboard
> **
> H. Solomon Poretsky ** "How beautiful is candor!"
> hsp4@columbia.edu ** -- Walt Whitman, 1855
> hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

--

You can use ZORG which is available on cnam.cnam.fr (or ftp.cnam.fr) in directory
pub/atari/Disk (or something like that). It is written by a French guy and therefore
all the comments and menus are in French.
Bye

+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

4116. Re: BBS Express ST & ZOOM 14.4 modem

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 08:15:30 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.762596130@echo>
Source record: 191872

cwebb@mksol.dseg.ti.com (Cristine A. Webb) writes:

>My husband and I run the Atari User's of North Texas BBS. We are using a
>1040ST with 1 meg RAM and BBS Express ST. None of these are by choice.
>We are trying to upgrade our Emerson 2400 modem to a ZOOM 14.4 and are having
>all kinds of trouble. Does anyone know of any documented problems/fixes/
>etc???

Hi out there,

first you have to put some software speeders for the serial line in your
AUTO folder. I would recommend HSMODAxx.LZH or Turbo-CTS.
be sure your RS-cabel is connected right, all RTS, CTS, DTR and RI are ok.
Set your modem to a fixed speed (like 19200 or more), and also your
BBS soft to fixed speed.
Now: how to get more than 19200? there are some hardware fixes available
to increase the RS speed. There are some cheap fixes to get only 38400,
or a small board called RS-speed or RSVE to get 38400, 57600 or 115k.

If you have more problems send me a mail. I'm also running a BBS based
on atari.

Bye Wolfgang

4117. Gopher Info

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 09:29:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2l1m9i$pin@golem.wcc.govt.nz>
Source record: 191873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gopher Help.....!!!!

Can some one Help on Site Host names
for use by Gopher..

or were we can get full FAQ info on Gopher access to sites..

Some are simple but some are not..

i.e, what is the Host name for cs.tu-berlin.de

and any other good FTP sites....

We have managed to Gopher, A.A., tu-clausthal.de and uni-kl.de

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4118. Re: Info about Falcon 286 Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 09:36:28 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar2.103628.948@cathy.ijs.si>
Source record: 191874

In article <2kihfc$ome@insosf1.infonet.net>,
Lannie Schafroth <lannie@picard.infonet.net> wrote:
> I keep calling Toad
>and they say they are waiting for info from the Blowup manufacturer
>before thay can sell it. I called the manufacturer and they are
>waiting on Toad to call them. Any good places to buy from that
>will accept a P.O. from my company will work.

Huh? I thought Lexicor represented BlowUp in the US?

4119. Re: ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 09:42:04 UTC
From: richara@westminster.ac.uk
Message-ID: <CM16y4.DuM@westminster.ac.uk>
Source record: 191875

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
: Has anyone got this program to work!? The DAT files that come with it

This isn't going to help!

But I got it to work without doing anything other than running the install
program.

: Will this run on a 1meg machine at all!? (I can't afford more RAM yet,

I'm running it on 4 meg, so I don't know

: I've got a 1meg, 1040STE with TOS 1.62 (UK). As soon as I can afford

My setup is 4meg, 520STFM (expanded obviously) with TOS 1.4 and a
hard drive.

But I'm afraid that doesn't help you at all!

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

4120. Re: High-res mono on a TV

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 10:37:11 UTC
From: steve-j@teleport.com
Message-ID: <2l1q8n$er9@kelly.teleport.com>
Source record: 191876

In article <mikeg-010394152157@dtype.logica.co.uk>,
Mike Garrish <mikeg@logica.co.uk> wrote:
>I am abut to buy an Atari 1040 for a cheap MIDI setup, and before I splash
>out on an SM124 monitor to run Cubase and Avalon, is it possible to buy
>emulators which will allow these programs to work on a normal TV? I have
>heard about these products, but I imagine there must be some sort of
>speed/clarity penalty. Any advice would be appreciated.

I believe both of those WILL run with a mono emulator, but believe me,
you DON'T WANT TO!!! For one thing, mono emulators slow down the
computer and, with MIDI applications, could cause timing problems,
plus I think both of these (or Cubase at least) is pretty flakey on a
mono emulator (the screen doesn't update properly).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4121. Re: Falcon Audio Outs???

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 10:43:29 UTC
From: steve-j@teleport.com
Message-ID: <2l1qkh$euu@kelly.teleport.com>
Source record: 191877

In article <1994Mar1.134001.23282@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>Atari had said that only initial developer machines had the bass boost.
>However, Sound On Sound magazine quote Steinberg as saying that all
>Falcon users should get the bass boost removed. I haven't played with the
>audio on my (new) Falcon yet, so can't say whether or not it has bass
>boost.

Although Atari has redesigned the Falcon030's audio output circuit to
remove the bass boost circuitry, the design change hasn't been
implemented at the factory yet (kinda like Atari redesigned the TT030
to meet FCC Class B computing device standards, but never put the new
design into production).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4122. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 10:52:22 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2l1r56$1de8@info2.rus.uni-stuttgart.de>
Source record: 191878

In <2l1che$ojl@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

> Can any one help...
>
>
> were can I find a PD GDOS FONT EDITOR..
Try GEMFont (Shareware):
ftp.tu-clausthal.de pub/atari/systools/gemfo120.lzh (or newer)

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4123. Falcon030 & Digital Audio

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 10:55:20 UTC
From: steve-j@teleport.com
Message-ID: <2l1rao$f6b@kelly.teleport.com>
Source record: 191879

Okay, here's a text file I got that some of you Falcon030 owners may
be interested in:

Guys... do the following mods at your own risk. Remember the Falcon is
loaded with surface mounted VLSI (and custom VLSI) so observe all static
precautions!

To remove the bass boost from the Falcon's audio output:

Change C58 and C59 from 100pf to 1000pf
Change R123 and R130 from 10K to 15K
Change R59 and R68 from 100K to 4.7K
Change C95 and C90 from 0.33microFarad to 1K resistor

To reduce the built in speaker amplifier gain:

Add a 10K resistor between pin 2 of U21 (at R119) and AGND (at R111)

To reduce the gain of the Falcon's Audio Input by 6dB:

Remove R56, R57, R90, R92, C21, and C81
Change R66 and R87 from 100K to 47K
Add a 470pF NPO +/- 5% capacitor in parallel with R67
Add a 470pF NPO +/- 5% capacitor in parallel with R88
Add a 100pF NPO +/- 5% capacitor in parallel with R66
Add a 100pF NPO +/- 5% capacitor in parallel with R87

I believe that's the Steinberg-recommended way to 'fix' the Falcon030's
audio circuitry.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4124. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 11:44:51 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM1CMs.85u@cix.compulink.co.uk>
Source record: 191880

>My Falcon sometimes chrashes(2 Bombs) when i change resolution.
>Is there someone else who has the same problem!

Which auto-folder programs and - more importantly - accessories do you
have loaded in at the time?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4125. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 12:20:22 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2l20a6$lcu@fbi-news.informatik.uni-dortmund.de>
Source record: 191881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry Folks

A friend of mine told me the following:

GSZRZ 4.1 ist not Shareware. You have to pay for it.
I just don't know if older versions of GSZRZ are just Shareware but I try to
find out if you're interested in.
If there're shareware versions I could upload this to a german FTP-Server.
For nearer details please contact me under
Patrick_Koehne@un.maus.ruhr.de

I could alternative post the e-mail-address of the author then you can
ask him yourself.

--
Greetings from

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
(z.Z.) ds375@eva.informatik.uni-dortmund.de

4126. Re: Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 12:34:30 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2l214m$lcu@fbi-news.informatik.uni-dortmund.de>
Source record: 191882

Hi All

If someone could give me some hints how to upload on an FTP-Server I will
upload some Iconfiles on a German FTP-Server.

--
Greetings from

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
(z.Z.) ds375@eva.informatik.uni-dortmund.de

4127. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 12:35:44 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CM1Ezr.I8t@midge.bath.ac.uk>
Source record: 191883

In the referenced article, bourlon@gla.ecoledoc.ibp.fr writes:
> GREAT ! Does it work on Falcon ??
>
> MB.
>
>

It *Should* if the latest version of STOS fix (2.7) really works.

4128. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 12:46:14 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2l21qm$suk@percy.cs.bham.ac.uk>
Source record: 191884

lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:
>>What's happened is that Atari have rationalized the different European
>>offices into Atari Europe, which is essentially Atari UK and Atari
>>Holland. Frankly, Atari UK are the wrong choice (IMHO).
>
>I (and all others here i Norway) has always considered Germany as
>Atari's biggest stronghold in Europe (almost everything hardware and
>software available is german). How in the world can Atari close down
>their German office - I would see that as a good suicide attempt !!!
>

The story said that Atari Germany bought too much property (compared
to their business plan), and how reducing the number of offices would
help offset this liability.

I don't know, I always thought buying property was a smart move.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4129. Re: Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 12:47:28 UTC
From: jrp@ua.nwo.ac.uk
Message-ID: <jrp.43.000CCAE8@ua.nwo.ac.uk>
Source record: 191885
Cross-posted to: rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

In article <CLyrD9.6Lt@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>From: ogal@cix.compulink.co.uk ("Ofir Gal")
>Subject: Re: Cubase Audio on PC or Falcon?
>Date: Tue, 1 Mar 1994 02:10:20 GMT

>In message <1994Feb28.164516.1595@peavax.mlo.dec.com>, bouronm@uproar.enet.dec.com said:
>>
>>Does anyone have any opinion, or indeed hard facts, regarding the
>>relative merits of Cubase Audio on a PC vs. that on an Atari Falcon?
>>Are both versions at the same level? Do they have the same set of
>>features? And what about extra hardware requirements for a vanilla
>>486 PC?

>The PC version requires the Yamaha CBXD5 box (about $2000-3000). It is a
>more professional unit, but is not available yet. When it is, you could
>use it with an ST, Falcon or TT as well, so there's no reason to get a PC
>just for that. In terms of software, editing facilities, etc., the
>programs are identical, although on a TT it will be faster than on a
>486/66.

>Ofir ogal@cix.compulink.co.uk

If Steinberg's current offerings on the PC are anything to go by then you
would be better off with the Falcon version. Cubase for the PC needs a fast
processor just to stay in time and there are too many bugs for it to be
considered for serious work. It looks pretty though :-) There are other, much
more reliable programs for the PC.

Cubase on the Atari is supposed to be much more reliable with more features
included.

James.

****
* James Perrett Institute of Oceanographic Sciences *
* Deacon Laboratory, Brook Road, Wormley *
* Godalming, Surrey GU8

4130. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 12:51:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1650@usdtsg.DaytonOH.NCR.COM>
Source record: 191886

In article <1994Feb28.230507.23686@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>The price is even better if you are a student. My campus sells the 8/230 plus
>cdrom for $1700. The Falcon can't touch it.

How much is it if you are *NOT* a student (not everyone in this
world can afford the $$$ to throw at school, just to get a computer
discount)?

>Oh, by the way what is Atari's education price on the Falcon?

Oh, if you aren't aware, I don't believe Atari has *ever*
had an education price (kinda hard to do for a smaller niche market).

So, to make sure we're not comparing "apples and oranges" (pun intended)
what is the Mac price WITHOUT student discount (i.e. real world)...

>"It does more, costs less and it's that simple'

Good thing it's simple - I'd never be able to figure it out
otherwise... :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4131. New upload to ftp.uni-muenster.de

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 13:03:56 UTC
From: reschke@uni-muenster.de
Message-ID: <2l22rs$s55@obelix.uni-muenster.de>
Source record: 191887
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
What: new releases of my command line utilities (texttl03.tos, mupftl03.tos).
Where: ftp.uni-muenster.de, pub/atari/Gemini

---
--------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
--------------------------------------------------
```

4132. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 13:08:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CM1GI5.B7o@barclays.co.uk>
Source record: 191888

In article <CM1Ezr.I8t@midge.bath.ac.uk>, ma2jswc@midge.bath.ac.uk (J S W Chan) writes:
|> In the referenced article, bourlon@gla.ecoledoc.ibp.fr writes:
|> > GREAT ! Does it work on Falcon ??
|> >
|> > MB.
|> >
|> >
|>
|> It *Should* if the latest version of STOS fix (2.7) really works.
You can get STOS working on a Falcon??? How?

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4133. Re: Screen Capture Software

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 13:24:55 UTC
From: incp@verleihnix.rz.tu-clausthal.de
Message-ID: <1994Mar2.132455.24730@solaris.rz.tu-clausthal.de>
Source record: 191889

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
: >I know irt's been asked before, but where can I find a good PD/SHareware
: >program for capturing screenshots from the Falcon?

: Imagecopy2 from the ST Club is the answer, I can find the fax/phone no.
: and address if required.

: Graeme

There is a program called F_S_DUMP which saves a raw picture format.
Yet another proggy called XIMGSAVE converts this raw format to XIMG. Both
programs can be found on:
ftp.tu-clausthal.de:/pub/atari/falcon/systools/ximgdump.zip

hope this helps,
Chris

4134. Re: Revenge Document Displayer

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 13:28:45 UTC
From: incp@verleihnix.rz.tu-clausthal.de
Message-ID: <1994Mar2.132845.24909@solaris.rz.tu-clausthal.de>
Source record: 191890

Patrick Koehne (grsys168@gulliver.informatik.uni-dortmund.de) wrote:
: I couldn't start it anyway!
: It hangs while starting :-(

: Greetings ...Patrick.
Hangs on my Falcon also :-/

Chris

4135. Re: Where is ST Review??

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 13:40:35 UTC
From: jvt@its.bt.co.uk
Message-ID: <CM1Hzo.6M5@its.bt.co.uk>
Source record: 191892

In article <1994Feb27.132254.16407@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>That's strange, my local Newsagent said that they are no longer Sale Or
>Return (SOR). Anyway, if the person who started this thread has difficulty
>getting this or any other publication, why not just place a special order
>at your local shop? I've yet to meet a Newsagent who won't get stuff that
>you specifically order!

I used to get my mags that way until one day my newsagent screwed up. Despite
numerous requests to Europress and their promises of delivery, nothing ever
appeared to replace the lost mag. Now, both Europress and that newsagent have
lost my business and I am unlikely to return to either.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7LOB
+44 21 308 8892

4136. Re: ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 13:42:21 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CM1I2M.36J@cee.hw.ac.uk>
Source record: 191893

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
: Has anyone got this program to work!? The DAT files that come with it
: have no configuration at all in them, so before you can even *read* the
: errors that appear you have to change the background/text to white....

: It runs, gets as far as what should be Spectrum-BASIC, and then hangs.

: If I try doing anything GEM-ish, it tells me that 'ROM is corrupt from
: $0000' which doesn't sound too healthy.....

: Will this run on a 1meg machine at all!? (I can't afford more RAM yet,
: I'm trying to get some case above the negatives so I can get a modem,
: a hard-drive, RAM, software..... (Decent transport...)).

: I can load the Snapshot files (*.SNX) and all they do is present me
: with their title screens, and promptly hang again.... The instructions
: are not too great, it says how it works, and how to install things, but
: not how to actually get it fully up & running!

: I've got a 1meg, 1040STE with TOS 1.62 (UK). As soon as I can afford
: it I'll have a 14.4K modem, 4meg of RAM and a 52meg Hard-drive, but
: at the moment, I have a very pathetic system!

I had problems when I first tried to install the emulator but these were
solved when I followed the instructions and did run install.prg rather
than trying to unzip the files myself - You get a black screen right?

The install program configures the system for you....

Yours

Graeme

(I have a 1 Meg STFM with a 340 Meg Hard drive - so memory wont be your
problem unless you have accs running in the background or large TSRs)

4137. Falcon JPEG Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 14:00:24 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Mar2.140024@cs.man.ac.uk>
Source record: 191894

OK Over the last week I've been making some major changes to the viewer, especially to the DSP code, so I might as well update as to what is going on.

In the public domain, version 2.18a is available from Umich and all its mirrors (src.doc.ic.ac.uk is very fast for UK users) - this is the 030 version, and is more or less the same as the current version (2.20), except that 2.20 supports interlaced GIF's, has some mouse-controlled routines in (I'm working on extending these) and has a few small changes to the interface.

The latest DSP version is a substantial improvement, 2.20 now has a large number of rewrites and optimisations to improve DSP performance so it now reaches its quoted 5x faster speed all the time rather than just on certain pics (the 030 version takes about 17.5s to do a test 640x480 2x2 1x1 1x1 Q75 JPEG, whilst the same pic took 3.8s on the DSP version).

I've also had a lot of enquiries and questions comparing it with the Brainstorm viewer, which it used to be (generally) a little slower than on most pictures. It now should outperform Brainstorm on any complex image (i.e. no large areas of blank space, and high Q factor) because I do the Huffman on the DSP so I can chuck the DSP's approx. 20 mips at it instead of the 030's approx. 3.5 (so as the Huffman works harder, mine relatively improves). For Q75 2x2 1x1 1x1 pics, mine and Brainstorm run at almost exactly the same speed. For greyscale mine is usually about twice as fast, whilst for 2x1 1x1 1x1 pics I usually lose out by a factor of about 10-30%. But the Brainstorm one is Public Domain I think, whilst my DSP code isn't, because writing 280k of assembler source gets to you and you need a few beers to cope with it (grin).

The viewer also supports JPEG compression (to a limited extent), and GIF, Targa, Degas and SPC512 picture formats on the viewer (Jpegs display fastest of all of them on the DSP version!). It can handle as big a pic as your memory can, and if you have silly size JPEGs (like the 344K, 1700x1700 ones I have) it can cut them down so you can actually view them. The viewer also has slideshow mode and lots of useful features, now handles more files at once (up to 320 I think), and JPEG's can be contrast expanded if required.

Anyway, end of shameless plug. If anyone has any comments about it, get in touch!
Dave

4138. Re: Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 14:03:59 UTC
From: ip@nessie.mcc.ac.uk
Message-ID: <1994Mar2.140359.648@nessie.mcc.ac.uk>
Source record: 191895
Cross-posted to: rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

In article <jrp.43.000CCAE8@ua.nwo.ac.uk> jrp@ua.nwo.ac.uk (James Perrett) writes:
>If Steinberg's current offerings on the PC are anything to go by then you
>would be better off with the Falcon version.

Good man, James; go for the throat. ;-)

Ofir has to be kinda tentative, he can't afford to upset Steinberg too much.

As the CBX-D5 is a killer box in itself, or will be whenever it's actually
finished, a massive PC might not be necessary, since it's offloading lots of
the processing. I predict the CBX-D5 sitting there faithfully replaying your
tracks, with WinDog nearby saying "general protection fault at 4:BD32". :-(

Ian.
--
Network Unit, Computing Centre, University of Manchester, England, Europe?
Mail: ip@mcc.ac.uk || ip@uk.ac.mcc || ...!uknet!cns!ip || X.400 Who-Knows?
Coppula eam, se no posit acceptera jocularum.

4139. Re: of lasers and men - v1.0. where??

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 14:32:40 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-ECCNFEWM@tecnozid.mubo.saar.de>
Source record: 191891

```
hi!
is the game "of lasers and men" v1.0 released or not?
i have seen an anouncement that it should have been released in february,
but nothing else. which ftp-server?

thanks, bye

--

Bi-O-Frood | Deluxe /7/7 / / / _7 /7 /_/ /_/ The Music-Hacker's
b_kirsch@mubo.saar.de| / / |_/ /_/ /_ /-| / | / | Tool for /|\ Falcon

Guten Tag, ich bin hier der oertliche Wissenschaftl..aeh Hufschmied! (Doc Brown)

Atari UUCP : UPoint-'light'
```

4140. *** ANNOUNCEMENT : MEMDEBUG ***

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 14:33:03 UTC
From: rEnE Schmit <rene.schmit@crpht.lu>
Message-ID: <2l282v$a3q@caladan.restena.lu>
Source record: 191897

```
Hi everybody

Memory management errors are notoriously hard to find.
That's why I have decided to make MEMDEBUG publicly available.

Feel free to contact me if you have any questions

rEnE

Here is the README file:
-----------------------------------------------------------------

MEMDEBUG version 1.5

Author: Rene Schmit
Email : rene.schmit@crpht.lu

*************************************************************************

Copyright (C) 1992-1994
Centre de Recherche Public Henri Tudor
6, rue Coudenhove-Kalergi
L1359 Luxembourg-Kirchberg

This software may be copied, distributed, ported and modified in source or
object format as long as :

1) No distribution for commercial purposes is made.
2) No third-party copyrights (such as runtime licenses) are involved
3) This copyright notice is not removed or changed.

No responsibility is assumed for any damages that may result
from any defect in this software.

*************************************************************************

Package Description:

FEATURES:
---------
MEMDEBUG is a free utility for C programmers that provides,
among others, the following features:

* Memory management error detection:
Memory leaks
free()'s of unallocated memory blocks
...
```

```
* Memory usage error detection
Accesses to previously free()'ed memory
Off-by-one errors in memory blocks
...

* Memory usage profiling
All kind of memory usage statistics
Trace of memory function calls
...

* Error simulation
Low memory simulation
...

USAGE:
------
Using MEMDEBUG is very simple:

Compile the package once.

Add the following line to each of your sources:
#include "memdebug.h"

Recompile and link your program.

MEMDEBUG is activated by defining the MEMDEBUG
pre-processor symbol at compilation time

PLATFORMS:
----------
MEMDEBUG is written in ANSI C and should be completely portable.
It has been tested on the following platforms: ((?) == as far as I know)

MACINTOSH MPW C
GNU C
Think/Symantec C

PC Borland C
Microsoft C 7

HP Workstations (both 680x0 and RISC stations)
HP C
GNU C

DEC VAXC (feature subset, as VAXC not an ANSI
compiler)
GNU C (?)

SUN Sparc GNU C

Indigo GNU C

Atari TT GNU C

DISTRIBUTION:
-------------
```

The distribution kit contains all necessary sources and
documentation (PostScript file). NO object files are provided.

There is a simple test program. BEWARE: this program might crash
on your machine, as it does some really nasty stuff. Use it primarily
to check which features are supported on your machine! (comment out
source until it doesn't crash any longer).

A sample makefile for UNIX users is included (provided by
Wilfred Mollenvanger and John Borst)

memalpha.c
memalpha.h
memdebug.c
memdebug.h
memfree.c
memfree.h
memtypes.i
test.c
README
Quickstarter_Guide.txt
Memdebug.ps
makefile

MEMDEBUG is free! It is available by ftp on the following server:

```
+-----------------------------------------------+
| ftp.crpht.lu in directory /pub/sources/memdebug |
+-----------------------------------------------+
```

This server is brand new, so there might still be some
problems, and the directory structure might change in the near
future.

People in the US might also try:

ftp.netcom.com in directory /pub/gurgle/memdebug

Feel free to make MEMDEBUG available on other ftp sites!

Support:

There exist two mailing lists related to MEMDEBUG. For more
information, send an email to

majordomo@ftp.crpht.lu

with the following body

help
info memdebug
info memdebug-announce
end

You may also contact me by email if you
* have any problems
* detect any bugs
* have suggestions for improvements
* ported MEMDEBUG to a platform or compiler not mentionned above

And above all, email me if you

* like :-) (or dislike :-( ) MEMDEBUG

4141. Re: Info about Falcon 286 Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 14:53:30 UTC
From: lannie@picard.infonet.net
Message-ID: <2l299a$2o1@insosf1.infonet.net>
Source record: 191898

matija@sirius.ijs.si (Grabnar Matija) writes:

>In article <2kihfc$ome@insosf1.infonet.net>,
>Lannie Schafroth <lannie@picard.infonet.net> wrote:
>> I keep calling Toad
>>and they say they are waiting for info from the Blowup manufacturer
>>before thay can sell it. I called the manufacturer and they are
>>waiting on Toad to call them. Any good places to buy from that
>>will accept a P.O. from my company will work.

>Huh? I thought Lexicor represented BlowUp in the US?

Yes they do! That is why I said 'the manufacturer'
Maybe I should have said distributor?
Anyway, I need a system now, and Toad keeps draggin their feet.

Later
Lannie

4142. RE New Files

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 15:16:53 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <2l2al5$89u@usenet.INS.CWRU.Edu>
Source record: 191899

Second try.
I have uploaded some new files to umich with help from Mickey Boyd.
The first is pmj_eng2.zip
Premium Mah Jongg II is one of the first games, which supports all
important ST-/TT-/FALCON- and color graphic card resolutions.
- FALCON-SVGA_16 800 * 608 in 16 colors
- FALCON_SVGA_256 800 * 608 in 256 colors
- CrazyDots/Matrix 800 * 600 in 16 colors
- CrazyDots/Matrix 800 * 600 in 256 colors
- CrazyDots/Matrix 1024 * 768 in 256 colors
- Matrix 110ZV 1280 * 960 in 256 colors
- Matrix 1280 * 1024 in 256 colors
- ST Low 320 * 200 in 16 colors
- ST High 640 * 400 in monochrome
- TT VGA 640 * 480 in 16 colors
- TT High 1280 * 960 in monochrome
It is a HD utility that does tuneup and repair.
It supports BMG partitions with sectors to 8K in size.
I have used it on a ST with Tos 2.06 & My Falcon.

--
Ron Field

4143. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 15:33:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l2bl4$bqu@newshost.lanl.gov>
Source record: 191900

In article 8688@gos.ukc.ac.uk, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>While the Power PC indeed has a lot of power, it is marketed by Apple,

Uh, excuse me... the Power Macintosh line is marketed by Apple. IBM markets (and manufactures) the PPC 601 chip. Motroloa will produce the PPC 603 chips. Bottom line is Apple markets computers, not chips, OK?

>REAL computer users (i.e. Unix/real OS users) do not like Apple, because
>like it or not Apple computers are for stupid people !!
^^

Oh, brother... do you have any idea how embarassing it is for the rest of us knowing that some people who read this will attribute such idiotic statements to _all_ Atarians? This is really childish stuff, gang.

> ... real users find the apple GUI gets in the way of what they want
>to achieve.

Hmmm... since the Mac makes heavy use of a GUI, may we suppose that you consider all Atari users are stupid too? Oh, and we better add Windows users, and Amiga users, right? Ah, and even though it's UNIX, I run 'OpenWindows' on my SparcStation and only resort to the command line when I must... so that's stupid too, eh? And let's don't forget the SGI machine next door. Yep, it's UNIX but with a sweet GUI. Too bad that anyone that uses it will have to be considered 'stupid' now, eh?

What about DOS? Since you have to type in commands the 'real' way, I guess that makes all DOS users smart, right?

>(Sorry to make such generalistions but its true).

Perhaps true only within the confines of your sheltered little mind.

Sorry folks, but it always irks me to see such quantum leaps of stupidity being posted in a public forum. And rampant stereotyping, whether directed towards people _or_ machines, is the trademark defense mechanism of those people who lead such insecure lives that they must attack anything and everything that doesn't fit _their_ mold of 'correctness' in order to feel good about themselves. It's really rather sad when you think about it.

Someday, Mr. Griffiths, you will find the courage to sneak out from behind your mum's apron and discover there really is a whole new world out there, full of wonderful and diverse ideas, just waiting to be discovered, enjoyed and appreciated.

-Hutch- @ Fair Dinkum Tech

4144. Re: Spectre Mac emulation: looking for SCSI drivers

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 15:43:19 UTC
From: dal9c@Virginia.EDU
Message-ID: <1994Mar2.154319.2337@Virginia.EDU>
Source record: 191801
Cross-posted to: comp.sys.mac.misc,comp.sys.mac.hardware,comp.sys.mac.system,comp.sys.mac.wanted,fr.comp.sys.mac,comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

ralph@cerfacs.fr writes:
> I am looking for two Mac SCSI drivers for the following devices.
>
> Insite Floptical drive - I have Floptic404 from IOMega but it does
> not recognize my drive.
>
> Toshiba XM-3401B CD-ROM drive - with SCSI interface.
>
> I am running System 6.0.[35] emulating a MacPlus. Are there PD
> drivers or comercial ones? Where can I find them? I would also like
> to hear from others that have suceeded or attempted to connect such
> devices. Please reply by e-mail, if possible, and I will summarize to
> the net.
>
> Thanks in advance,
>
> --
> Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
> Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
> ralph@cerfacs.fr If all else fails, try:
> Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
> FAX: (+33) 61-19-30-00
> ==
> The waves came in like arabian stallions gradually lapping into seahorses.
> -- Pattie Smith
How are you emulating a mac plus? *pray tellllllllll*!
Dan.

4145. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 15:44:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d74b478@secom.ct.se>
Source record: 191802

In a message of 01 Mar 94 16:37:38, John Hutchinson wrote:

JH> Well, perhaps I misunderstood the original problem, then. This _does_
JH> sound
JH> like an easy fix, alright. Perhaps a letter to the program's author is in
JH> order? And if it's shareware, a registration payment of some kind, too. :)

Blackhole was kinda ... .umm .. well .. it was FUN! .. but lacked a lot of
feeling ... :-/ .... When comparing with the new version of "Lasers and Men"
(up on SECOM!) you .... hmm ..... comparing? :-)

I'll probably register it though ... anything to keep the programmers going ..
:-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4146. Re: The Lasers and The Men - Shareware version out Today!?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 15:49:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d74b58c@secom.ct.se>
Source record: 191803

In a message of 01 Mar 94 19:58:21, Arnaud Linz wrote:

AL> In fact the Internet version will be released when my graphics-man will
AL> have
AL> finished his job. Maybe March 6 ? Only God knows it...
AL> Arnaud Linz.

"Internet" version? A user uploaded it to SECOM today, and it seems to be very "final" in the sence that you have written a textfile in which you say it's the final release before going to USA etc .. and "today" is March 2 .. ?
(Sine you wrote the above on March 1 I get the feeling the version the user called "final" maybe isn't after all!? Please clarify as soon as possible!)

GREAT game! (Don't call the Falcon "slow", you're dealing with twice the amount of bits than Wolfenstein and Doom .. ;)

...registration on the way...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4147. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 15:49:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l2chp$bqu@newshost.lanl.gov>
Source record: 191804

In article 1ke@vishnu.jussieu.fr, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
>
> Funny. Even Mac-lovers I know told me one shouldn't buy Mac AV, coz'
>they are big bugged shits !! My Falcon's not ! And I have several DSP function-
>nalities, eventhough it's not "fantastic DSP programs": JPEG decoder, sound-
>tracker replay routines, graphic effects (wrapping, morphing, 3D,...), etc...

Sounds to me like your Mac-loving friends either a) don't know what they are
talking about or b) have a severe case of AV-envy (either is very likely!) :)

I own a Mac 660av (and a Falcon030 so don't yell) and I can assure you that it
is not only fast, it is extremely stable, as well. Some very old games don't
like its DSP audio and some AV machines didn't like 800K floppies at first.

Regardless of what anyone says, however, _neither_ platform enjoys the benefit
of a wide assortment of DSP-specific commercial software.

I only wish the Falcon had an 040, even an LC040 (without math coprocessor)!
That would _definitely_ change the nature of the beast. :))) <BIG grin>

-Hutch- @ Fair Dinkum Tech

4148. Re: Compo Software's Address?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 15:52:44 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94061.105244STIRRE31@MAINE.MAINE.EDU>
Source record: 191805

How much is DA's Photo. To be honest, I have never heard of it.
The only other program that I have heard of for photo manipulation
is Retouch (which is out of my price range).
-scott tirrell

4149. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 15:55:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l2cu0$bqu@newshost.lanl.gov>
Source record: 191806

In article 6oz@ryn.mro.dec.com, rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
>
>A lot of this talk about the future of Atari is kind of silly; either they
>will prosper and offer cool new machines or they won't. In the meantime,
>let's just get real and remember it's *only a computer*, a tool to get stuff
>done.

VERY well said, Brian! <applause, applause>

Take it from an old fart like me folks, computers are fun, but they are NOT
important in the 'big' picture. Shut the durn thing off once in awhile and
go enjoy the company of your friends and FAMILY.

Enjoy life... and "be happy with whut the Lord brung ya."

-Hutch- @ Fair Dinkum Tech

4150. Blitz - Defragger (Shareware) Desc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 16:00:09 UTC
From: cse0947@nova.wright.edu
Message-ID: <1994Mar2.110009.19468@nova.wright.edu>
Source record: 191807

```
Blitzschnell Hard Drive Defragmenter and Optimizer
Version 1.46 Beta Release
Programmed by Erin Matthew Monaco
May 29, 1992

**************************************************************************

Written in 100% assembly language Blitzschnell is compact and offers the speed
not found in high level languages. This program is SHAREware. If you like it
I ask that you send a check or money order for $20 + $3 s/h to;

Mr. Erin Monaco
35244 Chestnut
Wayne, MI 48184

The assembly language source code for this program may be purchased for
$99 in U.S. funds by writing the above address.

Since this is a Beta release I would appreciate all comments or suggestions.
Please feel free to write or call me at (313)-485-2818. My address on GEnie
is E.MONACO.

WHAT BLITZSCHNELL ISN'T

This program is not a data recovery system. While it can be used in a very
limited way to rid your drive of some problems, it is not intended or
recommended that you use Bliztschnell on seriously messed up drives, as
there is a good chance you will just mess things up more. This program is
designed to defragment files and folders, clean up directories, and help
keep your File Allocation Tables in good shape. This program can alert
you to a number of problems and will try to work things out. It is designed
to keep good drives in GREAT shape, if your drives are really scrambled I
suggest you try to use one of the data recovery systems available on the
market to save what you can. Most often serious problems are only cleared
up by reformating or erasing your partition(s). (I am not suggesting you
do this, the choice it utimately yours, but this program is only intended
to keep your drives in order so they may run at their best data throughput
rates). As of version 1.47 AUTOVER.TOS a freeware program from Beckemeyer
Software will be included with the Blitzschnell package. Before using this
program you should run AUTOVER.TOS, it will check your drives for any
problems. IMPORTANT: If AUTOVER.TOS reports any problem no matter how
simple you should NOT use blitzschnell to defragment that drive/partition
until all the problems have been corrected as Blitzschnell will not work
properly if your data is corrupt in any way.

OPTIMIZING DIRECTORIES:
```

Will optimize your directories. Specifically what this option does is complete remove deleted entries from your directories, this can save space and time, if for example you had 300 fonts in a folder and deleted all but 8 of them, the system would still use 19 clusters, where you only need one!

CONSOLIDATING CLUSTERS:

This option groups all clusters that contain data together, so all empty clusters appear towards the bottom of the drive. This is also done when you choose to defragment your drive automatically. It can be a powerful tool for those who wish to defragment their drives manually as well.

AUTOMATIC DEFRAGMENTATION:

This function is completely automatic. After choosing it an alert will pop up asking you if you want to defragment the currently selected drive. Select "OK" and watch it fly!!!

Here are the results from my defragmentation timings:

Computer Partition Amount # Files & Blitzschnell's Hard Disk Sentry
Memory Size (Megs) Used Folders Time min:sec Time min:sec
==========
4 Megs 10.0 3.7 146 00:57 02:57
4 Megs 10.0 7.3 364 01:53 06:02
4 Megs 10.0 7.6 327 02:23 B.F N.T
4 Megs 10.0 10.0 417 02:29 01:46 *
4 Megs 32.0 30.5 1298 08:12 33:10

---
1 Meg 8.3 8.3 391 02:18 N.T
1 Meg 32.0 30.5 1298 11:26 N.T

---
512 K 8.3 8.3 391 02:39 N.T
512 K 32.0 30.5 1298 OOM N.T

OOM = Out Of Memory (not enough to do it), N.T = Not Tested.
BF = Badly Fragmented.

* It only took H.D. Sentry 1:46 to KILL not only the partition it was working on but also the NEXT partition as well.

4151. Re: Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 16:09:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2l2dnc$35d@percy.cs.bham.ac.uk>
Source record: 191808

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>
>...and don't forget you can load in Nic (Neodesk) icon's into IconJuggler and
>use them aswell.
>

Does anyone know the format of NIC files? Inspection using a disk
editor revealed nothing useful, I'm at a loss!

Thanks,

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4152. NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 16:16:20 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <2l2e4k$h09@bigboote.WPI.EDU>
Source record: 191809

OK, I've finally gotten up and running!

A while back I promised to start a serief of what I consider to be the best German shareware translated into english. Well, the first was uploaded to a.a.u.e last night!

It is HD_FREE. It's a CPX for Atari'x Xcontrol which shows a nice bargraph of available disk space and memory. Simple but nice and I use it all the time!

I'm currently working on three more utilities: Upoint, HSMODA02, and the Wincolor CPX (which is finished). These will be uploaded whenever they're done...

I'm calling the project BOAST for Best Of Atari ST. I've included the originall and new versions in each package. Look for a complete, native English translation of the docs to HSMODA02 in another week!

Well, that's that!

.s.
(give HD_FREE a try... It's grrrreat!)
--
- lancer@wpi.wpi.edu - -
- "Good ideas can often be far more dangerous to those in power -
- than bad ideas." -
- -0005847161@MCIMAIL.COM in CU Digest 6.09 -

4153. Re: NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 16:44:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CM1qI5.28n@barclays.co.uk>
Source record: 191810

Where can HD_FREE be gotten from?

--

```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

4154. Re: Need help with TeX.

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 16:46:46 UTC
From: randyh@sad.hp.com
Message-ID: <CM1qLy.1BD@srgenprp.sr.hp.com>
Source record: 191811

At atari.archive.umich.edu (a.a.u.e) you will find CS_TEX. It is a
directory in the Tex directory. Get everything in that directory.
It has everything you need and a good GEM shell to boot.

Randy
--
/*****************************/*****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/*****************************/

4155. Re: Compo Software's Address?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 17:10:36 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CM1B8M.E45@ryn.mro.dec.com>
Source record: 191812

In article <94060.153856STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes...
>Finally, has anyone used Studio Photo? I would like to hear people's
>comments. Although I don't expect Studio Photo to hold up well
>against Adobe's Photoshop for the Mac, I would like to hear comparisons
>if available since I have seen and fooled around with Photoshop.

I had a quick go with Studio Photo on a recent fair. The trouble with Studio Photo is that operations are on the entire picture and cannot be masked (we didn't find any masking capabilities). It is really aimed at home users that want to play with Photo CD stuff. Retouche and DA's picture are much much more like Adobes Photoshop, but I am not familiar enough with any of these to give a well-founded opinion on this subject.

Erlend.

4156. Re: RE New Files

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 17:11:52 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2l2hcp$66l@mailer.fsu.edu>
Source record: 191813

Ron Field (ce830@cleveland.Freenet.Edu) wrote:

> It is a HD utility that does tuneup and repair.
> It supports BMG partitions with sectors to 8K in size.
> I have used it on a ST with Tos 2.06 & My Falcon.

This one is called st_tools.zip. I just replaced the one you gave me with
a newer version (1.93) that proports to have more Falcon capabilities.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4157. Frontier - Elite II - Copy Protection Help!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 17:12:36 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CM1rt3.Hnw@arc.ab.ca>
Source record: 191814

Well I've been playing this game sorta but I appear to be doing something wrong when it comes to the copy protection. It asks for "Page N, Line N of Word N" which in itself is pretty bad english. Anyways I type in the appropriate letter including heading lines (not the chapter header though) and everytime I dock I am getting asked for this until eventually I get booted out of the game because I supposedly have not been entering the right code. So what am I doing wrong? Is it really supposed to be "Page N, Word N of Line N"? Also if I ever do get it right does the game always ask you for a code when you dock?

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

4158. Re: Compo Software's Address?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 17:41:09 UTC
From: Lexicor@world.std.com
Message-ID: <CM1t4M.J0q@world.std.com>
Source record: 191815

In article <CM1B8M.E45@ryn.mro.dec.com>,
Besiktas... <nagel_e@cecehv.enet.dec.com> wrote:
>
>In article <94060.153856STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes...

>want to play with Photo CD stuff. Retouche and DA's picture are much much more
>like Adobes Photoshop, but I am not familiar enough with any of these to give a

Da's Picture is an incredible product for Photo Retoushe and Adobe Photoshop
Type applications. Retousche Pro CD, which incidentally is now known as
Da's Layout & Repro CD concentrates a lot more on final product output (i.e.
hardcopy as well) as supposed to Da's Picture whichhas some incredible
masking, brush and water tools.

A small press info was released on the Lexicor List not too long ago, speaking
of related programs however, the only other program that could match up on the
atari sektor of Da's Picture is Chagall. I use both, and like both. However
I have not received an update for a while, and am using it less and less.

Da's Picture is modular and is compatible with the other line of DA Products
and module tools, so eg. Da's Layout, Da Vector Pro, Glook, Screeneye
modulets etc. and a soon-to-be released photo cd driver.

DA products are distributed in Germany by H3 and DA, in the U.K. by CGS
and in the USA by Lexicor. If you like any more info, feel free to email
me or the others *grin* at support@lexicor.com.

Cheers

Yat @ Lexicor

4159. ++++ 1040ST Hardware & Software Sale ++++

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 18:10:38 UTC
From: <>
Message-ID: <1994Mar2.181038.8714@knight.vf.ge.com>
Source record: 191816

I have an old 1040ST and misc hardware and software for sale:

Books

Atari ST Internals
Atari ST Programming
Programmers Guide to GEM
Hardware

1040ST 1meg TOS 1.0
SC1224 Color Monitor
LogikHron Clock Card
Supra 20 MB Hard Drive
Software (Partial List) with documentation

BASIC Gfa
C Compiler
CP/M
Dac Easy Accounting
Flash
Flight Simulator
G+PLUS
HabaSolutions
HabaView
HabWriter
Hardball
Harrier Strike Mission
Mean 18
Rings of Zilfin
Sun Dog
Time Bandits
WERC
WordUP
etc.
Magazines

All back issues of STart Magazine and accompaning disks.

Will sell all or parts. Make offers. You pay shipping within US.

Julio
galvez@mdso.vf.ge.com

4160. Want to trade SCSI drive for Megafile

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 18:19:59 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <2l2lcf$83@bigboote.WPI.EDU>
Source record: 191817

I have a 25 meg SCSI drive. It is a La Cie drive and came out of a
MacSE.
What I would like to do is trade it (with mounting case) for a DMA
hard drive for my 1040STf.
I am interested in getting a Megafile 20 or 25, nothing smaller than
20
(in fact, I dont even know if they exist, and for that matter, I am
guessing
on the name Megafile, so what I mean by that is one of those older
Atari
Hard Drives made for the ST that were DMA and about 20 megs!)
I am going home for spring break and might check my mail when I am
home.
Please reply to this account. Thanks in advance.
rhett@wpi.wpi.edu

4161. Re: First TT problem - ICD link

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 18:48:26 UTC
From: bjgrier@bnr.ca
Message-ID: <CM1w93.6tE@nrtpa22.bnr.ca>
Source record: 191818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CLyy6C.FEo@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
|> Well after setting up my new old TT (TOS 3.01) and switching the internal
|> 48 meg drive with a 105, things seem OK EXCEPT:
|>
|> The TT refuses to read BIG files from any ASCI device with the ICD LINK
|> connected. The driver I use is ICD PRO 6.0.2. The hard drive light(s)
|> (there are two external drives) just blink when trying to read a big file.
|> This happened when the 105 was external too, but the same files are OK now
|> its internal. Bizarre!
|>
|> One obvious (and cheap) solution I suppose could be to use TT SCSI for every-
|> thing. Which brings me to my question:
|> Since the SCSI external cable I have which hooks up to the link had a female
|> centronics connector and the TT SCSI connector has a female(?) DB50 connector
|> does that mean I can eliminate the LINK with simply a PRINTER cable?
|> That would be pretty neat!
|>
|> Other than that, I'm having a blast with the TT - a truly wonderful machine!
|>
|> Sam

Well at least some one else is as out of date on ICDs Pro software as I am :)

But seriously were you using AHDI to boot the internal SCSI drive, and
ICD to handle the external drive? Basically did the system hang when you
were trying to copy the files to the drive on the SCSI bus?

A test would be to try and read one of those "big" files into a text editor
and write it out. If the system does not hang in this case but does hang when
copying the file then trash either the AHDI software or the ICD Pro software.

AHDI/HDX makes a rather rash assumption that it will be the only ACSI/SCSI
driver software. When this happened to me with ICD sw controlling an ADSCSI+
on the ACSI and AHDI controlling the HD on the SCSI I tossed AHDI and have
been happy ever since. I later moved all my drives to the TT SCSI port and
purchased ICDs Pro software.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |

Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

4162. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 18:58:54 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CM1wq7.32A@cix.compulink.co.uk>
Source record: 191819

>I (and all others here i Norway) has always considered Germany as
>Atari's biggest stronghold in Europe (almost everything hardware and

Lars before I forget did you ever get my emails concerning NeST at all?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4163. Re: CBM Ads! (Was Re: CBM/Atari Stock Speculation)

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 19:11:32 UTC
From: Jim Meyer <jim.meyer@genie.geis.com>
Message-ID: <2l2od4$att@maddawg.sii.com>
Source record: 191820
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <1994Feb28.070306.23628@cobra.uni.edu> ,
sinclap2954@cobra.uni.edu writes:
>If that is the case, how is Atari able to advertise the Jaguar?

Atari advertises the Jag the same way Commodore (at least in Europe)
advertises CD32: A small portion of the price of each machine is
allocated for advertising. Thus, if you allocate $6 from each machine for
advertising, and you sell 100,000 machines, you have $600,000 to spend on
ads. Naturally, you would want to pre-allocate some money for this
purpose.

4164. Re: BBS Express ST & ZOOM 14.4 modem

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 19:13:20 UTC
From: cwebb@mksol.dseg.ti.com
Message-ID: <1994Mar2.191320.11815@mksol.dseg.ti.com>
Source record: 191821

When the modem's buffer fills up, the ST steps all over it. It seems there is no flow control btw the two.

Also, the modem doesn't want to hang up when told to. It just echoes back to the remote terminal.

--
Cristine A. Webb cwebb@mksol.dseg.ti.com

There is only one hope for this world...Jesus Christ!

4165. MORE serial ports on a TT?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 19:41:12 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2d74f7c41122234@traveller.freiburg.sub.org>
Source record: 191822

Hi...

I was recently asked whether there is a possibility to but more serial ports
on a TT (MIDI Port has already been rebuilt to standard serial)...

Does anyone know of VME cards with serial ports or something like that,
which can be used in a TT (only idea I had on that...)?

thanks,

/\|ex.
--
galaxis@traveller.freiburg.sub.org
Network_ST 90:400/101 * VNet 46:9490/231 * KultNet 23:550/5 * Fido 2:2476/803
Traveller-Box +49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

4166. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 20:06:52 UTC
From: mdg@ukc.ac.uk
Message-ID: <8783@gos.ukc.ac.uk>
Source record: 191823

In article <2l2bl4$bqu@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 8688@gos.ukc.ac.uk, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>While the Power PC indeed has a lot of power, it is marketed by Apple,
:>Uh, excuse me... the Power Macintosh line is marketed by Apple. IBM
:>markets (and manufactures) the PPC 601 chip. Motroloa will produce the
:>PPC 603 chips. Bottom line is Apple markets computers, not chips, OK?

Well the 'POWER PC' is the common name for the 'Power Apple' as you put it,
lets not be pedantic, and lets not argue about whether I know about the
PPC series.

:>>REAL computer users (i.e. Unix/real OS users) do not like Apple, because
:>>like it or not Apple computers are for stupid people !!
:> ^^
:>
:>Oh, brother... do you have any idea how embarassing it is for the rest
:>of us knowing that some people who read this will attribute such idiotic
:>statements to _all_ Atarians? This is really childish stuff, gang.

No... I was merely making a joke out of the way apple computers try
to hide the real 'insides' of the computer from the end-user. IMO for
programmers and people using the computer for other things than
word processing this data hiding can get in the way. Yes there will
be a time when OOSE type interfaces and high level abstract user
interfaces will viable, but Apple computers are just plain annoying ->
ever heard of redirection and stdin, stdout?

:>> ... real users find the apple GUI gets in the way of what they want
:>>to achieve.
:>Hmmm... since the Mac makes heavy use of a GUI, may we suppose that you
:>consider all Atari users are stupid too? Oh, and we better add Windows
:>users, and Amiga users, right? Ah, and even though it's UNIX, I run
:>'OpenWindows' on my SparcStation and only resort to the command line
:>when I must... so that's stupid too, eh? And let's don't forget the
:>SGI machine next door. Yep, it's UNIX but with a sweet GUI. Too bad
:>that anyone that uses it will have to be considered 'stupid' now, eh?

Well when I use X-windows, the windows tend to contain command shells :-).
Gui's are very useful but from my own experience the Apple one gets in
the way of what I want to acheive, I mean like dragging a disk to the
trash can to eject it is really obvious ,right? not!

:>What about DOS? Since you have to type in commands the 'real' way, I
:>guess that makes all DOS users smart, right?
:>>(Sorry to make such generalistions but its true).
:>Perhaps true only within the confines of your sheltered little mind.

Well I made a sweeping generalisation as a joke about apple computers,
know if you intend to insult me personally then you are going to lose
bigtime.

:>Sorry folks, but it always irks me to see such quantum leaps of stupidity
:>being posted in a public forum.

I think someone down personally is more of a quantum leap of stupidity and
shows greater insecurity on your part. Stop being so bl**dy serious.

:>And rampant stereotyping, whether directed
:>towards people _or_ machines, is the trademark defense mechanism of those
:>people who lead such insecure lives that they must attack anything and
:>everything that doesn't fit _their_ mold of 'correctness' in order to feel
:>good about themselves. It's really rather sad when you think about it.

I am far more accepting than you, your outburst is totally uncalled for,
you talk about 'correctness' yet by posting you are contradicting yourself
because I don't fit your view of 'correctness' it doesn't mean you should
slag me down. Perhaps I was too 'unsubtle' for you, your dig at DOS users
could be interpreted in the same way. How can you call a Falcon owner
'insecure', its people who buy PCs who buy for security, I own all
Falcon,ste,amiga and a PC(:-)), I like all these machines, but I don't
like MACs, they are the most inefficient machines in terms of use of power.
(hope you can see the irony in the Power PC).

:>Someday, Mr. Griffiths, you will find the courage to sneak out from behind
:>your mum's apron and discover there really is a whole new world out there,
:>full of wonderful and diverse ideas, just waiting to be discovered, enjoyed
:>and appreciated.

What have you contributed to the Atari world then Mr Hutchinson?
Far less than me, thats for *certain*

I'm full of far more diverse and wonderful ideas, I push the machines
I program to their limits, to me programming is an Art, its something
I have a talent for, apart from standing on your high horse and
slapping peoples wrists you have nothing to say.

Over the last four years I have received over 1500 letters congratulating
me on my Atari work from about 30 different countries.

Its attitudes like yours that make me want to give up on the Atari scene,
you simply cannot take a joke, but then again perhaps it was too unsubtle
for you (laughs at the American sense of subtley and irony).

>Hutch- @ Fair Dinkum Tech

(you can stand down of your podium now).

Griff
--

4167. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 20:10:55 UTC
From: mdg@ukc.ac.uk
Message-ID: <8784@gos.ukc.ac.uk>
Source record: 191824

In article <2l2cu0$bqu@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 6oz@ryn.mro.dec.com, rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
:>>A lot of this talk about the future of Atari is kind of silly; either they
:>>will prosper and offer cool new machines or they won't. In the meantime,
:>>let's just get real and remember it's *only a computer*, a tool to get stuff
:>>done.
>VERY well said, Brian! <applause, applause>

Perhaps you should practice what you preach and not get so stressed about
me slagging down Apple computers.

:>Shut the durn thing off once in awhile and
:>go enjoy the company of your friends and FAMILY.
:>Enjoy life... and "be happy with whut the Lord brung ya."

Wise words indeed, shame I didn't realise that until I had lost the women
I loved (sob sob).

>-Hutch- @ Fair Dinkum Tech

Griff
--

4168. Re: ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 20:35:34 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Mar2.203534.2726@bradford.ac.uk>
Source record: 191825

Alan Richardson writes:
: Steve Wells (wells_s@ix.wcc.govt.nz) wrote:

: : Has anyone got this program to work!? The DAT files that come with it

: : Will this run on a 1meg machine at all!? (I can't afford more RAM yet,

: I'm running it on 4 meg, so I don't know

: : I've got a 1meg, 1040STE with TOS 1.62 (UK). As soon as I can afford

: My setup is 4meg, 520STFM (expanded obviously) with TOS 1.4 and a
: hard drive.

I am extremely impressed with this Spectrum Emulator V.2.07. Especially
the way it runs the SNA/SNX files.
I too just ran the install program to my Hard Drive, and it was working
perfectly instantly. I have a 520 STFM with TOS 1.2 and 2.5Mb ram and a
Hard Drive. It could be your TOS version, I suppose, as it is supposed to
run in a meg. If anyone is interested, an ftp site stocking the SNA files
is ftp.izs.zi:pub/zx/snapshots/[a-z]/*

--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

4169. Where's the FAQ? (need monitor pinout)

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 20:40:56 UTC
From: usul@mcl.ucsb.edu
Message-ID: <2l2tko$8rn@ucsbuxb.ucsb.edu>
Source record: 191826

I have an Atari ST monitor, and I am trying to find information on
the pin definitions so I can hack together a way to use it with my
Amiga. (No flames please! :) I'd appreciate it if someone could email
me some clues...

Thanks in advance...

Matt S.
usul@mcl.ucsb.edu
Finger me for my PGP key...
'There's a lot more of us than you think.'

4170. Gnu C help needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 20:42:28 UTC
From: norway@ionews.io.org
Message-ID: <2l2tnk$bum@ionews.io.org>
Source record: 191827

Can anyone help me with properly setting up the gnu C compiler on my
4 meg Falcon? I'm using gulam as my shell and have set up the environment
variables as follows:

```
set env_style mw
setenv PATH '.,\gnu\bin,e:\bash\utility'
setenv GNUEXEC 'e:\gnu\bin\gcc-'
setenv GNULIB 'e:\gnu\lib'
setenv GNUINC 'e:\gnu\include\gcc'
setenv GXXINC 'e:\gnu\include\g++'
setenv TMP 'g:'
setenv TEMP 'g:'
setenv TMPDIR 'g:'
rehash
```

When I try to compile a simple hello.c code this is what I see:

```
e:\gnu\bin >> gcc -v hello.c -o hello.ttp -lgcc

gcc-atariST version 2.5.7 Patchlevel 1
cpp -lang-c -v -undef -D__GNUC__=2 -D__GNUC_MINOR__=5 -Datarist -Dgem
-D__atarist__ -D__gem__ -D__mc68000__ -D__atarist -D__gem -D__mc68000
-Acpu(m68k) -Amachine(m68k) hello.c g:/cc100000.i

cmd exit code 1
```

All the binary, include and library files are in their proper folders, and
if I type:

```
gcc-cpp -lang-c -v -undef -D__mc68000 -D__GNUC__=2 hello.c g:/cc100000.i
```

I get:

```
GNU cpp-atariST version 2.5.7 Patchlevel 1
#include "..." search starts here:
#include <...> search starts here:
e:\gnu\include\gcc
e:\gnu\lib
\gnu\lib
End of search list.
```

The file cc100000.i is generated, so I can only conclude that gcc
is not able to run the gcc-cpp program, even though the GNUEXEC environment
variable is correctly set up.

Any help would be appreciated.

David Snowdon (norway@io.org)

4171. Re: NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 20:51:48 UTC
From: lancer@garden.WPI.EDU
Message-ID: <LANCER.94Mar2155148@garden.WPI.EDU>
Source record: 191828

0{{ "Iain" == Iain Laskey <Iain.Laskey@barclays.co.uk> writes:
Iain> Where can HD_FREE be gotten from? --

The original German version can be found on Uni-Paderborn in the
/tools/cpx/ directory called hdfree12.lzh.

The new English BOAST version will SOON be on atari.archive.umich.edu,
probably in the Diskutils directory, though that's up to the
maintainer. It'll certainly be in the Newitems directory in the week.
Where else would people like to see it uploaded?

.s.
--
- lancer@wpi.wpi.edu - - Horses are fine, so are books -
-Official culture still strives to force the new media to do the work of-
-the old media; but the horseless carriage did not do the work of the -
-horse, it abolished the horse and did what the horse could never do. -

4172. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 21:15:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM231C.9pt@cix.compulink.co.uk>
Source record: 191829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2l1che$ojl@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>were can I find a PD GDOS FONT EDITOR..
>
>Its mainly needed for GDOS screen fonts....

I have one on the WamnutCreek CD. It's all German, but doesn't look too complex EDIT_GDF is te name. There are also ANSI fonts for medium res which you may find useful with programs like Connect or Storm. Mail me if you want it.

Ofir ogal@cix.compulink.co.uk

4173. Mint 4 Mac ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 21:57:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A5770@PB2.maus.de>
Source record: 191830

Hello everybodyouthere!

In an older message I found this:

--------------------cut here---------------------------------

According to my experience in compiling MacMiNT, you'll need:
*^^^*

from ~ftp/atari/Mint/Gcc of atari.archive.umich.edu,
bgas138p4.zoo
mgutil36.zoo
bmake363.zoo
mgcc253b.zoo

from ~ftp/atari/Mint/Lib,
mntinc39.zoo
mntolb39.zoo

(Because I'm not using atari, it may not be true...)

hoshi

----------------------cut again---------------------------------

What does that mean. Is it a Mint version for Macintosh or am I just going
crazy ;-)

I'd really appreciate if someone could fill me in on this matter!!! And please
do not
bother telling me this is a FAQ ;-)

Thanx in advance :-)

With regards
Hendrik_Mylius@pb2.maus.de

4174. Jaguar: Price?

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 22:37:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A5771@PB2.maus.de>
Source record: 191831

Hello everybody!

Can someone please fill me in on the current prices for a Jaguar package?
I'd als like to know what comes with it.

Does it work on all TV-systems? What kind of video (S-VHS?) is used?

Any real information about CD-Rom for the Jag?

Here in Germany the Jag is not widly available. If you're lucky to get one,
you have to pay ~380$.

Bye bye

With regards
Hendrik_Mylius@pb2.maus.de

4175. Re: **_Really_fast_** com ports...

Newsgroup: comp.sys.atari.st
Date: 1994-03-02 23:10:07 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2l36cf$8tu@pellew.ntu.edu.au>
Source record: 191832

Peter Missel (Peter_Missel@m4.maus.de) wrote:
: >The discussion turned to the 'new' 28.8 speeds that will be arriving soon
: >and the DTE speeds supported by these modems (~112000??).
: >
: >So i started thinking which would be the way to go to handle these kind
: >of speeds. I am aware of some development towards an ethernet adaptor
: >that
: >plugs into the ACSI port.. is anyone working on a comms board??

: Simpler - the author of the HSMODxxx drivers designed a DIY serial port
: expansion for all STs, containing FIFOed ESCC chips superior to those in TTs
: and Falcon030s. Drivers are in the HSMODxxx package.

Where can I find info in ST_ESCC.. archie and veronica have let me down..
I found rsve (ftping it now.. I *HOPE* it contains english docs)

Rob.

4176. ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 00:19:30 UTC
From: smegma@xmission.com
Message-ID: <2l3aei$3rl@xmission.xmission.com>
Source record: 191833
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers.other

```
Hybrid Arts EZ Track + $20
Great entry-level sequencer, 20 tracks, disk & manual

Inventory Master $20
Complete inventory program and report generator, disks, manual

Thunder! spell checker $10
Good spell checking program, disk, manual

Buyer pays shipping, no COD please.

--
Roger Weeks smegma@xmission.com Layton, Utah
"I've got nothing to do but hang around and get screwed up on you"
```

4177. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 00:22:51 UTC
From: lordthan@news.delphi.com
Message-ID: <2l3akr$l50@news.delphi.com>
Source record: 191834

Someone please tell me how IBM has a "monopoly" on the computer market.

They don't own the two predominating operating systems (MS-DOS and Windows).
They are the _#5_ seller of personal computer systems (behind Compaq,
Dell, Apple, AST and Toshiba) as of last month.
Their marketing channels are demonstratably poor.
Their prices are (in general) demonstratably higher than their competitors.

Yet they have a MONOPOLY? Please, Atari users, do me a favor: I own an
Atari (four, in fact, though I only really "use" two) as well, so please
stop embarrasing me, as a part of the Atari community, by vainly trying to
"prove" that the Atari is superior and/or the PC is inferior. Atari as a
company is an embarrasment to the American market and their "customer
service" is an insult to their users. I could state literally dozens of
examples, but I won't. Personally, I'm of the opinion that Atari's
computer division will be nonexistant by the year 2000 so I've taken my
steps to get off this sinking ship - but it's still an embarrasment to
hear aboutople talk about things they don't know about.

4178. Re: new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 01:21:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3_VcHAsfCAA@semprini.waterloo-rdp.on.ca>
Source record: 191835

In <2kmb5j$l7s@golem.wcc.govt.nz>, Steve Wells writes:
>] >ftp to ftp.uni-kl.de, and cd pub3/atari/incoming.
>] >The filename is winglord.lzh, 156100 bytes in size.
>
> It's a very good Joust-type clone too. Well worth the $8!

Has anyone sent it to atari.archive.umich.edu yet? I only ask because
FTPing to Germany is a) rude :-) and b) really, really slow... so slow
it often fails after ~30k.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4179. Re: Newer versions of GEM vs old

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 01:25:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.p3ScB&BcMrU@semprini.waterloo-rdp.on.ca>
Source record: 191836

In <1994Feb25.180118.5152@vax.sbu.ac.uk>, fountad@vax.sbu.ac.uk writes:
> > Computes Tech guide 2 - AES is good but dated.
>
> Could someone summarise whats new from this book? I dont write many
> ST programs any more, but when I do I still use this. What am I missing
> out on?

Not much, really. Lessee if I can summarize:

- wind_set (?) calls to change the colour of window parts (like the
frame, sizers, etc)
- a 'smaller' item beside the 'fuller' for iconizing windows; this is
only present in an unreleased beta version of MultiTOS (AES
4.something)
- a call to see where a window icon should be drawn on screen when
iconizing a window under MultiTOS
- a WM_TOPPED message under MultiTOS for when your window becomes the
top window due to other windows closing

Hmm, is there anything else? There's some support for colour icons, but
I don't know if that needs a different call, or just an appropriate
resource file.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4180. Re: STILL no good Cubase cracks out there?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 01:29:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZfKIgeA2NWU@semprini.waterloo-rdp.on.ca>
Source record: 191837

In <CLxy7t.13K@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <H.eg.rDB5M88yPVg@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> |> In <CLF9Cu.2s5@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> |> > Try buying some software for a change. If you can't afford it, you shouldn't
> |> > have bought a computer.
> |>
> |> You need to practice what you preach if you think piracy is what's
> |> killed the Atari market...
>
> If your saying I need to buy some ST software, I do. In the last year I've
> upgraded Lattice to 5.6, bought NVDI, Blowup030 Hard1, Superbase Pro, Truepaint,
> Transartica (Falcon version), Ishar 2 (Falcon Version), registered several bits
> of Shareware, bought That's Write 2 and also LDW Power.

No, I was saying that _Atari_ killed the Atari market, not piracy.

Then again, we all went over this a few months ago, the first time some
bozo asked about Cubase cracks... For more fun of this type, read
rec.games.hack (the NetHack newsgroup)... at least once a month some
idiot asks for cracks of something. Over there, though, they play along
as if they were asking for NetHack spoilers... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4181. Custom Syquest; Atari and Mac

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 02:06:13 UTC
From: fusiong@STD.Teradyne.COM
Message-ID: <9403021925.AA00353@std.teradyne.com>
Source record: 191838

```
44MB Syquest Drive. Custom built by Carter Graphics. Has
DMA port for Atari use. Has 50-pin Centronics SCSI port for Mac
use. Switch switches between the two. Works pefectly.
Used sparingly. Includes ICD host adapter and cable for
Atari use.
$500 or best offer.
Call John at 805-494-8411 or send Internet
e-mail to fusiong@std.teradyne.com
```

4182. Re: Blitz - Defragger (Shareware) Desc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 02:15:51 UTC
From: woodford@esca.com
Message-ID: <1994Mar3.021551.3531@esca.com>
Source record: 191839

cse0947@nova.wright.edu writes:

> Blitzschnell Hard Drive Defragmenter and Optimizer
> Version 1.46 Beta Release
> Programmed by Erin Matthew Monaco
> May 29, 1992

[munch]

>Since this is a Beta release I would appreciate all comments or suggestions.
>Please feel free to write or call me at (313)-485-2818. My address on GEnie
>is E.MONACO.

Do I hear any volunteers to _beta_ test a program that messes with
the FATs etc. on your hard-disk?

Steve

4183. Re: RE New Files

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 02:18:21 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Mar3.021821.27565@bradford.ac.uk>
Source record: 191840

Ron Field writes:

: I have uploaded some new files to umich with help from Mickey Boyd.
: The first is pmj_eng2.zip

: Premium Mah Jongg II is one of the first games, which supports all
: important ST-/TT-/FALCON- and color graphic card resolutions.
: ---Bit deleted---
: It is a HD utility that does tuneup and repair.
: It supports BMG partitions with sectors to 8K in size.
: I have used it on a ST with Tos 2.06 & My Falcon.

How is it a game and a Hard-drive utility? This I gotta see.
--
Steve Taylor.

4184. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 02:40:32 UTC
From: jeff@jupiter.Arizona.EDU
Message-ID: <2l3in0$e9v@auggie.CCIT.Arizona.EDU>
Source record: 191841

In article 85u@cix.compulink.co.uk, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
> >My Falcon sometimes chrashes(2 Bombs) when i change resolution.
> >Is there someone else who has the same problem!
>
> Which auto-folder programs and - more importantly - accessories do you
> have loaded in at the time?
>
>
> ----------
> sabbath@cix.compulink.co.uk (Graeme Rutt)
> ----------
>
>
>

My Falcon occasional bombs during a rez change with 2-10 bombs.
Much more common though, is for it to just hang for a minute or so and then change resolutions...
Or, it will hang and stop, and I can type keys and hear them but the screen is white....
Then , after I fiddle for awhile, it either does a final lock up in which I must cut the power to reboot, occasionally displaying garbage on the screen if I'm lucky.

But, most common is an annoying 30-50 second wait where nothing appears to be going on.
I don't think I've ever beat the 30 second mark for a rez change.
(And my hard drive is not vbeing accessed during the pause)

I have tried this with no auto folders. (In fact, I reformatted my drive once to try to fix this... it didn;t help)

Currently, I have the standard maccel auto. That's it unless I enable multitos, etc.

No one at Atari or my dealer has the slightest clue why this occurs, and neither, I'm afraid, do I.

4185. Tower Power/Archon

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 02:47:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2l3j4u$3hu@golem.wcc.govt.nz>
Source record: 191842

You lot have been asking for a Archon clone, it looks like someone has created one! It's quite large, and the info' file says:/

0.5 Meg Minimum
1 Meg Recommended
2 Meg Best

It is also apparently STE enhanced a very little bit.

I found it at ftp.uni-kl.de in the pub/atari/Incoming/ directory, filenames towdat1.zip towpowpt1.lzh towpowpt2.lzh (Something like that).

I'll stick up a quick message once I've finished downloading it!

4186. Re: Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 03:28:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM2KB9.Mo7@cix.compulink.co.uk>
Source record: 191843
Cross-posted to: rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

In message <1994Mar2.140359.648@nessie.mcc.ac.uk>, ip@nessie.mcc.ac.uk said:
>
>Ofir has to be kinda tentative, he can't afford to upset Steinberg too much.

Why? I can say whatever I like about Steinberg. I don't have a PC and
Cubase Audio on the Falcon is not perfect but it does work.

>As the CBX-D5 is a killer box in itself, or will be whenever it's actually
>finished, a massive PC might not be necessary, since it's offloading lots of
>the processing. I predict the CBX-D5 sitting there faithfully replaying your
>tracks, with WinDog nearby saying "general protection fault at 4:BD32". :-(

I think you will need at least a 486/33. Don't forget that 'offloading'
means shoving stuff down the scsi port at very fast rates. This requires
processor time.

Ofir ogal@cix.compulink.co.uk

4187. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 03:32:13 UTC
From: abarbiero@delphi.com
Message-ID: <hG5J-0l.abarbiero@delphi.com>
Source record: 191844

<sinclap2954@cobra.uni.edu> writes:

>On March 14 Apple will intro and sell their PDS Power PC upgrade for $699 that
>blows away the 040 boards.

That should be interesting, but still not as full an implementation that
could be used.

>A Power PC system will be cheaper!!!

I hope so, but you still CANT use ST/Falcon software on it like you
could with an '040 board.

>Commodore Amiga and Atari Corp will be crushed by the Power PC!!

Really. Thats what they said about the DEC Alpha XP, the '486, and
Windows 3.1. Until there is a complete replacement for my TT030,
(and my Jaguar :-) the PowerPC will be nothing more than potential for me.

Andreas@AEO

4188. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 03:40:00 UTC
From: abarbiero@delphi.com
Message-ID: <hmyJ-ig.abarbiero@delphi.com>
Source record: 191845

JON ARVID LOVSTAD <jonal@dhhalden.no> writes:

>The worst part is that the AES still use characters for the window gadgets.
>Try replacing the system font with a 12pt Speedo Courier... :(

Its too bad that you can't remap certain characters like you can with
Warp 9's alternate fonts... I use Warp 9 to alter the character set
on my TT030 and like it! I took the old window gadgets and copied them
into the new set.

Andreas@AEO

4189. Re: Canadians have Jaguars

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 03:42:28 UTC
From: abarbiero@delphi.com
Message-ID: <hEzIXqk.abarbiero@delphi.com>
Source record: 191846

Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> writes:

>Hmm, I suppose the Falcon isn't really available in most of Canada,
>either. :-(

You would think with the NAFTA thing that these distinctions would be
negated!

Andreas@AEO

4190. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 03:49:27 UTC
From: abarbiero@delphi.com
Message-ID: <pGzJ3av.abarbiero@delphi.com>
Source record: 191847

J S W Chan <ma2jswc@midge.bath.ac.uk> writes:

>The game will be called SPACE WAR 2000. (unless someone can v. quickly come up
>with a better name - email me)

Game sounds good! If you UUENCODE me a copy I can make sure
MRBURKLEY the Atariophile column writer for AEO get it to look at! I will
also set it up on Delphi for you.

Andreas@AEO

4191. Re: Freezed Dried Term...

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 03:52:34 UTC
From: abarbiero@delphi.com
Message-ID: <pG0KvYq.abarbiero@delphi.com>
Source record: 191848

Marco Boldt <mboldt@kn.pacbell.com> writes:

>What are the changes in 2.30? (and when is it coming out)
>
> marco
>

Don't know just yet, but Aaron said that it will clear up some bugs,
and delete unused features and be compatable with Geneva (hopefully) and
the Falcon030 (most hopefully)

Andreas@AEO

Out? Whenever he gets the time!!

4192. Re: NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 03:54:58 UTC
From: abarbiero@delphi.com
Message-ID: <pG0pfCq.abarbiero@delphi.com>
Source record: 191849

Sounds great! Spread 'em around!

Andreas@AEO

4193. ***MEGA 4 HARDWARE & SOFTWARE SALE***

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 04:09:44 UTC
From: kuehnle@kenyon.edu
Message-ID: <1994Mar2.230944.8392@kcvax1>
Source record: 191850

```
FOR SALE:
ATARI MEGA 4
SM124 MONOCHROME MONITOR

C-LAB (EMAGIC) NOTATOR SOFTWARE
C-LAB UNITOR 2 smpte/midi interface

WORDPERFECT ST
CODEHEAD UTILS
FLASH 2

Will separate all pieces but CPU/MONITOR

MAKE ME AN OFFER

Eric Kuehnl
KUEHNLE@KENYON.EDU
(614)427-6309
```

4194. Re: Gnu C help needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 04:19:24 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2l3ogc$m8l@darkstar.UCSC.EDU>
Source record: 191751

ANother quesrtion about GCC... I downloaded the version from a.a and it didn't include the linker or the assembler or any of the mentioned "additions" (mwentioned in the installation docs) Where are these found?

~Chris

4195. Re: Languages

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 04:37:55 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2l3pj3$1mt@news.dmpe.CSIRO.AU>
Source record: 191752

>> Does anyone know where I can get hold of the following compilers for my ST?
>>
>> -Pascal
>
>Write in Pascal, run p2c on it, then compile with GNU C...

A better idea is to run GPC i.e. GNU Pascal, but that isn't widely available yet, I have to get this bloody GCC working again before I can rebuild my copy of GPC ....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

4196. Re: Software Support.

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 04:39:19 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2l3pln$1n0@news.dmpe.CSIRO.AU>
Source record: 191753

>> Then why do I hear from PC based jaguar development systems????
>
>Didn't Atari say that "for now" the development platfor is a TT with
>some extra goodies, and that PC and Mac development goodies were in the
>works?

Jay Wilbur of ID Software (makers of DOOM) said that they use a PC system, and
methinks that they have for a while ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

4197. Re: RE New Files

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 05:04:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2l3r4j$ffb@mailer.fsu.edu>
Source record: 191754

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
> How is it a game and a Hard-drive utility? This I gotta see.

Yeah, makes defragging much more entertaining :-). Just a garbled post,
of course. Incidentally, the Mahjong game is excellent. I would love to
see the tile sets for the Falcon, as the ST Low and High ones are excellent
(alas, no Falcon....yet).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4198. test

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 05:10:40 UTC
From: steveg@cseic.saic.com
Message-ID: <21072430@MVB.SAIC.COM>
Source record: 191755

Delete before reading. Pardon the inconvenience.
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

4199. test

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 05:11:48 UTC
From: steveg@cseic.saic.com
Message-ID: <21072432@MVB.SAIC.COM>
Source record: 191756

Delete before reading. Pardon the inconvenience.
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

4200. Printer

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 07:14:48 UTC
From: kfason@csn.org
Message-ID: <CM2usp.CwB@csn.org>
Source record: 191757

I am considering replacing my Epson 24pin printer. I am looking a an InkJet or a laser Printer. I'll mostly use it with SpeedoGDOS.

Is ther much (software) of a difference between the HP500C and the HP550C?? and what Lasers are REALLY well supported via Speedo. I am running a Falcon030 too BTW...

thanks!

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

4201. Re: MORE serial ports on a TT?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 07:30:26 UTC
From: paul@callisto.Arizona.EDU
Message-ID: <2l43mi$lqp@auggie.CCIT.Arizona.EDU>
Source record: 191758

In article 2d74f7c41122234@traveller.freiburg.sub.org, galaxis@traveller.freiburg.sub.org (Alexander Bochmann) writes:

> I was recently asked whether there is a possibility to but more serial ports
> on a TT (MIDI Port has already been rebuilt to standard serial)...
>
> Does anyone know of VME cards with serial ports or something like that,
> which can be used in a TT (only idea I had on that...)?
>

Just curious, but why would you want more than four? I've never even been
able to fill those up.

> /\|ex.
> --

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

4202. Re: Gnu C help needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 07:41:44 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CM2w1K.GwB@freenet.carleton.ca>
Source record: 191759

In a previous article, aspect@cats.ucsc.edu (Christopher Taylor Oates) says:
+ANOther quesrtion about GCC... I downloaded the version from a.a and it didn't
+include the linker or the assembler or any of the mentioned "additions"
+(mwentioned in the installation docs) Where are these found?

The zoo archive containing the linker and other important stuff is in the
Utils/ (or maybe Util/) directory, and the assembler is in Gas/.

Stephen

4203. Re: Gnu C help needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 07:43:18 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CM2w46.Gxp@freenet.carleton.ca>
Source record: 191760

```
In a previous article, norway@ionews.io.org (David Snowdon) says:
+ Can anyone help me with properly setting up the gnu C compiler on my
+4 meg Falcon? I'm using gulam as my shell and have set up the environment
+variables as follows:
+[..]
+setenv GNUEXEC 'e:\gnu\bin\gcc-'

This should be
setenv GCCEXEC 'e:\gnu\bin\gcc-'

Stephen
```

4204. Re: Mega ST RAM expansion

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 07:45:18 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2l44ie$4iv@golem.wcc.govt.nz>
Source record: 191761

In article <1994Mar1.044418.1158@isle.waterloo-rdp.on.ca>,
drichard@isle.waterloo-rdp.on.ca (Daryl Richards) writes:
>Dennis Mc Guire (ak354@cleveland.Freenet.Edu) wrote:
>
>: I recently picked up a used Mega ST2. The motherboard has

> You may need the resistors for RAS1, CAS1H, CAS1L... There should be a row
>of 33 ohm resistors (orange orange black) with maybe two or three spots not
>filled in.. (If memory serves, they are right along the front edge of the
>board) Stuff the resistors in, and the RAM ICs, and away you go...

Plus 16 0.22uf monolithic Ceramic caps.....

You will have to fit Cmos Rams as the Nmos ones are out of date, but
that is better for the power suply, they draw less power.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4205. Re: Custom Syquest; Atari and Mac

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 07:50:57 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1757.2D7596E1@dhhalden.no>
Source record: 191762

In article <9403021925.AA00353@std.teradyne.com> fusiong@STD.Teradyne.COM (fusiong mail) writes:

>44MB Syquest Drive. Custom built by Carter Graphics. Has
>DMA port for Atari use. Has 50-pin Centronics SCSI port for Mac
>use. Switch switches between the two. Works pefectly.
>Used sparingly. Includes ICD host adapter and cable for
>Atari use.
>$500 or best offer.

Just my 2 cents: A 44MB SyQuest can be bought from Mac shops (SCSI only) for as low as $289, perhaps even lower (I got this figure when leafing through MacUser last night.) An ICD Link doesn't cost $210 (Isnt't that one just over a hundred bucks?).

Figure out a suitable offer youselves, but I wouldn't pay more than $250 for it.

Jon (who got a 88c instead - works great!)

4206. Re: RE New Files

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 07:55:13 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1758.2D7597E1@dhhalden.no>
Source record: 191763

In article <2l3r4j$ffb@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

[stuff deleted - well, actually defragged and now included in my .sig :)]

>Yeah, makes defragging much more entertaining :-). Just a garbled post,
>of course. Incidentally, the Mahjong game is excellent. I would love to
>see the tile sets for the Falcon, as the ST Low and High ones are excellent
>(alas, no Falcon....yet).

I can second that opinion - I tried it last night. Only 2 gripes:

1. Doesn't seem to work 100% with MTOS
2. No resizeable window (I would like to play the 640x4{00,80} version on
my TT in TT Hi. I don't like programs which deafults to the entire
screen)

Jon

4207. VT emulation specs

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 08:53:53 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <h2-pflh.biblinski@delphi.com>
Source record: 191764

Can anyone point me to where I might find the 'guts' of how the different VT-x00 emulations work? Aaron Hopkins would like to add them to a future version of FzDT, and hasn't been able to locate them. And, as he doesn't have access to c.s.a.s, I thought I'd give him a hand and post a message about it.

Many thanks! E-mail replies are welcome, or post it here for everyone.

--Gordie Meyer
biblinski@delphi.com
ATARI UNITED! SoftWareHouse

4208. FAQ: GDOS drivers 1.8, parts 3-5

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 08:57:11 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2l48p7$pqr@info2.rus.uni-stuttgart.de>
Source record: 191765

6 Errors

Errors in the printer drivers - that I know - are the following:

1 These drivers display fonts with the attribute 'light'
2 Doesn't work on TT
3 The EXTENDED ENQUIRE FUNCTION (VDI 102, vq_extnd) doesn't give back the parameters as listed in the german 'Profibuch' (Jankowski, Rabich, Reschke - Sybex)
4 Using the attributes 'italic' and 'outlined' the letters of bitmap fonts are cut off on the right side. This error appears independent from other attributes being used.
This error was in the Libraries of the driver-sources from Atari and seems to be included in all drivers except to NVDI and SpeedoGDOS.

If theres nothing written about an error I don't know if this error appears or not.

Seems it's no accident, that Xact only uses the attributes 'fat', 'italic' and 'underlined'. (See [14])

Another reason against using 'outlined' is the following:
If you make a driver calculate an outlined font from a normal one it get's 'wider' by two pixels. Due to the reason that a pixel has a width depending to the resolution (other than a fitted font) a text gets different widthes in each resolution. But who wants to have different textformat on different printers? The only way to stop this is letterspacing - typographic 'bullshit'.

7 Fonts

7.1 General

There are many fonts on the Internet only for the screen and maybe useable for one printer. Everybody using these fonts should know that he can't print documents in an acceptable quality via GDOS.

But in the Atari- and former BELA-package there are contained the fonts for all printer drivers in this package (the 360*360dpi fonts are missing in the Atari package). If you have a useable program you can print every document with every driver.

Speedo removes this problem.

7.2 Bitmap-fonts

The fonts used are bitmap fonts in the DR standard format. (See [1] and appendix)

7.3 Vector-fonts

The vector fonts with the old FSM-GDOS format are named with OTL.

These fonts and drivers should'nt be used no more and are listed to only for completion of this FAQ.

The vector fonts in SpeedoGDOS format are named with SPD.

8 Printer

Producer	Printer	Drivers Fitting
NEC	P6+,P7+, NECP... P60,P70	NB15 (FX:,:NX1000)
HP	LaserJet_II	HP_LJET
HP	DeskJet, LaserJet_III,IV	DESKJET (HP_LJET)
CANON	BJ10E	BJ10
CANON	LBP_4/8	CANONLBP, LBP
Mannesmann-Tally	MT_90	MT90

Drivers in brackets work but don't use the ability of the printer totally. This means - for 24pin-printers - that these are used in 9pin mode. At HP-compatible Laser- and Ink-printers this means that the data isn't packed though being supported by the printers.

Some Deskjet drivers are told to make problems. In this case try the Laser-jet driver. The printing takes longer then (due to more data) but the problems should be removed then.

The meaning of compatible normally is made by the producers of the compatible printers.

Notes:

o If you don't find your printer in the list and knows a fitting driver, please inform me.
o Try other drivers even if you have found one fitting to your printer.
o Of course the FontGDOS-drivers have strong problems with the memory. But the speed of them is faster than the other (Speedo not considered).

8.1 List of availability

In the German TOS-Magazin July '92 page 24 contains a list.
If you know about list available europe-/worldwide inform me.

9 Programs

Nowadays it's obvious (but not usual) to use GDOS in every program.

The following list is limited to those using GDOS to print too.

Kind of program	Program	Distributor	Speedo

```
| Chart/Measureanalysis |Xact |SciLab |ja |
| |MM-Graph |Overscan | |
| |Off-Axis |ByTech |Ja |
| |DATA Professional 4 |Ralf Wirtz | |
|___________________________|rho-Analyse_____________|rhotron_GmbH_____________________|ja__
____|
| Graphics |Xact Draw |SciLab |ja |
| |Kandinsky |U. Rossgoderer (Shareware) |ja |
| |Chagall |Trade-iT |ja* |
| |Easydraw |MIGRAPH | |
| |TouchUp |MIGRAPH | |
|___________________________|CHARLY_IMAGE____________|Wilhelm_Mikroel._________________|ja*_
____|
| Spreadsheet |LDW Power Calc 2 |MSPI | |
| |K_Spread_4 |Omikron | |
| |Graal Calc 3 |Editions Profil | |
| |Atari Works |Atari Corp. |ja |
| |OPUS |Doug Harrison (PD) |nein |
|___________________________|BASiChart_____________|Dr.__Ackermann_____________________|____
____|
| Text/DTP |Calligrapher |Working Title | |
| |Wordflair II |H3 | |
| |Timeworks Publisher |GST/H3 | |
| |G&D Text II |Hard & Soft | |
| |Cypress | | |
| |papyrus (Gold) S |R.O.M. |ja |
| |Infinity |ByTech GbR | |
| |Atari Works |Atari Corp. |ja |
|___________________________|1st_Word_Plus_4_________|GST/ICP__________________________|ja__
____|
| Fax |Junior Office |TKR |ja |
| |Tele Office |TKR |ja |
|___________________________|CoMa____________________|SoftB"ar_GbR_____________________|ja__
____|
|_Simulalion_of_dyn._Syst._|Dynasys_________________|Digital_Systems_&_Consulting____|____
____|
|_Text/Listprinting________|ProList_________________|Richstein_&_Dick_________________|ja__
____|
|_Chem._Displaying_________|Monoklin_2.0____________|MAXON_Sonderdisk_________________|____
____|
| Circuitlayout |Route iT! & Circu iT! |Think! |ja |
|___________________________|Platon__________________|VHS_____________________________|ja*_
____|
|_Vektoriser_____________|Convector_Zwei__________|Shift____________________________|____
____|
|_Hardcopy_______________|rhocopy_________________|rhotron__________________________|____
____|
|_Disk-List-printers_______|TreeView_2.4____________|Stephan_Gerle____________________|____
____|
|_Fractals_______________|Fractals_IV_____________|Harald+Martin_Hansen_____________|____
```

```
____|
|_PS-Interpreter__________|Postman_________________|SILICON_Technology_____________|____
____|
|_Concordance_____________|Concordance_____________|SPIRIT_WARE____________________|____
____|
|_Packershell_f.__MTOS_____|MARC_4.0_______________|Think!_____________________|ja__
____|
|_Logic_analyser__________|CLA_v2r1_______________|Craig_Graham_(Shareware)________|ja__
____|
|_Address
manager_____________|Pegasus_________________|Pergamon_Software_____________|_ja_____|
|_Symbolic_mathematics_____|Riemann_II_____________|Richter_Distributor_____________|____
____|
|_Database_________________|Atari_Works_____________|Atari_Corp._____________________|_ja_
____|
```

This list is no commercial. I'll include every program I get to know.
(Comment by the Translator: Sorry for mentioning Atari Works three times,
but I wanted to keep the 'Text/DTP' and 'Spreadsheet' Chapters')

Notes:

o Programs listed in the Speedo column with yes* support Speedo but don't
use it - don't output text too.
o Xact can print without Speedo too.
o FSM-GDOS is included in the Wordflair II-package.
o Platon only outputs Metafiles via GDOS.
o I didn't make it to print via GDOS in OPUS.
o Programs only printing via Device 21 are out!

Kandinsky Version 1.57 and TreeView are available together in:
ftp.e-technik.tu-muenchen.de pub/comp/platforms/atari/incoming

10 Utiliies

10.1 fontfix

Problem: The font height is included incorrectly in some fonts. fontfix
discovers this error and corrects it.

On the Internet fontfix can be found here:

ftp.uni-muenster.de /pub/atari/Applications/Dtp/Fonts/Gdos

ftp.cs.tu-berlin.de /pub/atari/utils

10.2 Outline Fonts

Outline Fonts Accessory by CJG Copyright (c) 1992-1993 Atari Corporation

This utility edits the EXTEND.SYS for SpeedoGDOS. This file contains a
description of the volume from the Speedo-Caches, the fonts and the
font sizes. The Caches can be saved to disc an be loaded again, too.
A well done program, except that the offered cache sized are fitted to
FSF-GDOS, not Speedo

Filename: OUTLINE.PRG alias OUTLINE.ACC, 67644 Bytes

Included with SpeedoGDOS.

Why doesn't Atari make programs that include a display of the version?

10.3 Printer driver

GDOS Devices Accessory by CJGCopyright (c) 1992 - 1993 Atari Corporation

To edit the ASSIGN.SYS

Filename: DRIVERS.PRG alias DRIVERS.ACC, 64878 Bytes

Before starting this program it's better to create a backup of the
ASSIGN.SYS!
The two reasons are the following:

1. The informations about the Bitmapfonts are removed without comment.
2. ASSIGN.SYS is replaced by a new one if 'Benutzereigen'-'Hinzuf�gen' (in
the German release) is selected wihtout any chance to get it back.
(The English Version should have a Dialog like 'Own drivers' 'Add' or
similar). To all coders: Don't copy that style!

If this utility should sometimes display no drivers, simply start
ASSIGN.PRG (see 10.4 ASSIGN)

DRIVERS.PRG/ACC only displays the speedo drivers of my collection. Does
anybody know, how it does this? It doesn't even display the filename but a
name being included as string in the driver. How does one get it?

10.4 ASSIGN

ASSIGN 1.0a is by Dirk Sabiwalsky (PD).

It tests three things:

o Are there several fonts using the same ID and have different Names
(typefaces)?
o Are there several fonts using the same ID and the same pixel height?
o Are there several fonts with the same name (typeface) and different
IDs?

10.5 FONTCHK

FONTCHK tests GDOS fonts if they have possible errors.

It's included with ProList, for example.

10.6 FONTCNV

Converts GDOS-fonts from Motorola to Intel format.

Comes with ProList too.

10.7 GEMFont

Font editor able to read Signum and PK (TeX) Fonts too.

Internet: ftp.tu-clausthal.de:pub/atari/systools/gdos/gemfo120.lzh
Use the chance to get a new unlzh or lhxarc.

10.8 FontMonger

Converter and editor for different vector formats including Speedo. Only works on IBMs or MAC though.

11 Distribution

11.1 Atari

The drivers with the name Atari are available from Atari. Send three disks, Money for shipping and a friendly letter to them and you'll get them with printer drivers and fonts.

This Package is available at Atari-shops too.

No docs but for this price ...
(That's the way in Germany - other countrys may differ!)

11.2 BELA

The fonts with the name BELA were available from BELA

There were two discs with packed Printer-drivers and fonts for them

The fonts DO have the same IDs as ones from Atari, but the internal font NAME is different. Due to this these fonts are not correctly accepted by some programs if used with Atari fonts.

There's almost no documentation. Not even a hint about who owns the copyright for the drivers or about the author(s)

One last thing about BELA: R.I.P. ;-)

11.3 FontGDOS

The drivers from this package are really much faster than the former ones. (Only bitmap fonts and graphics are comparable of course)

I didn't have any problem using these with other GDOS ersions but you must limit use to the old Fonts.

FontGDOS is the successor to Atari GDOS. Mainly, it differs in the Bezier functions, and had faster (and colorable) drivers. It has no relation to FSMGDOS or SpeedoGDOS.

FontGDOS is available from several firms which use it for their programs.

11.4 Language

The driver named Language is spread on the language disc for the MegSTe

11.5 Internet

The drivers signed with "I" can be found on the Internet.
For example: ftp.cs.tu-berlin.de

11.6 Working Title

The WT drivers are spread with Calligrapher. They are (c) Working Title, the wt-driver are licensed by Working Title.

No drivers are on the Calligrapher DEMO-disc. The drivers coming with Calligrapher-lite (15DM) are signed with CL in the tables.

Screenfonts are on both discs.

11.7 Speedo-drivers

SpeedoGDOS is available for everyone now (in Germany 99.-DM)

Contents:

o Installation program
o Speedo font engine
o 2 Programs to edit ASSIGN.SYS and EXTEND.SYS
o 14 Fonts in Speedo-format by Bitstream
The Falcon-Speedo (in Germany) comes with 18Fonts now
o 14 Printer drivers
o An Installation-Manual

Outrageous features are:

o Speed
o Not the whole Font-file has to be read (Memory-saving)
o 16bit-Fonts (no 256 Character-limit)

See [4]

The information if it's a Speedo- or Bitmap-font can be found in byte 33 of the Fontname (vqt_name, INQUIRE FACE NAME AND INDEX, VDI 130). Zero means bitmap font and one means FSM or Speedo font.
this means the information to this in [14] is wrong.

Some Problems are inportant to be mentioned:

A coder can't find out if a driver can handle Speedo fonts (see last question in 10.3)

Some font-IDs are used by Bitmap- AND Speedo-fonts, though different fonts with similar IDs may never be installed the same time.

If you don't take care of this you'll get bombs.

Speedo depends on the user to install the right drivers and fonts. The coder cannot do anything to stop errors.

The best way is only to install Bitmap-fonts with the right drivers or to use a Speedo-only system.

The Monospace-font coming with Speedo has no 'umlaute'

Don't Trust [14] about saying that SpeedoGDOS is not updated.

For Installation and coding best is to refer to [5-7]
Remember to start NVDI before SpeedoGDOS in the AUTO-Folder!

The ones that bought Speedo got 4.0, the Falcon-buyers got 4.1

Now Version 4.2 (beta) is available with remarkable bugfixes. Speedo 4.2 is (in Germany) available as bundle or update (40.-DM) from R.O.M. Only COMPO is selling it single.

Speedo 4.2 get's the Font-ID by adding 5000 to the internal one. NOW the problems with same IDs in bitmap- and vector-fonts are history.

11.8 COMPO

Compo offers a package of 40 Fontcuts in Bitstream Speedo-format (99.-DM, price may change): 4 Cuts of Bitstream Amerigo, 1 of Blippo, 1 Broadway, 1 Brush Script, 1 Caslon Openface, 1 Dom, 2 Kaufmann, 2 Ribbon, 14 of Swiss (Helvetica), 14 of Zurich (Univers)

11.9 IMG-0300

On the Internet:

ftp.uni-muenster.de /pub/atari/Gdos

11.10 Others

I am not choosing drivers to list here. I'll list them all! The authors and users of the programs should email me information about drivers they would like to see in the list. Please include code length, date, and known bugs.

11.11 FTP

Many students can get software worldwide via ftp (comment by s.d.: lucky boy'n girls ...). Prices for steady connections are constant, but connections between America and Europe have to be paid depending to the volume of data transferred.

Please try not to ftp over the Atlantic and use short ways.
Do your tranfers during off hours of the server (not 9am - 5pm).

Files with known names can be found by Archie.

In Germany:
login: archie
help

In the US e.g.:
archie.ans.net

The Archie-databases ask about once each month one ftp-server after the other for freely available files

12 Source

Being a developer it's possible to get an almost complete printer-driver in object-code. This one should only be fitted to a special printer.

This package is available for GDOS and SpeedoGDOS.

13 Tips'n tricks

13.1 Pixeltrash at printing, advice for users

Printing graphics on a NEC P6+ (maybe other printers too) including a lot of black in a line I often had the problem that one line was left out (Speedo-drivers NB15, NECP) or two lines were printed displaced in one line (Speedo-drivers FX80, NX1000).

This happens when printing directly and via CENSPEED. When using VARSPOOL this effect no longer occurs.

VARSPOOL can be found on the driver-disk of the NEC-printers.

13.2 NEC P6+

Once in a while a NEC P6+ will get noisy (rrrrrrrrrrraattatatattaa).
When you open the front you'll see a round stick (about 1cm thick).
Put two drops of sewing-machine-oil on it each year (you'll get it from Mom)

14 Tips'n tricks for coders

Fontsize and Pixelsize

Here are my experiences with GDOS and WYSIWYG. Credits to Ulrich Rossgoderer for confirming these.

It's about the output of vector graphics and text on screen and printer.

The size of text is defined in point and is always the same - independent from the resolution of the output device.
Different are vector graphics: they have to be recalculated in pixels before the output. This Should be no problem because when opening a virtual/physical workstation you get the pixel size in micrometers in devParm[3] and devParm[4].

Let's assume the vector graphic is saved internally in micrometers, then the definition points at the output simply have to be divided by devParm[3] or devParm[4] to get the position in pixels. When doing the output in windows an offset has to be added. But thats not relevant here.

So far for the theory being quite simple (see [3]).
Now for the practice.

As described above we output a text and a border - saved internally as vector graphic. It doesn't matter here if the text is a Speedo or a bitmap font.
To have a better chance to compare the border exactly surrounds the text.

Doing this I got the following experineces: The text exactly filling the border on the screen (ST-high) is - when printed - much too small compared to the border.

An error in the recalculation of the pixelsize can't be the problem, because I made the printing with the drivers NB15, NECP, FX80, NX1000 and the results are the same.

I have only one explanation for this: The screen driver supposes a different resolution for the pixelsize than for the font size.

Two solutions I can offer:

First you can use another pixelsize on the screen than the one given from the operating system. After opening the virtual workstation (and ONLY this one!) I claculated
devParm[3] := 282
devParm[4] := 282
and with this parameter I made the recalculation from micrometers in pixels. Now the relation from graphic to text on screen and print-out is exactly the same. But now a DIN A4-page doesn't fit on the screen in it's width.
The numbers are found by me the experimental way and possibly can be optimized

Another solution may be this: Use a smaller font size for the screen (and ONLY there!) by multiplicating the size with 72/96. This is simple with Speedo-fonts because the size in points can be defined by almost endless values behind the point. Using bitmap fonts this won't work due to not having a font in a 72/96 times size for every printer font. (Different to translate this, sorry - SD)

This method surely is to be modified for ST-Mid and other resolutions.

From Wilfried Behne (Half NVDI ...): SpeedoGDOS ignores the devParm[3] and [4] - values of the screen drivers. The values of physical workstations ARE taken.

15 Addresses

(Lot's of stuff is available from the friendly Atari-dealer 'around the corner ;-/)

(Note: All addresses are German ones - excepts when marked!)

Application Systems Heidelberg (ASH)
Postfach 102646 * 69016 Heidelberg
Tel.: +49 6221 300002

ATARI Computer GmbH
Am Kronberger Hang 2 * 65824 Schwalbach /Ts.
Tel.: 06196-801-0; Fax.: +49 6196 801-180
Entwicklersupport-Mailbox: +49 6196 81041

Behne & Behne Systemsoftware GbR
Lindenkamp 2 * 31515 Wunstorf
Tel./Fax.: +49 5031 86 29

BELA Computer GmbH: R.I.P.

ByTech GbR
Detlef Kuhl, Frank Hieronymi
Bismarckstrasse 88 * 10627 Berlin

Tel.: +49 30 3134258

COMPO Software GmbH
Ritzstrasse 13 * Postfach 1051 * 54591 Pruem
Tel.: +49 6551 6067

Digital DeskTop (DDT) is a group of dealers!
Addresses can be taken from the ST-Computer magazine.

Digital Systems & Consulting
Soester Str. 306 * 59071 Hamm
Tel.: +49 2381 889413; Fax.: +49 2381 889812

Stephan Gerle
Ruthstrasse 8 * 44149 Dortmund

H3 Systems
Haeusserstrasse 44 * 69115 Heidelberg 1
Tel.: +49 6221 164031; Fax.: +49 6221 184541

Harald und Martin Hansen
Weserstrasse 82 * 12059 Berlin

Hard & Soft
Obere Muensterstr. 33-35 * 44575 Castrop-Rauxel
Tel.: +49 2305 18014; Fax.: +49 2305 32463

ICP GmbH & Co.KG
Leserservice TOS * Innere-Cramer-Klett-Strasse 6 * 90403 N&#xFFFD;rnberg 1

MAXON Computer GmbH
Schwalbacher Strasse 52 * 65734 Eschborn
Tel.: +49 6196 481811

Migraph Inc. \
32700 Pacific Highway S. |
Suite 12, Federal Way |--- MARK ;-)
WA 98003, USA | _USA_
Tel.: 0012068384677 /
^^^^^^^^^^^^ what's that in ISO?

OMIKRON Soft+Hardware GmbH
Sponheimerstr. 12a * 75117 Pforzheim
Tel.: +49 7231 356033

rhotron GmbH
Entenmuehlstrasse 57 * 66424 Homburg/Saar
Tel.: +49 6841 64067; Fax.: +49 6841 2467

Richstein & Dick GbR (Kaktus)
Konrad-Adenauer Strasse 19 * 67663 Kaiserslautern
Tel.: +49 631 22253

R.O.M. Software (new address!)\\
Christian Nieber \& Ullrich Ramps \\

Raschdorffstr. 99 * 13409 Berlin \\
Tel.: +49 30 4924127

SciLab GmbH
Isestrasse 57 * 20149 Hamburg
Tel.: +49 40 4603702

SHIFT Computer + Werbung GmbH did quit

SILICON Technology & Promotion
Wilhelmshoeher Allee 124 * 34119 Kassel Tel.: +49 561 711924

Softbaer GbR
Richardstr. 60 * 12055 Berlin
Tel.: +49 30 6226884

SPIRIT WARE \
Bible Church 15211 |- MARK _USA_
15th Avenue NE Seattle, WA 98155 (USA) /

TKR
Stadtparkweg 2 * 24106 Kiel
Tel.: +49 431 337881; Fax.: +49 431 35984

Trade-iT
Arheiligerweg 6 * 64380 Rossdorf
Tel.: +49 6154 9037

Dipl.-Phys.-Ing. Ralf Wirtz
Kasterstr. 30 * 52428 Juelich
Tel.: +49 2461 1255

Working Title GbR
Lilienweg 12 * 53123 Bonn
Tel.: +49 228 647020

3K Computerbild
Wevelinghoven 26 * 41334 Nettetal
Tel.: +49 2153 91860 (doesn't exist no more too)

16 Miscellaneous

16.1 Critics

16.1.1 Critics to the author

Critics are greatly welcomed. To get more info, send email to:

G.CASTAN@physik.uni-stuttgart.de

Possibly one writing me has already tested two or three drivers.
Please write me if the errors listed above occured or not.

Anybody knwoing different driver support addresses, please write me an email.

16.1.2 Critics to the translator

Hi, this is Stefan writing :-)
The reason why I wrote this translation I can't find in my head ...
Guess it's because Atarians should work together and support each other!
Well, if you wonder about some errors of spelling or syntax remind this:
I learnt English at school for 4 years an after that I kept my knowledge
actual by playing some textadventures and now by reading
comp.sys.atari.st and comp.sys.atari.st.tech :-)
If you find some errors in this translation, please don't send them to Gerd but
to me:

stefan_damerau@sl.maus.de

But take care of the gateway-rules:
No mails bigger than 16kB and please no big UUE-stuff :-)

Thank you and have fun and lot's of experience with this FAQ.

Bye
Stefan

16.2 Praise

If this FAQ helped you out of a problem, please write me a postcard in your
next holidays.

16.3 For my support

Due to actual experiences I ask the distributors to switch on verify when
copying Update disks.

I only know two distributors not making any problem with this. But one of them
doesn't send no updates anymore - though of having to do this due to contract
with the developer and though he fixed several bugs following my recommen-
dations.

Could One of the readers try to write a Speedo-Fonteditor? We (Gerd & Stefan)
offer our time to beta test it ;-)
[I remember that this sentence was slightly different before Stefan
translated it - Gerd]

16.4 Trademarks

This document is full of trademarks, no to be used free|y.

16.5 Guarantee

I'll offer no guarantee.

17 Appendix

17.1 Literature

[1] Douglas N. Wheeler, EVERYTHING YOU EVER WANTED TO
KNOW ABOUT GDOS (AND MORE), (Internet, Filename:
GDOS.ARC oder GDOS.TXT)
Here's written all what's important to know about GDOS drivers.
(AND MORE)

[2] Jankowski, Rabich, Reschke, Atari Profibuch Professionals book],10.
Auflage,
SYBEX, D�sseldorf (1992)
The Standard. For Coders: In the VDI-Part you'll find how to use
screen and printer drivers correctly.

[3] Marc Rene Gardeya, VDI f�r jedermann [VDI for everyone], ST-Computer 10/93
Introduction in correct programming of screen and printer outputs.

[4] Julian Reschke, Herbstgedanken, ST-Magazin 11/92
Autumn-thoughts about SpeedoGDOS and Font-GDOS.

[5] Erik Dick, Sch�n und schnell? [Pretty and Fast?] , ST-Computer 7/93
Common info about GDOS and installation of Speedo. Almost the same
standing in the installation-manual, but more information about special
problems

[6] Erik Dick, SPEEDO-Gonzales, ST-Computer 8/93
Important stuff about programming Speedo. Description of the new
bindings tips for coders for standard uses.

[7] Erik Dick, SPEEDO-Gonzales, ST-Computer 9/93
Meaning of the Speedo Error messages and bindings of the Bezier and
cache routines

[8] Raymond Schr�der, Atari-Hotline, ST-Magazin 7/92
Whats GDOS for? Which programs supports it? How to install it?

[9] Sven Behne, Wilfried Behne, NVDI-Dokumentation, BELA
VDI description. But no description of the differences between screen
and printer drivers.

[10] Wilfried Behne, Andreas Kromke, Traps in the Atari ST's VDI
and how to get around them, c't 1991, Nr. 3
Much about errors in the screen drivers.

[11] Laurenz Pr�ssner, : es ist alles so sch�n Bunt hier [Oh, take a look at
these colors], ST-Magazines 5/92, 7/92, 9/92
How to handle more than 256 colors with device depending formats

[12] Laurenz Pr�ssner, Sekt oder Selters [Champaign or mineral water],
ST-Magazin 4/93
MEMORY.SYS: Binding, way to handle color resolutions, font output
with and without SpeedoGDOS.

[14] Laurenz Pr�ssner, Summertime Blues, Sd-Magazin 6/93
Listing to open the MEMORY-driver. In this article there'd be now way
for a coder to find a difference between vector- and bitmap fonts.
That's wrong.

[15] Oliver Scheel, Erste Hilfe f�r [1st aid for] MultiTOS, ST-Magazin 6/93
Common information to install MultiTOS.

[16] G�nter Born, Referenzhandbuch Dateiformate [Reference Dataformats],
2. Edation, Addison-Wes�ey, Bonn (1992)

With the right drivers it's quite simple to make output in .IMG and
in .GEM format In this book is a description how to read these formats
again (and more).

[17] G&#65533;ntgr Born, Dateiformate [Dataformats] Programmierhandbuch [Coders
manual], Addison/Wesley, Bonn (1993)
Sources (TurboC, TurboPascal) for loading and saving the formats
to use the datas [16] is recommended.

[18] Tim Oren, Professional GEM, (Internet, Filename: PROGEM)
Tim Oren almost only describes the programming of the AES but without
him this list would not be complete.

[19] Teflon Fonfara, Frau K&#65533;chele & Frau Peters - Die fanatischen
Zwei [The two fanatics], TUCAN Records (1992)
the ultimate Hefezopf-FAQ

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stefan_damerau@sl.maus.de (MausNet: Stefan Damerau @ SL)
Stefan Damerau * Bergholm 31 * D-24857 Fahrdorf)

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4209. Re: Need help with TeX.

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 09:18:12 UTC
From: sanders@sci.kun.nl
Message-ID: <CM30IC.E66@sci.kun.nl>
Source record: 191766

In <2l1gvu$1h4@solaria.mil.wi.us> dzander@solaria.sol.net (Douglas Zander) writes:

>summary: I need help setting up TeX on an AtariST. What are ALL the files
> needed for a basic working system? Where do these files go in
> a directory structure? What do these files do exactly?

> So far I figured out that I need these basic elements for a working system:
> 0) a text editor for creating a .tex file
> 1) TeX program to read .tex file and convert to .dvi
> 2) .fmt fonts files (plain.fmt)
> 3) a printer driver for the .dvi file for hardcopies
> What else is needed? These three things just don't work for me. I get
> empty pages in my .dvi file. :-(I believe I also need something
> called "font metric files" as well as "string pool files".
> I would appreciate any help or guidance from someone who has a working
> system. Thanks.

I thought there was a neato install-program with the CS-TEX setup on
a.a.u.e. If that's not so, contact me by e-mail. I'll be glad to
help you. In the meantime, you should check if you also got all the
fonts. The `font metric files' are just tables of the dimensions of
all the characters, used by TeX to typeset the text. To do the actual
printing, the dvi-driver needs the `real' fonts. Got those? They
use, by the way, a minimum of about 5M on your harddisk.

Good luck, and don't hesitate to contact me.

Sander SToks
sanders@sci.kun.nl
> Douglas Zander
> dzander@solaria.mil.wi.us

>

4210. Re: Printer

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 09:35:28 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2l4b10$e7l@ccpnws.in2p3.fr>
Source record: 191767

Kevin Fason (kfason@csn.org) once wrote:

> I am considering replacing my Epson 24pin printer. I am looking a an
> InkJet or a laser Printer. I'll mostly use it with SpeedoGDOS.

> Is ther much (software) of a difference between the HP500C and the
> HP550C?? and what Lasers are REALLY well supported via Speedo. I am
> running a Falcon030 too BTW...

> thanks!

> -Kevin Fason "kfason@CSN.Org"

HP Laserjet printers are well supproted by SpeedoGDOS : I use speedo
with SCRIPT 3.5 (from Application System) and with a QMS printer
emulating a HP printer; it works great and I have no problems.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

4211. Re: Mint 4 Mac ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 09:42:07 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2l4bdfINN4tf@sat.ipp-garching.mpg.de>
Source record: 191768

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:

: What does that mean. Is it a Mint version for Macintosh or am I just going
: crazy ;-)

No, you're completely sane. It's MiNT for the Mac (called MacMiNT), and it
even runs native Atari code (at least some of it). Sense: to make programs
with command line interface available on Macs.

Unfortunately it needs >= 8 MB RAM to run decently.

Available from various ftp archives throughout the world.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4212. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 09:53:01 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CM325B.E8y@midge.bath.ac.uk>
Source record: 191769

>|> It *Should* if the latest version of STOS fix (2.7) really works.
>You can get STOS working on a Falcon??? How?
>

Try stsfx27a.lzh avaliable from umich in either their programming
or language directories.I dont know whether or not it works , but
as its written by a falcon owner I would assume it would.

Les

4213. Re: PGP available for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 09:59:11 UTC
From: u3d69@cc.keele.ac.uk
Message-ID: <2l4cdf$fn0@gabriel.keele.ac.uk>
Source record: 191770

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: Can someone explain to me the concept of a "PGP Key" i.e. how does
: it work?

There are two parts to the key
1) Public Key - sent out to everyone that you want to be able to PGPMail you
2) Secret Key - accessible ONLY by you, and needs a passphrase to operate
it.

Someone writes a message to you in a text editor. They save the file, run
PGP with parameters like -east <textfile> <yourname> and this 'signs' and
encrypts the message so that only <yourname> can read it. They must have a
PublicKey for <yourname> in order for this to work :-) A PGPfile is created
(normally filename.pgp) and this will be included in an Email to <yourname>

The message can ONLY be decrypted using the SecretKey and PassPhrase of
<yourname> and that is what you would do when you received the PGP file. You
would just save the Email message into a file naming it something like
message.asc and copy that file to your PGP disk, or decrypt in Situ if
that's the way you work :-)
The command would simply be PGP <PGPfile> . This would recreate the original
texfile and , if you have the public key of the person who mailed it to you,
check that the message really IS from him/her and that it has not been
tampered with.

You must NEVER let anyone have a copy of your SecretKey, and if you suspect
it has been compromised, change it immediately!
The PGP docs are excellent and explain all this in much more detail, but
hopefully this shows how it actually works?

Ste\/e..
--
+---+
u3d69@teach.cs.keele.ac.uk ///
spcaple@gn.apc.org ///
Steve Caple ... snailmail : 82 Broad Street, Crewe, UK CW1 3DJ
+---+

4214. Re: ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 10:04:49 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2l4co1$buo@crocus.csv.warwick.ac.uk>
Source record: 191771

In article <2l19va$obt@golem.wcc.govt.nz>,
wells_s@ix.wcc.govt.nz writes:
>Has anyone got this program to work!? The DAT files that come with it
>have no configuration at all in them, so before you can even *read* the
>errors that appear you have to change the background/text to white....
>
>It runs, gets as far as what should be Spectrum-BASIC, and then hangs.
>
>If I try doing anything GEM-ish, it tells me that 'ROM is corrupt from
>$0000' which doesn't sound too healthy.....
>
>Will this run on a 1meg machine at all!? (I can't afford more RAM yet,
>I'm trying to get some case above the negatives so I can get a modem,
>a hard-drive, RAM, software..... (Decent transport...)).
>
>I can load the Snapshot files (*.SNX) and all they do is present me
>with their title screens, and promptly hang again.... The instructions
>are not too great, it says how it works, and how to install things, but
>not how to actually get it fully up & running!
>
>I've got a 1meg, 1040STE with TOS 1.62 (UK). As soon as I can afford
>it I'll have a 14.4K modem, 4meg of RAM and a 52meg Hard-drive, but
>at the moment, I have a very pathetic system!
>

I got this archive the other day, and I've had exactly the same problems,
on a Falcon 4/127 Tos 4.04. The only game I have got to work is
Jetset Willy, and even that has strange masks around some of the sprites
(with Attributes turned on), or just grey sprites (with Attributes
turned off).

Earlier versions work ok, but can't load snapshots!

Paul Donovan
csulw@csv.warwick.ac.uk

4215. Re: FAQ: GDOS drivers 1.8, parts 3-5

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 10:42:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM34FK.9rJ@cix.compulink.co.uk>
Source record: 191772

In message <2l48p7$pqr@info2.rus.uni-stuttgart.de>, CASTAN@cip.physik.uni-stuttgart.de said:

Thanks for this translation Stephan. Is the *full* English file available from ftp?

Ofir ogal@cix.compulink.co.uk

4216. Re: Stereogram generators.

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 10:50:28 UTC
From: diehl@ionews.io.org
Message-ID: <2l4fdk$651@ionews.io.org>
Source record: 191773

```
>> Does anybody know of a program for the ST that can generate
>> stereograms, and where I can FTP it?

Look for a file called STIS10.ZIP (or LZH). I'm not sure where you might
be able to FTP it from, but you could check Archie or Gopher...

__________________ ______ ________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

4217. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 11:41:38 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2l4idj$2nh@nasim.sta.sub.org>
Source record: 191774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Patrick Koehne (grsys168@gulliver.informatik.uni-dortmund.de) wrote:
> Sorry Folks

> A friend of mine told me the following:

> GSZRZ 4.1 ist not Shareware. You have to pay for it.

There is a freely distributable shareware version. You have to pay
for the full version. GSZRZ 4.3 is out now and I'll upload it to a.a
as soon as I get it.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

4218. Tower Power is now on ftp

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 11:48:35 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CM37H9.Cr6@midge.bath.ac.uk>
Source record: 191775

I've now uploaded Tower Power onto atari.archive.umich.edu and ftp.uni-kl.de
It's in 2 parts, towpowpt1.zip and towpowpt2.zip. The game is a slightly souped
up version of Archon with 2 to 4 players.
It'll run on a 0.5 meg ST, but 1 meg or more is strongly recommended, 2 meg+
being ideal. Sorry, but I don't think it'll run on a falcon, Mega STE or TT, (though I
haven't actually tried running it on any of them).
Oh yes, the data disk is also on there, towdata1.zip
I still have the source for the game, so any bugs can be fixed. - please do
bear in mind that the games is almost 2 years old now.

4219. Re: Gnu C help needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 11:53:08 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2l4j34$2p6@nasim.sta.sub.org>
Source record: 191776

David Snowdon (norway@ionews.io.org) wrote:
> Can anyone help me with properly setting up the gnu C compiler on my
> 4 meg Falcon? I'm using gulam as my shell and have set up the environment
> variables as follows:

> set env_style mw
> setenv PATH '.,\gnu\bin,e:\bash\utility'
^^
I think you want to insert 'e:' here.

> setenv GNUEXEC 'e:\gnu\bin\gcc-'
^^^^^^^
is called GCCEXEC!

> setenv GNULIB 'e:\gnu\lib'
> setenv GNUINC 'e:\gnu\include\gcc'
> setenv GXXINC 'e:\gnu\include\g++'
> setenv TMP 'g:'
> setenv TEMP 'g:'
> setenv TMPDIR 'g:'

'g:' is a relative path. Try using 'g:\tmp' instead.

> When I try to compile a simple hello.c code this is what I see:

> e:\gnu\bin >> gcc -v hello.c -o hello.ttp -lgcc
^^^^^
This parameter is not needed and I think you don't have a gcc.olb.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

4220. Re: OXYD: Stuck!

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 12:26:54 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2l4l2e$2pi@nasim.sta.sub.org>
Source record: 191777

Warwick Allison (warwick@cs.uq.oz.au) wrote:
> I'm stuck on 2-player level #27. The board just comes up like this:

> [Board deleted]

> | and - are closed doors, # is wall, * is walls that look like 4 balls.

> It just sits there. All you can do is bash against the walls to no effect.

I know this level and had the same problem. I called the German Hotline
and they told me this is a bug in some older versions. They gave me
the code of the next level. If you play OXYD from a write protected
floppy your codes should be the same. If you ever played level 10 on a
non write protected floppy, the following codes won't help you. Try to
unpack the original archive instead.

Link-levels Code
26 48291479
27 57046486
28 98396160

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

4221. Re: ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 12:56:30 UTC
From: rab2@ukc.ac.uk
Message-ID: <5303@raven.ukc.ac.uk>
Source record: 191778

Steve Taylor wrote:

>If anyone is interested, an ftp site stocking the SNA files
>is ftp.izs.zi:pub/zx/snapshots/[a-z]/*

I tried this and got

"ftp.izs.zi: Unknown host".

Is this address correct? I don't think I'm doing anything wrong, as I have been using ftp successfully for 2 years!

Does anyone know of another, perhaps easier to access, site holding speccy snapshots?

Thanks,

Richard.

4222. Re: MORE serial ports on a TT?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 13:06:18 UTC
From: dba@jet.uk
Message-ID: <1994Mar3.130618.25004@jet.uk>
Source record: 191779

In <2d74f7c41122234@traveller.freiburg.sub.org> galaxis@traveller.freiburg.sub.org (Alexander Bochmann) writes:

>Hi...

>I was recently asked whether there is a possibility to but more serial ports
>on a TT (MIDI Port has already been rebuilt to standard serial)...

>Does anyone know of VME cards with serial ports or something like that,
>which can be used in a TT (only idea I had on that...)?

>thanks,

Try the SYN-ASP4 VME module from:
Syntel Microsystems
Queens Mill Road
Huddersfield
HD13PG
UK
Tel UK 0484-535101
FAX UK 0484-519363

This is a 3U VME card (REV C.1) which has 4 serial lines and 20 digital lines.
uses a 82C684 QUART all serial channels are individually config for
RS232, RS422 and RS485. BAud rates up to 115.2 Kb
Software supported for the OS9 operating system.

--

_. .________________________. .____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4223. Re: atari-packet.radio

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 13:24:52 UTC
From: wilson@netsys.com
Message-ID: <1994Mar3.132452.29364@netsys.com>
Source record: 191780
Cross-posted to: comp.sys.atari.st,rec.radio.amateur.packet

Michael Baffoni (mbaffoni@farad.elee.calpoly.edu) wrote:
: In article <1994Feb21.183848.14659@wilt.aha.nl>,
: Lette Marcel <lette@sluis.wilt.aha.nl> wrote:
: >Dear atarists, amateurs.
: >
: >Does anyone own or know where to acquire packet software for the ST ?
: >
: >73's Marcel, PE1GDK.

: Check out the KA9Q package up on atari.archive.

: I believe that it is a full port of the KA9Q package that I have seen
: PCs use for packet radio links. I believe you still need the hardware
: interface though ... :).

: -Mike

several packages are available at ftp.tu-clausthal.de in the
/pub/ham-radio/atari/packet/terminal directory...

good luck

wilson

4224. Re: Falcon Audio Outs???

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 13:28:30 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2l4olu$fge@rs18.hrz.th-darmstadt.de>
Source record: 191781

Hy there,

I bought my Falcon in october '93 and there's no bass boost in it.
If you want to get line signals into the mic port you have to put a
resistor into the cable. I don't remeber the size but try to get
the ST-Computer 11/92. You will find it there (or perhaps somebody
else can post it ?).
The headphone outputs are on line level. I got no problems connectins
them to a mixer or a preamplifier.

Alexander Graham Informatik TH-Darmstadt

```
Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/
```

4225. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 13:35:15 UTC
From: cse0947@nova.wright.edu
Message-ID: <1994Mar3.083515.19486@nova.wright.edu>
Source record: 191782

If it's such an embarrassment then just ignore this group or stop
responding to the '...my computer is better than your computer ...' nonsense.

4226. Re: Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 13:40:47 UTC
From: mdg@ukc.ac.uk
Message-ID: <8794@gos.ukc.ac.uk>
Source record: 191783
Cross-posted to: rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

In article <CM2KB9.Mo7@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
:>I think you will need at least a 486/33. Don't forget that 'offloading'
:>means shoving stuff down the scsi port at very fast rates. This requires
:>processor time.

Ever heard of DMA? I'm pretty sure the PC uses DMA for hard-drives (it does
for sound-cards), you have to remember that even with DMA there is a lot
of interrupts happening (after each sector read) and these need
servicing - When my Falcon is writing to Hard-disk using ICD pro the
slowdown is about 40-50%, The PC would suffer less with this problem because
of its faster CPU.

>Ofir ogal@cix.compulink.co.uk

Griff
--

4227. Re: Gnu C help needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 13:41:36 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2l4pegINN2opg@rs1.rrz.Uni-Koeln.DE>
Source record: 191784

In <2l2tnk$bum@ionews.io.org> norway@ionews.io.org (David Snowdon) writes:

> When I try to compile a simple hello.c code this is what I see:

>e:\gnu\bin >> gcc -v hello.c -o hello.ttp -lgcc

>gcc-atariST version 2.5.7 Patchlevel 1
>cpp -lang-c -v -undef -D__GNUC__=2 -D__GNUC_MINOR__=5 -Datarist -Dgem
> -D__atarist__ -D__gem__ -D__mc68000__ -D__atarist -D__gem -D__mc68000
>-Acpu(m68k) -Amachine(m68k) hello.c g:/cc100000.i

>cmd exit code 1

> All the binary, include and library files are in their proper folders

[...]

Have you set the UNIXMODE environment variable? The mintlib and
the gnulib add some features to the standard TOS file system,
such as allowing forward slashes in place of backslashes and
providing a default drive prefix for absolute pathnames. These
features are configured (turned on in most cases) with the
UNIXMODE variable which may hold a string of letters, each of
which has some meaning. Settings of UNIXMODE that generally
prevent most problems are '/rU' or just '/'. '/' turns on
conversion between back- and forward slashes, and 'rU' lets
absolute paths originate in U: (MiNT unified file system). For a
complete documentation of UNIXMODE, see the file UNIXMODE.doc
that comes with the sources of mintlib and gnulib.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4228. Crazy Dots...

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 13:55:17 UTC
From: vij@vnet.ibm.com
Message-ID: <2l4q85$jpt@tornews.torolab.ibm.com>
Source record: 191785

Can anyone who uses the Crazy Dots video card share
there impressions about it? I'm thinking about
buying one for my MegaSTE.

Thanks,

VIJ...

4229. AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 14:03:29 UTC
From: vij@vnet.ibm.com
Message-ID: <2l4qnh$jpt@tornews.torolab.ibm.com>
Source record: 191786

Hi all,

I've been thinking about getting AtariWorks/Speedo and
Geneva/NeoDesk4 for my MegaSTE. A couple of days ago,
however, I heard that there would be an updated version of
AtariWorks coming to work "better" with Geneva. Does anyone
have any details about this???

Also, has anyone tried Opus or the Timeworks DTP with SpeedoGDOS?

Thanks,

VIJ...

4230. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 14:34:41 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <142450@hydra.gatech.EDU>
Source record: 191787

EdHak is a excellent small editor that handles both text and binary files. Current versions are commercial (but very reasonably priced) and there is an older shareware version on atari.archive. It can also be loaded as a desk accessory making access to it even faster.

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

4231. Re: ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 14:35:53 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CM3F7u.JLF@cee.hw.ac.uk>
Source record: 191788

```
: is ftp.izs.zi:pub/zx/snapshots/[a-z]/*
shouldnt that be ftp.ijs.si
```

4232. Re: aeo 303

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 14:40:10 UTC
From: prose@chopin.uni-koblenz.de
Message-ID: <2l4sso$3h5@infko.uni-koblenz.de>
Source record: 191789

In article <2d7241d2@p2.stacken.ct.se>,
Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> wrote:

>There's an excellent email subscription service for those who can't get it
>via ftp, genie or their local bbs.

Where?
--
Andreas Edler, 56112 Lahnstein * Universitaet Koblenz-Landau, Abt. Koblenz
MAGNUS-Mailbox, +49-2621-40787 * Proseminar E - Benutzerschnittstellen
eMail privat: aedler@light.de * prose@uni-koblenz.de (only Uni-intern!) :-(

4233. Re: Jaguar: Price?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 15:02:20 UTC
From: kstevens@srs.gov
Message-ID: <01H9J577C5DU000YQJ@SAEMS.SRS.GOV>
Source record: 191790

In article <A5771@PB2.maus.de>, you wrote:

> Hello everybody!
>
> Can someone please fill me in on the current prices for a Jaguar package?
> I'd als like to know what comes with it.
>
> Does it work on all TV-systems? What kind of video (S-VHS?) is used?
>
> Any real information about CD-Rom for the Jag?
>
> Here in Germany the Jag is not widly available. If you're lucky to get one,
> you have to pay ~380$.
>
> Bye bye
>
>
> With regards
> Hendrik_Mylius@pb2.maus.de

Currently, the Jag goes for $249.95, this includes an RF connector, ac adapter, the Jag itself, Cybermorph, lot of instructions and pamplets, as well as advertisement for the Lynx. Oh, I forgot, it comes with a card board box that everything fits in :-) It supports the standard S-Video signal though you have to buy/build a cable to connect s-video to the television (this is the same for composite and RGB). This cable goes for about $19.95 (which I don't think is yet available).

Latest word on the CD-Rom is summertime (june-august).

--
Ken Stevens | kstevens@srs.gov |

4234. Re: Falcon JPEG Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 15:07:50 UTC
From: raphael@brasil.frmug.fr.net
Message-ID: <2l4ug7$4a@brasil.fr.mugnet.org>
Source record: 191791

David Oldcorn (oldcornd@cs.man.ac.uk) wrote:

: OK Over the last week I've been making some major changes to the viewer, especially
: to the DSP code, so I might as well update as to what is going on.
:
: [stuff deleted]
:
: The latest DSP version is a substantial improvement, 2.20 now has a large number
: of rewrites and optimisations to improve DSP performance so it now reaches its
: quoted 5x faster speed all the time rather than just on certain pics (the 030
: version takes about 17.5s to do a test 640x480 2x2 1x1 1x1 Q75 JPEG, whilst the
: same pic took 3.8s on the DSP version).
:
: I've also had a lot of enquiries and questions comparing it with the Brainstorm
: viewer, which it used to be (generally) a little slower than on most pictures.
: It now should outperform Brainstorm on any complex image (i.e. no large areas of
: blank space, and high Q factor) because I do the Huffman on the DSP so I can
: chuck the DSP's approx. 20 mips at it instead of the 030's approx. 3.5 (so
: as the Huffman works harder, mine relatively improves). For Q75 2x2 1x1 1x1 pics,
: mine and Brainstorm run at almost exactly the same speed. For greyscale mine is
: usually about twice as fast, whilst for 2x1 1x1 1x1 pics I usually lose out by a
: factor of about 10-30%. But the Brainstorm one is Public Domain I think, whilst
: my DSP code isn't, because writing 280k of assembler source gets to you and you
: need a few beers to cope with it (grin).
:
: Anyway, end of shameless plug. If anyone has any comments about it, get in touch!
: Dave

Hello.
It seems that you have currently a BIG 'brain-storm' problem:-)
After reading your last messages, I can suppose (am I right???) that you
have been using all last programming hours in 'looking' and 'devining' a
lot at my DSP decoder routines..
It seems that if there are bugs in it, I can ask you to fix it, since you
seems to know my code better than myself...

Just hope that your 'new' DCT code doesn't begin with:

```
move X:(r0),x0 Y:(r7),y0
mpy x0,y0,a X:(r1),x1 Y:(r7)+,y1
macr x1,y1,a r2,r6
mpy x0,y1,a a,X:(r0)
macr -x1,y0,a X:(r4),x0 Y:(r3)+,y0
mpy x0,y0,b X:(r5),x1 Y:(r3)+,y1
macr x1,y1,b a,X:(r1)
```

```
mpy x0,y1,a b,X:(r4)
macr -x1,y0,a X:(r3)+,x0 Y:(r4),y0
mpy x0,y0,b X:(r7)+,x1 Y:(r1),y1
...
...
```
or something like this, with all register names swapped...

Hep, just a funny trick: You want to decode images about 30% faster with the actual Brainstorm DSP decoder??? Very easy, in fact: Just write a fast replacement of the DSP XBIOS routines, and install it as a TSR. Since my DSP decoder is system compliant, it really speedup decoding by 30%!!!

Raphael Lemoine (Brainstorm)

raphael@brasil.frmug.fr.net

To D. Oldcorn: If you have 'PERSONAL' messages (like the one which begins with 'brainstorm:', don't you think it whould be better to send it to me by mail???

4235. Re: CBM Ads! (Was Re: CBM/Atari Stock Speculation)

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 15:24:01 UTC
From: haralb@ifi.uio.no
Message-ID: <2l4veh$9gu@mimir.ifi.uio.no>
Source record: 191792
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

I did hardly believe my eyes when I saw that CD32 was the price in the crossword competition in the last issue of Donald Duck. As far as I know, the prices is sponsored by the deliverers -> Commodore. Amazing, isn't it???

/ Harald Brombach - haralb@ifi.uio.no - http://www.ifi.uio.no/~haralb/ \
\ Trondheimsveien 271, L.1100, N-0589 OSLO, Norway - Tel: +47 22722899 /
8-)

4236. Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 15:48:54 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CM3ILI.74s@undergrad.math.uwaterloo.ca>
Source record: 191793
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In March, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well, we will give attendees a copy of our own newsletter "The Hard Copy".

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, March 9, 1994
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

4237. For Sale TT030

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 15:54:47 UTC
From: rimfax@acs4.bu.edu
Message-ID: <2l5187$8k9@news.bu.edu>
Source record: 191794

Atari TT030 for sale.

-Has 2 megs ram.
-has 50 meg HDD
-1.44 floppy

Price $2,000.00 or best offer

-VGA Color Monitor
-Can connect to TT

Price $350.00 or best Offer

-Monitor And TT together.

Price $2,200.00 or best offer.

I am posting this as a favor for a friend. He told me
he doesn't have the Boxes, but does have the manuel and disks
that came with the TT. Alternative Boxes will be provided by him.

If you are interested, please mail me.

Wayne T. Schultz
rimfax@acs.bu.edu

4238. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 16:28:21 UTC
From: erlingh@idt.unit.no
Message-ID: <2l5375$9bf@ugle.unit.no>
Source record: 191795

In article <2kjeon$3om@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
|>
|> >Is GEMRAM available at the standard FTP sites? I've got a nice 4.1 GEM.SYS
|> >that I'd like to use on my MegaSTE under the Crazy Dots board... (drool...)
|>
|> 4.1?? :(My brand new MultiTOS came with 4.0. That means, I don't
|> get those cute "smaller" (iconify) gadgets, nor can I have GDOS fonts
|> for my system font. Both these are AES 4.1 features.
|>
|> Oh well, at least I'll be able to make my own MTOS 1.08/1.09/1.10 kernel.
|>
|> Are upgrades available? Binary diffs between 4.0 and 4.1?

AES 4.1 is currently only available as a beta-test version for registered developers.
One is not supposed to talk about AES 4.1 at all... You should have seen the
envelope it came in - RED, and completely impossible to see through. And it
was marked:"Do not open this envelope if you don't know how to keep your mouth shut"
(Or maybe some other words that expressed the same meaning...)

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

4239. Re: Falcon Audio Outs???

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 17:10:38 UTC
From: erlingh@idt.unit.no
Message-ID: <2l55me$9bf@ugle.unit.no>
Source record: 191796

In article <2ksiu4$qkk@percy.cs.bham.ac.uk>, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
|> In article <2ko1uv$hcb@Tandem.CAM.ORG>, dsevee@CAM.ORG (Denis Sevee) writes:
|> >
|> > I have heard conflicting info about the audio outs.
|> > Is there really a bass boost???
|> > Does the Falcon require some hardware modifications before the
|> > outputs can be run into a mixer (a Mackie 1604, for example) ???
|> >
|> > Denis Sevee
|> > dsevee@cam.org
|> >
|>
|> Well the Atari Developer Docs says there is a bass boost built into the headphone
|> output to 'compensate for the poor bass response of most headphones'. All I can
|> say is WHY ???? I wanna use my Falcon for audiophile sound processing, not a
|> bleedin' cheap personal stereo style bass-boost!
|>
|> It's also quite noticable which is a shame...

The way I understood it, it was only the very first developer machines
that came with the bass boost.
For audiophile sound processing I would buy external AD/DA converters
anyway...

|>
|> Ian Rae
|> Software Engineering
|> University of Birmingham, UK

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

4240. High-res mono on a TV

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 17:15:20 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <762721705.AA05220@byte.bbs.no>
Source record: 191719

>I believe both of those WILL run with a mono emulator, but believe me,
>you DON'T WANT TO!!! For one thing, mono emulators slow down the

I tried Cubase 2.0 with my own self-made mono-emulator, and it works
great (to emulate mono in medium res takes almost no processor time)

Too bad my e-mail server doesn't work properly right know (I get lots
of requests to mail programs, but I can't - so you will have to either
call my BBS or leave me your ordinary mail adress so I can send a disk)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

4241. Re: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 17:20:54 UTC
From: erlingh@idt.unit.no
Message-ID: <2l569m$9bf@ugle.unit.no>
Source record: 191797

In article <H.eg.IX19HkOso_I@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> Um, the Jaguar's CPU (well, one of them, anyway) is a 13Mhz 68000;
|> barely an improvement over the original ST for a general-purpose
|> computer, but quite adequate for a game console.

Jeez.

The 68000 is mostly used to distribute tasks for the other processors.
Like kicking them off...
It will of course not be used for the time-critical parts...
In fact, as I understand it, it isn't necessary to use the 68000 at all, it
sits in there because certain higher-level (not time-critical) functions are
more easily written in 68k assembly than some obscure risc assembly.
I just fail to see how this can possibly slow down the Jag...

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

4242. Re: NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 17:31:44 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Mar3.173144.20172@bradford.ac.uk>
Source record: 191798

Stephe Lewis Foskett writes:

: A while back I promised to start a serief of what I consider to be the
: best German shareware translated into english. Well, the first was
: uploaded to a.a.u.e last night!

: It is HD_FREE. It's a CPX for Atari'x Xcontrol which shows a nice
: bargraph of available disk space and memory. Simple but nice and I
: use it all the time!

This is virtually already in English anyway, except for the Info dialog
box. And it is not hard to understand anyway.

That said, I am very grateful for what you are doing. Is it possible to
request ones which we think should be translated?
-- Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

4243. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 17:33:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l571g$4k@newshost.lanl.gov>
Source record: 191799

In article 8783@gos.ukc.ac.uk, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>Well the 'POWER PC' is the common name for the 'Power Apple' as you put it,

Common or not, it's still incorrect. 'Power PC' is the name for the chip series. Many manufacturers other than Apple will be using them (e.g., IBM).

>:>>REAL computer users (i.e. Unix/real OS users) do not like Apple, because
>:>>like it or not Apple computers are for stupid people !!
>:> ^^
>
>No... I was merely making a joke out of the way apple computers try
>to hide the real 'insides' of the computer from the end-user.
>IMO for programmers and people using the computer for other things than
>word processing this data hiding can get in the way.

So now we understand your inflammatory comment was only a 'joke' and the rest was strictly 'IMO,' was it? Wish you would have said that initially.

>Gui's are very useful but from my own experience the Apple one gets in
>the way of what I want to acheive. ^^^^^^^^^^^^

Your 'experience' does not make it global for the rest of the world.

>Well I made a sweeping generalisation as a joke about apple computers,
>know if you intend to insult me personally then you are going to lose
>bigtime.

I am not concerned about 'losing' to you or anyone else. This is not a contest nor is my intent to insult you personally. I am only attacking the 'sweeping generalisations' you made which _I_ found to be insulting, childish, and extremely unprofessional. And that's IMHO, BTW!

>Stop being so bl**dy serious.

Perhaps. If you tell us when you are 'joking' next time it might help.

>I am far more accepting than you, your outburst is totally uncalled for,

I disagree. I think your outlandish comments demanded a reply.

>... your dig at DOS users could be interpreted in the same way.

What dig? None was intended. Heck, I still use DOS, too, when I must.

>How can you call a Falcon owner 'insecure',

How was I supposed to know you own a Falcon? Your post didn't mention it.

>I own all Falcon,ste,amiga and a PC(:-)), I like all these machines, but
>I don't like MACs, they are the most inefficient machines in terms of use
>of power.

Hey, good for you. I own 2 ST's, a Falcon, a Mac and I just sold a 486-66DX2. I much prefer the Mac over the PC but that's just _me_, OK? Your mileage may differ and it doesn't bother me a bit if your preferences are different. Personally, I have always thought poorly of Amiga machines but I would never stoop to calling someone STUPID just for using one. What's the good of that?

>What have you contributed to the Atari world then Mr Hutchinson?
>Far less than me, thats for *certain* ...

Ah, another one of your *certain* facts, I suppose. I salute you, then. ;-)

>Over the last four years I have received over 1500 letters congratulating
>me on my Atari work from about 30 different countries.

We are all very happy for you, I'm sure. :) Again, this is not a contest, Griff. I do not feel the need to list my accomplishments and contributions to the Atari community like some kind of 'resume.' Those that know me know what I have done and that's reward enough for me.

>Its attitudes like yours that make me want to give up on the Atari scene,

Ah yes... the ubiquitous threat to abandon ship. I've heard it before, Griff. Why do people feel the need for this crutch? An even better question... why should I or anyone else care what you do? It's your choice. Go for it.

>you simply cannot take a joke,

Sure I can, when it is identified as such. You failed to do so. Try a :)

> (laughs at the American sense of subtley and irony).

And you close with a final stab at my country of origin? Pathetic.

OK... last try to make you understand. It matters not which brand of system you prefer. That's your choice. What upset me was your callous comment that 'Apple computers are for stupid people,' ostensibly because of its GUI. With that comment, I logically inferred you meant the same thing about Atari users (who generally work without benefit of a command line interface or UNIX OS like 'REAL' computers use, to use your terminology). I didn't like that. No one likes being called _stupid_, even in an indirect manner. OK?

The two things which always set me off are 'piracy' and 'stereotyping' as others here will attest to by experience. :) You simply hit one of my ON buttons, is all. Dissenting opinion is one thing... flames are another.

Enough waste of bandwidth... let's continue this in email, if you insist.

My apologies once again <sigh> to the readers of c.s.a.s.

-Hutch- @ Fair Dinkum Tech

4244. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 17:36:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l5773$4k@newshost.lanl.gov>
Source record: 191800

In article 8784@gos.ukc.ac.uk, mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>Perhaps you should practice what you preach and not get so stressed about
>me slagging down Apple computers.

Slag Apple (or _any_ brand of computer) all you want. Just lay off the
users. They (we) deserve better,

-Hutch- @ Fair Dinkum Tech

4245. Re: New AES

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 17:46:28 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2l57pk$kei@charm.magnus.acs.ohio-state.edu>
Source record: 191701

But if we could jeust get a Speedo editor it would be great. There has been many a time when I've wanted to change the icon inside a window gadget. This could be our chance.

I do like using the speedo fonts in the alert boxes. In fact all the programs I've written in the last six months has these resources built in and when run on a system with that capability uses them instead of the generic boxes.

Dan

4246. Re: Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 17:51:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM3oA7.2t3@cix.compulink.co.uk>
Source record: 191702
Cross-posted to: rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

In message <8794@gos.ukc.ac.uk>, mdg@ukc.ac.uk said:
>:>I think you will need at least a 486/33. Don't forget that 'offloading'
>:>means shoving stuff down the scsi port at very fast rates. This requires
>:>processor time.
>
>Ever heard of DMA? I'm pretty sure the PC uses DMA for hard-drives (it does
>for sound-cards), you have to remember that even with DMA there is a lot
> of interrupts happening (after each sector read) and these need
>servicing - When my Falcon is writing to Hard-disk using ICD pro the
>slowdown is about 40-50%, The PC would suffer less with this problem because
>of its faster CPU.

Yes I have heard of DMA :-)

All I know is that PC users report that standard Cubase for Windows is
unusable on a 386. Maybe it's Windows, I don't know. I do know that Cubase
is pretty fast on an 8MHz ST+NVDI.
And yes the Falcon could do with a faster processor.
I don't think Cubase Audio on a PC is a good idea, a Falcon or a Quadra +
some sound card are a better solution.

Ofir ogal@cix.compulink.co.uk

4247. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 17:55:40 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l58as$4k@newshost.lanl.gov>
Source record: 191703

In article 9403021747@dswhq.omahug.org, gizmo@dswhq.omahug.org (Chris Richards) writes:
>In a message of <27 Feb 94 15:33:06>, sinclap2954@cobra.uni.edu
>(1:286/2) writes:
>
> s> Than again, you can get a new(!) Quadra 605 4/80 with KB for $900
>
>Lets see, Quadra 605, list price $979.
>Add money for keyboard.

No flames, here... just some clarification, OK?

I'm sure our buddy Sinclair was referring to the resellers who are pushing
Q605's for about $850 w/keyboard. I know some outfit in CA was doing this.

>Add money for 1 meg VRAM (it only does 256 colors on a 14" monitor with the
>512k VRAM it comes with, and you have to throw away the 512k board to upgrade
>to 1 meg)

No, the standard 512K VRAM is on the motherboard, not as a SIMM. The extra
512K VRAM (2-256K SIMMs) is only about $30 and user installable, anyway.

>When you get 1 meg, you still only get 32k colors on a 14" monitor.
> It think that equates to something like 640x480.

Yep, 'only' 32K colors on up to 16" monitors, 256 up to 21". Resolution is
more dependent on the monitor itself, not the amount of VRAM, however.

>Do you have to buy System 7 extra? I think so.

Naw, System 7.1 comes with it. Has to as that's all that will run on it. :)

>It <the PPC upgrade board> gives you '2 to 4 times the performance of an '040
>when running NATIVE code'. And it gets part of that performance by doubling
>the clock freq. I.e the PPC is BARELY faster than an '040 when it is running
>at the same clock speed as the '040.

Hmmm, well most of this applies only to the PDS board, not a logic board swap
which should turn in considerably faster performance on native PPC apps. PPC
emulation of the 040 is the downer being slower than existing high-end 040's.
That's why the blazing speed reports are only for native PPC applications.

Still, give me a Falcon with a 25, 33 or 40MHz 040 in it & I'd be thrilled!!!
A PPC based-Falcon would make more sense, perhaps, but only in the long run.
What makes this discussion relevent to c.s.a.s. is Atari's need to produce
such a beast in quantity and at a low enough price to be competitive. I think
they could do it. Seeing it through to reality is another matter, IHMO.

-Hutch- @ Fair Dinkum Tech

4248. Re: Jaguar: Price?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 18:01:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l58ks$4k@newshost.lanl.gov>
Source record: 191704

In article A5771@PB2.maus.de, Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
>Hello everybody!
>
>Can someone please fill me in on the current prices for a Jaguar package?

As well as some place (in the U.S.) that actually has units for SALE! I could try to finagle one direct from Atari's developer program, I suppose, but they aren't immediately available now either.

Spoke with Bob Brodie last night and he related some supply problems that IBM was having with the units plus some defective graphics chips that they have had to struggle with of late. Supposedly all is back on track now so the Jag's availability should improve.

I _still_ don't equate potential Jag success with 'new and improved' Atari computers, but that doesn't keep me from wanting a new game machine (for my kids, of course). :)

-Hutch- @ Fair Dinkum Tech

4249. Re: Stereogram generators.

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 18:09:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <2l595f$4k@newshost.lanl.gov>
Source record: 191705

>>> Does anybody know of a program for the ST that can generate
>>> stereograms, and where I can FTP it?

Or how about a program that would generate one of those 3-D pictures?
You know, the ones that just look like a mess of dots until your eyes
relax and a floating image appears?

-Hutch- @ Fair Dinkum Tech

4250. Is this a multiscan monitor?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 18:24:53 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1994Mar3.182453.12830@infodev.cam.ac.uk>
Source record: 191706

I might be able to buy a Eizo 9060s Flexscan monitor second-hand.

Is this one of those which is capable of displaying _all_ resolutions (ie VGA and RGB).
Any idea what resolution I could get by using Blowup for example?

Also any idea how much it is worth?

Thanks for any help,
Phil
(E-mail mole.bio.cam.ac.uk)

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

4251. Re: NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 19:17:34 UTC
From: lancer@parrot.WPI.EDU
Message-ID: <LANCER.94Mar3141734@parrot.WPI.EDU>
Source record: 191707

```
0{{ "Steve" == Steve Taylor <S.P.Taylor@bradford.ac.uk> writes:
Steve> This is virtually already in English anyway, except for the
Steve> Info dialog box. And it is not hard to understand anyway.

True. I won't be translating the programs themselves (or at least not
much) just the documentation...

Steve> That said, I am very grateful for what you are doing. Is it
Steve> possible to request ones which we think should be translated?

Sure! Just tell me what you want to see!

Coming soon:
Wincolor CPX
UPoint
HSMODA02 (ALL docs)
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I said "you out of water?" she said "nope, out of practice." -
- Then she said "come and quench my thirst -
- 'cause I'm a different kind of dry." -
```

4252. Re: The Lasers and The Men - Shareware version out Today!?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 19:23:05 UTC
From: oracle@iastate.edu
Message-ID: <oracle.762722585@pv6624.vincent.iastate.edu>
Source record: 191708

If you have the latest version of the game, why not upload it to ftp.uni-kl.de
or some other ftp site that supports atari software.

I know that I would really like to check that game out.

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

4253. Re: lharc 2.99

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 19:38:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A15590@S2.maus.de>
Source record: 191709

OG>Not worng. When I say aborts I mean ABORTS, back to the desktop.

Oops... TOS-version? Auto-prgs? Sysmon-Protocol?

Criss

4254. 32 mMB minix partition psossible?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 20:15:48 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2l5ghk$232@usenet.INS.CWRU.Edu>
Source record: 191710

I'm about to use the Mint Distribution Kit to install mint, etc on my machine, including the minix file system. In the doc's (which by the way are really nicely done) the author didn't really say anything about 32 megabyte partitions. I have an ST with tos 1.04 and a supra 80 meg HD... the supra software seems to be able to handle 32 MB partitions, so, my questions is, if I format my HD with 32 MB partitions will minixfs handle this? (I installed Linux on a firend's PC, and I remember that minix partitions can go up to 64 MB, but it could be different on the ST)...

thanks,
bart

4255. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 21:05:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1651@usdtsg.DaytonOH.NCR.COM>
Source record: 191711

In article <2l0jut$lut@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>] >2. Connect supports med-res (but you can't use 80*25 with the system font)
>]
>] Ofir, set the font to "System Font 9pt" (instead of 10pt) and turn off
>] the scrollbars - you should get 80x25 on screen then...
>
>I hope he's got good glasses....

It's actually not bad on a decent monitor. On a TV it would be
painful however (but what text isn't on a TV? :-)

Rob

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4256. Re: Mint 4 Mac ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 21:31:26 UTC
From: wisej@acf4.nyu.edu
Message-ID: <2l5kve$7hf@cmcl2.NYU.EDU>
Source record: 191712

-----BEGIN PGP SIGNED MESSAGE-----

Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:

>What does that mean. Is it a Mint version for Macintosh or am I just going
>crazy ;-)

Yup. MacMiNT consistes of a program called JET which implements 'Just
Enough Tos' to run a version of MiNT which has been modified to use the
Mac Filesystem for file IO. MiNT 0.95 is provided in binary form with it,
but version 1.08 is available as a source diffs file. (Atari's copying
restrictions would not allow a binary or modified source distribution)
Any MiNT or TOS program which doesn't directly access devices should run
for it. Unfortunately, this includes graphics (but not terminal calls).
Note that it runs as just another app in a window in the mac environment.
On the one hand, this means that I can switch back and forth between mac
Apps and UN*X/MiNT/TOS apps, but on the other hand, my mac Apps don't run
under MiNT memory protection, etc. I use it to run GCC/G++, and for fun.
It can be found on suniams1.statistik.tu-muenchen.de, among other places
in the pub/mac/MacMiNT directory

Jim Wise
wisej@acf4.nyu.edu
-----BEGIN PGP SIGNATURE-----
Version: 2.3

iQCVAgUBLXZXrjS8O1DgkhNpAQG91wP9F02xUJ+pCZg1p0VbeNWF78gL4YRXGNtO
Od3EfG3C95kZ14wju1EGZHo7MV5GIvh0Fr1CeZa54mAtZFgrS2rmDL0D2JreoEza
jjJDRdVBfT+HWFNTun1QOL581AJjrkDA72CF2j6xn6vrC6F3OIbXqG2lL+rfKMqC
mdxc6TU+hh4=
=bC3z
-----END PGP SIGNATURE-----

4257. Re: ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 22:01:41 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <CM3zuu.127@cee.hw.ac.uk>
Source record: 191713

In article <2l4co1$buo@crocus.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk (Paul Donovan) writes:
|> In article <2l19va$obt@golem.wcc.govt.nz>,
|> wells_s@ix.wcc.govt.nz writes:
|> >Has anyone got this program to work!?
|>
|> I got this archive the other day, and I've had exactly the same problems,
|> on a Falcon 4/127 Tos 4.04. The only game I have got to work is
|> Jetset Willy, and even that has strange masks around some of the sprites
|> (with Attributes turned on), or just grey sprites (with Attributes
|> turned off).
|>
|> Earlier versions work ok, but can't load snapshots!
|>
|>
|> Paul Donovan
|> csulw@csv.warwick.ac.uk
|>

I downloaded this great emulator yesterday, and I am running it on a Falcon 4/65 tos 4.02 - works fine for me! I have ~8Meg of *.sna's and only 2 or 3 don't work. BTW, I did install it with the TT/68030 option, did you do the same? If not then mayby this is the problem.

Regards, Kev.

4258. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 22:08:13 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar3.160813.23871@cobra.uni.edu>
Source record: 191714

In article <653_9403021747@dswhq.omahug.org>, gizmo@dswhq.omahug.org (Chris Richards)
writes:
> In a message of <27 Feb 94 15:33:06>, sinclap2954@cobra.uni.edu
> (1:286/2) writes:

Correcting the Clueless Ataridroid:

>
> s> Than again, you can get a new(!) Quadra 605 4/80 with KB for $900
>
> Lets see, Quadra 605, list price $979.
>

More like $900 with KB. This is the going price.

> Add money for keyboard.

read above.

> Add money for 1 meg VRAM (it only does 256 colors on a 14" monitor with the
> 512k VRAM it comes with, and you have to throw away the 512k board to upgrade
> to 1 meg) When you get 1 meg, you still only get 32k colors on a 14" monitor.
> It think that equates to something like 640x480.

$40 extra and that gives you 16 bit color for 32,000 colors.

>
> Do you have to buy System 7 extra? I think so.

System 7 is included as well as Quicktime.
>
> Still need a 0 wait state DSP.

If you want DSP, you get the Quadra 660 AV 8/230 for $1700. Still cheaper than
the falcon.

>
> s> On March 14 Apple will intro and sell their PDS Power PC upgrade for
> s> $699 that
> s> blows away the 040 boards.
>
> Ooooooooh. Guess what? It gives you '2 to 4 times the performance of an '040
> when running NATIVE code'. And it gets part of that performance by doubling
> the clock freq. I.e the PPC is BARELY faster than an '040 when it is running
> at the same clock speed as the '040.
>

I suggest you visit a Apple dealer on March 14.

>
>
> Later,
> Gizmo@dswhq.omahug.org

Peter Sinclair-Day
University of northern iowa
Cedar Falls, Iowa USA

4259. Re: Falcon - List of Games!

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 22:46:34 UTC
From: carrere@galaxie.int-evry.fr
Message-ID: <2l5pca$h9s@reseau.cict.fr>
Source record: 191715

Some details:

- Backward 2.52 should work fully on TOS 4.01.
- it handles sound volume.
- switching Falcon conf can be made while playing (with CTRL+ALT+numeric keypad key)
if somebody have cared about reading the doc, this would have been discovered for a long time.

- Selecting STE bus mode *HAS* disavantages, sound may be disturbed (if it does'nt, you probably won't need ST bus mode).

Cyrille Dupuydauby

4260. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 22:59:18 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <142605@hydra.gatech.EDU>
Source record: 191716

In article <2ksk65$1ke@vishnu.jussieu.fr> bourlon@gla.ecoledoc.ibp.fr writes:

>In article 141519@hydra.gatech.EDU, gt1448b@prism.gatech.EDU (David Forrai) writes:
>> Nothing about the Falcon is innovative. The NeXT cube did all the
>> Falcon does and more 4 years before the Falcon was released.
>
> Really smart ! What is the price of a NeXT Cube, even now? Please
>compare what can be compared. The NeXT Cube isn't a personnal computer. It's a
>workstation. BTW, I love this machine - the NeXT -. But, one must admit that the
>Falcon is the first affordable personnal computer to include a DSP, and to have
>a good/modern architecture - if we except this silly 16 bits bus and 16Mhz -
>designed for that (in opposition to PCs, which have a crappy architecture, with
>modern extension cards).

The original post dealt with innovativeness of Atari computers. The availability, the intended market, and price of past or present machines similar to the Falcon are not relevant. The point is that there is nothing in the Falcon that it can't be found in (or added to) another computer.

Compare the raw CPU power of todays computer relative to a 1985 computer. In this category, the Falcon only rates 2-3 times faster than the ST. Is the most popular Mac model sold today only 2-3 times faster than a Mac Plus? Is the most popular PC model sold today only 2-3 times faster than a 286 AT? I don't know the answers to these questions, but I'd guess they are at least 10 times faster.

The ISA is outdated but there is VESA and PCI. It has taken a long time but the PC market is finally shifting away from the need to be compatible with 8088/8086/80286 CPUs. This is because most PC users have upgraded to 386/486 machines. As long as 68000 based Atari computers comprise the large majority of Atari users, 68000 compatibility will always cripple 680x0 based Atari machines (although 68000 compatibility doesn't cripple it as much as 8088 compatibility cripples a 386/486).

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

4261. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-03 23:52:36 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CM44zq.6rG@ecf.toronto.edu>
Source record: 191717

In article <653_9403021747@dswhq.omahug.org>,
Chris Richards <gizmo@dswhq.omahug.org> wrote:
>In a message of <27 Feb 94 15:33:06>, sinclap2954@cobra.uni.edu
>(1:286/2) writes:
>
> s> Than again, you can get a new(!) Quadra 605 4/80 with KB for $900
>
>Lets see, Quadra 605, list price $979.
>
>Add money for keyboard.
>
>Add money for 1 meg VRAM (it only does 256 colors on a 14" monitor with the
>512k VRAM it comes with, and you have to throw away the 512k board to upgrade
>to 1 meg) When you get 1 meg, you still only get 32k colors on a 14" monitor.
> It think that equates to something like 640x480.
>
>Do you have to buy System 7 extra? I think so.

This is garbage. System 7, Quicktime, and Apple File Exchange come with *every*
Mac.

>
>Still need a 0 wait state DSP.

The fact is that the 25MHz 68LC040 is at least three times as fast as the
16MHz 68030 in the Falcon. No, there isn't a DSP but there isn't much software
that uses the Falcon DSP anyway. The Quadra 605 comes with the added benefit
of much greater software support and in general, higher quality software.
(Before you flame, I will grant that there are some decent pieces of software
for the Atari. Generally speaking however the quality is not as high.)

>
> s> On March 14 Apple will intro and sell their PDS Power PC upgrade for
> s> $699 that
> s> blows away the 040 boards.
>
>Ooooooooh. Guess what? It gives you '2 to 4 times the performance of an '040
>when running NATIVE code'. And it gets part of that performance by doubling
>the clock freq. I.e the PPC is BARELY faster than an '040 when it is running
>at the same clock speed as the '040.
>

Untrue. The PPC601 is about as fast as a Pentium of the same clock speed.
It doesn't just increase the clock speed, it also reduces the number of cycles
per instruction.

--
David Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| he public from realising the full extent of our ignorance."

4262. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 00:35:35 UTC
From: lordthan@news.delphi.com
Message-ID: <2l5von$3gt@news.delphi.com>
Source record: 191718

The computer isn't an embarrasment, but the company behind it and *definately* many of the users ARE. I read this group because I want to know what's going on with my other platforms. However, inevitably whenever I read here I find postings from people who are obviously highly insecure about Atari's future (understandably) and are forced to bash other platforms to make themselves feel better. THAT is the sort of behavior I find embarrasing.

4263. Re: STrip

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 02:44:47 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1652@usdtsg.DaytonOH.NCR.COM>
Source record: 191720

In article <2l162a$fr4@usenet.INS.CWRU.Edu> aa338@cleveland.Freenet.Edu (Mark Leair) writes:
[re: STRIP "Rip" term emulator]

>Was this file ever uploaded to atari.archive?

Yep - I just double-checked, and it is there in the atari/Telecomm directory under STRIP.LZH...

>I checked the atari/Telecomm directory and just could not find
>this file...
>
>I was on a mirror, so maybe that's the reason...is the file there????

Which mirror were you on?

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4264. Re: Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 02:46:46 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2l67em$aqc@golem.wcc.govt.nz>
Source record: 191721

] If you get Codeheads' free (?) Icon Juggler program it'll load neodesk
] formats and save them as standard NewDesk .rsc files! I used
] IconJuggler and another PD program, MakeIcon, to get my icons just
] right!

But it doesn't save them out as .NIC files, for good ole' Neo-Desk, and
although I don't have TOS 2.06, I'd much rather use NeoDesk 4 than
the 2.06 Desktop!

(Not that I use Icons much except for the occasional one for well-used
programs on the desktop.... Although, I've only got Neo-Desk 3
at the moment, it has an extremely good semi-built-in icon editor so
I don't need to mess around with these other programs, Version 4
should be really impressive!)

4265. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 03:01:33 UTC
From: mdg@ukc.ac.uk
Message-ID: <8818@gos.ukc.ac.uk>
Source record: 191722

In article <2l571g$4k@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 8783@gos.ukc.ac.uk, mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>>Well the 'POWER PC' is the common name for the 'Power Apple' as you put it,
:>Common or not, it's still incorrect. 'Power PC' is the name for the chip
:>series. Many manufacturers other than Apple will be using them (e.g., IBM).

Pedantic, perhaps everytime we use the word 'PC' we should say 'dell PC-486
DX-66' or whatever... or the MAC 'Apple Macintosh Quadra 46x5734xx328 blah
blah blah... (please be consistent in your views).

:>>:>>REAL computer users (i.e. Unix/real OS users) do not like Apple, because
:>>:>>like it or not Apple computers are for stupid people !!
:>>:> ^^
:>>
:>>No... I was merely making a joke out of the way apple computers try
:>>to hide the real 'insides' of the computer from the end-user.
:>>IMO for programmers and people using the computer for other things than
:>>word processing this data hiding can get in the way.
:>So now we understand your inflammatory comment was only a 'joke' and the
:>rest was strictly 'IMO,' was it? Wish you would have said that initially.
:>>Gui's are very useful but from my own experience the Apple one gets in
:>>the way of what I want to acheive. ^^^^^^^^^^^^
:>Your 'experience' does not make it global for the rest of the world.

I never for one moment suggested that, are you saying it is wrong for
individuals for express their opinion on this group?

:>>Well I made a sweeping generalisation as a joke about apple computers,
:>>know if you intend to insult me personally then you are going to lose
:>>bigtime.
:>I am not concerned about 'losing' to you or anyone else. This is not a
:>contest nor is my intent to insult you personally. I am only attacking
:>the 'sweeping generalisations' you made which _I_ found to be insulting,
:>childish, and extremely unprofessional. And that's IMHO, BTW!
:>>Stop being so bl**dy serious.
:>Perhaps. If you tell us when you are 'joking' next time it might help.

I apologise if you didn't find it funny, I am very tolerant of people in
general, perhaps you Americans don't appreciate the English sense of
humour .. (thats a JOKE ok!)

:>>I am far more accepting than you, your outburst is totally uncalled for,
:>I disagree. I think your outlandish comments demanded a reply.
:>>... your dig at DOS users could be interpreted in the same way.
:>What dig? None was intended. Heck, I still use DOS, too, when I must.

You made a subtle dig at DOS users being brain dead, the implication was there
I could take big offence at this... but DOS is brain dead... (joke??)

:>>How can you call a Falcon owner 'insecure',
:>
:>How was I supposed to know you own a Falcon? Your post didn't mention it.

:>>I own all Falcon,ste,amiga and a PC(:-)), I like all these machines, but
:>>I don't like MACs, they are the most inefficient machines in terms of use
:>>of power.

I pointed out that I owned a Falcon :-).

:>Hey, good for you. I own 2 ST's, a Falcon, a Mac and I just sold a 486-66DX2.
:>I much prefer the Mac over the PC but that's just _me_, OK? Your mileage
:>may differ and it doesn't bother me a bit if your preferences are different.
:>Personally, I have always thought poorly of Amiga machines but I would never
:>stoop to calling someone STUPID just for using one. What's the good of that?

If you own a Falcon then you probably have some of my demos or utilities.
I won't go into details because it would only portray me as arrogant which
I am not.

:>>What have you contributed to the Atari world then Mr Hutchinson?
;>>Far less than me, thats for *certain* ...
:>Ah, another one of your *certain* facts, I suppose. I salute you, then. ;-)
:>>Over the last four years I have received over 1500 letters congratulating
:>>me on my Atari work from about 30 different countries.
:>We are all very happy for you, I'm sure. :) Again, this is not a
:>contest, Griff. I do not feel the need to list my accomplishments and
:>contributions to the Atari community like some kind of 'resume.' Those
:>that know me know what I have done and that's reward enough for me.

I don't program the Atari for ANY kind of public reward, that is a by-
product, I'm not compelled to compare acheivements with anyone, it
really doesn't bother me, I enjoy what I do a *lot*, you slagged me
down in a big way, suggesting that I had done nothing and that I should
join the real world, your attack was personal, so I defended myself.

:>>Its attitudes like yours that make me want to give up on the Atari scene,
:>Ah yes... the ubiquitous threat to abandon ship. I've heard it before, Griff.
:>Why do people feel the need for this crutch? An even better question... why
:>should I or anyone else care what you do? It's your choice. Go for it.

I'm not bothered about releasing stuff I program, I am one of the only
authors that release source code for their utilities and demos freely.
I happened to mention on a newsgroup that I had ported MPEG to the Falcon,
I had lots of mail about this. Why should I go to the hassle of making
it presentable to other users when it does what I programmed it for?
I also have a desktop tracker in the pipeline and a port of amiga
Protracker 3. I would like a public apology from you for comments
about my 'unworldliness', they were out of order. When I
finish the MPEG port I'll mail it to you and YOU only , and you can
decide whether anyone will appreciate it, after all why should

'anyone else care what I do'? (childish huh? I'd ask anyone you wants
to see some of my new s/ware to mail Mr hutchinson and suggest to him
that he apologises). Why do I bother? I could make so much money on
the PC, I was discussing demo coding with some PC guy the other day
and I suggested that I port the demo to the Falcon, he wanted to
charge me $300 for the source... why do I bother?
I own a PC and could acheive far more recognition on this machine if
that was what I am after, I had mail saying that the PC world had
just gained a major asset, if I am going to be slagged down by Atari
owners for joking about Apple computers then why should I bother,
you slag me down yet are quite happy to use the s/ware I write.

:>> (laughs at the American sense of subtley and irony).
:>And you close with a final stab at my country of origin? Pathetic.

Another Joke ok? Perhaps its your American insecurity which makes you
so defensive, can you not laugh at yourself? (oppps sorry I forgot
you are American (THIS IS A JOKE OK!!!! - I apologise for that but
I couldn't resist it).

:>OK... last try to make you understand. It matters not which brand of system
:>you prefer. That's your choice. What upset me was your callous comment that
:>'Apple computers are for stupid people,' ostensibly because of its GUI. With
:>that comment, I logically inferred you meant the same thing about Atari users
:>(who generally work without benefit of a command line interface or UNIX OS
:>like 'REAL' computers use, to use your terminology). I didn't like that. No
:>one likes being called _stupid_, even in an indirect manner. OK?

Are you suggesting that Atari computers are as 'friendly' to non-computer
users as Macs? Perhaps by 'stupid people' I really mean't 'non-computer users',
(JOKE)!

:>The two things which always set me off are 'piracy' and 'stereotyping' as
:>others here will attest to by experience. :) You simply hit one of my ON
:>buttons, is all. Dissenting opinion is one thing... flames are another.

Yes I think most people will agree that you take things too seriously,
sorry but we leave in a world of 2.2 children etc. Arguments about
piracy make me laugh, at the end of the day people only have X pounds
/dollars to spend.

>-Hutch- @ Fair Dinkum Tech

Griff (does not take personal attacks lightly without good justification).
--

4266. Re: PageStream 3 for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 03:30:33 UTC
From: mneitzel@delphi.com
Message-ID: <J46rHE5.mneitzel@delphi.com>
Source record: 191723

Lets give it a shot, nothing but a stamp lost if they don't produce 3.0 Pagestream for the Atari....

Matthew

4267. Re: Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 03:59:01 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Mar4.035901.20325@gumby.cc.wmich.edu>
Source record: 191724

In article <1994Feb28.011519.4985@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
> Icon Juggler, I think is P.D., and I think is by the CodeHeads. Anyone???

Yes, Icon Juggler is by one of the CodeHeads (John Eidsvoog), but it isn't P.D., it's shareware ($15 fee) unless you bought their TEC board (then it's free for your use).

Considering that it not only allows you to see, manage, and manipulate hundreds of icons easily; plus maintains their positions so you don't screw up their NEWDESK.INF references (and warns you when you're messing with an icon that's in use); and nothing else I know of does so (i.e., it's unique), I'd say it's well worth the modest fee John is asking.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4268. ANSI/BBS

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 04:19:38 UTC
From: ap508@FreeNet.Carleton.CA
Message-ID: <CM4HCq.9z7@freenet.carleton.ca>
Source record: 191725

Hi,

I am a very old user of an Atari 520ST rom set '87. I am looking to find
a source for two things.

One, I would like to get a terminal program that can run PC-ANSI. Does any
one know if PD or SW of this type of program exists?

If it does, and it is on a board somewhere, how would I go about getting it?

Secondly, I would like to set up a SMALL BBs (520ST with Single Sided Drive) for use in my local area (Kanata Canada). Again, is there a half decent PD or SW BBS I could use?

Please E-Mail me at ap508@freenet.carleton.ca

Thanks

ColinMcPhedran@freenet.carleton.ca
--
ap508@freenet.carleton.ca Kanata Canada

4269. Tower Power

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 04:56:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2l6f29$bj5@golem.wcc.govt.nz>
Source record: 191726

I've had a good look at this game now, and as it is a reasonably close copy of the old 8-bit game 'Archon', here's the news:

It isn't an Archon _clone_ although a lot of the ideas are based upon it, it is more related to the battle part than the chess-like part.

Archon, for those not-in-the-know, was/(is?) a very popular game on the old Atari 8-bit systems somewhat similar to Chess, but with a difference. When you try 'taking' another piece, you are put into battle mode, and the 2 pieces have to fight it out to the death as it were for the right to occupy that square. Most pieces had different abilities, strengths etc. Some could morph to be a clone of the opposing piece, some could cast spells etc.

Tower-Power still has the different characters with different powers, although the only differences on the game board are the sprites appearance, and the distance the pieces can move (from 2 to 4 spaces).

The game features sampled sound for machines with DMA sound and at least 1meg of RAM, this is the interesting bit, the problem is, very few of the supplied samples can be understood without concentrating quite hard due to them being 6.25Khz, samples and quite 'faded', one of the voices is consistantly clear and easy to understand, whereas the others are virtually all of the listen-hard-or-miss-the-speech variety.

The battle scenes are where it all comes together, some creatures have standard short-range melee weapons (staffs, swords etc.), while others have long-range missile weapons, ranging from arrows to magic bolts that destroy the trees and boulders around the country-side. The 2 characters are each controlled by joystick (Unfortunately, there is no computer controlled players unlike in Archon), and you can hide behind trees and boulders and take pot shots at each-other, trying to strike while the other player is 'reloading', hiding often is a lot less useful if the other player is a Golden Dragon which can destroy your hiding place, and you are controlling an archer which does little more than annoy the dragon....

There can be a total of 4 players, all controled on the game-board by a Joystick in the 2nd port. ^l

Players take turns, and during the battle, a joystick in the 1st (Mouse) port is required for the attacked player to defend themselves.

Some characters have special powers which can be activated by pressing Space or Enter. Such as the Darkness elemental which can become invisible, making targetting virtually impossible for the other player except if you take a shot at them in which case they just follow the

arrows as it were.... For most characters, pressing one of these keys
will activate the characters trade-mark sample (Such as a 'neigh' from
the unicorn, or a 'diiiee' from the 'human' characters)

All in all, it's a brilliant little game for 2-4 players, which has
a fair bit more to it than I've described like having to occupy certain
key-points, and buy reinforcements.

I located this game at:/

ftp.uni-kl.de

in the

pub/atari/Incoming/

directory, filenames:/

towpowpt1.zip Half of the game-disk
towpowpt2.zip The other half of the game-disk
towdata1.zip An optional data-disk with some extra characters, and
a character creator.

It just runs on a half meg machine, runs decently on a 1meg machine, and
fully on a 2meg (or better) machine. DMA Sound gives you better quality
sound in places.

Good fun!

4270. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 05:00:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM4J9H.62y@cix.compulink.co.uk>
Source record: 191727

In message <2l5375$9bf@ugle.unit.no>, erlingh@idt.unit.no said:
>
>AES 4.1 is currently only available as a beta-test version for registered developers.
>One is not supposed to talk about AES 4.1 at all... You should have seen the
>envelope it came in - RED, and completely impossible to see through. And it
>was marked:"Do not open this envelope if you don't know how to keep your mouth shut"
>(Or maybe some other words that expressed the same meaning...)

Yes, but it is now being pirated. There are several people I know who use
it and are not registered developers. Beta or not, it is much better than
AES 4.0, Atari should have made it available a long time ago.

Ofir ogal@cix.compulink.co.uk

4271. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 05:00:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM4J9M.63n@cix.compulink.co.uk>
Source record: 191728

>If you want DSP, you get the Quadra 660 AV 8/230 for $1700. Still cheaper than
>the falcon.

About 1800 pounds in the UK for the 660 (cpu only). Falcon 4/65 is 900.

Ofir ogal@cix.compulink.co.uk

4272. German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 05:05:32 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CM4JH9.By9@freenet.carleton.ca>
Source record: 191729

Does anyone have an English version of EVERES3, QED310 or 7UP210?
All of these seem like decent editors but like the tittle says they are
all in German.
Thanks
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4273. good text editors?

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 05:15:38 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CM4Jy2.CAH@freenet.carleton.ca>
Source record: 191730

Can anyone recomend some good text editors? It will have to be compatible with MTOS (preferably a TOS program) , be reasonablty fast and provide basic file editing capabilities. I am looking for a replacement of the VIEWER.APP that was provided with my Falcon. I would love to have a program like that but with basic editing capabilities.

I just tried out the Revenge Document Displayer 3.1 and liked it a lot but it is not really MTOS 'friendly' (it becomes 'unrully' sometimes and has to be Killed)

Thanks

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4274. Re: Spectre Mac emulation: looking for SC

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 05:38:48 UTC
From: paul@jupiter.ame.Arizona.EDU
Message-ID: <2l6hh8$p9h@auggie.CCIT.Arizona.EDU>
Source record: 191731

In article 2337@Virginia.EDU, dal9c@Virginia.EDU (Daniel Alejandro Lorca-Martinez) writes:
> ralph@cerfacs.fr writes:
> >
> > I am running System 6.0.[35] emulating a MacPlus. Are there PD
> > --
> > Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
> > Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
>
> How are you emulating a mac plus? *pray tellllllllll*!
> Dan.

Spectre emulates a Mac+, and does a pretty good job of it (ususally...and never mind
that we're still waiting for 3.1.....but that's another matter).

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

4275. Re: NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 05:39:26 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <RAxJH82.biblinski@delphi.com>
Source record: 191732

Stephe Lewis Foskett <lancer@parrot.WPI.EDU> writes:

>Steve> That said, I am very grateful for what you are doing. Is it
>Steve> possible to request ones which we think should be translated?
>
>Sure! Just tell me what you want to see!
>

How about the full set of CrackArt docs?

--Gordie Meyer
biblinski@delphi.com

4276. Re: BBS Express ST & ZOOM 14.4 modem

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 05:39:46 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2l6hj3$fpv@usenet.INS.CWRU.Edu>
Source record: 191733

In a previous article, cwebb@mksol.dseg.ti.com (Cristine A. Webb) says:

>When the modem's buffer fills up, the ST steps all over it. It seems there is no flow
>control btw the two.
>
>Also, the modem doesn't want to hang up when told to. It just echoes back to the
>remote terminal.
>

It sounds like you may have a flow control problem. It's possible that
the cable you are using doesn't have all the proper control pins
connected...make sure RTS/CTS pins are connected on the cable...also make
sure the modem and any BBS software is set for hardware flow control
(RTS/CTS) and not software control (XOFF/XON)...

To check for pins on the cable one can use an ohmmeter to make sure there's
a connection at a particuliar pin...sorry that I don't know the exact
pin numbers off hand...I believe they're in the FAQ..
--

4277. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 06:52:03 UTC
From: shirley@cybernet.cse.fau.edu
Message-ID: <g0HNic2w165w@cybernet.cse.fau.edu>
Source record: 191734

Can you get someone to send Space Wars 2000 to GEnie? Or get someone on Delphi to send it to GEnie. I can't get, not know how to, UUENCODE to work on my site.

4278. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 08:02:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2l6puu$cdg@golem.wcc.govt.nz>
Source record: 191735

In article <CM0Jz4.Dpp@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <1644@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM said:
>>
>>>2. Connect supports med-res (but you can't use 80*25 with the system font)
>>
>> Ofir, set the font to "System Font 9pt" (instead of 10pt) and turn off
>>the scrollbars - you should get 80x25 on screen then...
>
>I know, I was just trying to avoid a futile debate with Roger Sheppard. I
>don't use med-res anyway.
>
>Ofir ogal@cix.compulink.co.uk

Ofir is not even possible to get 24 lines with every thing removed, I have been doing some test will all the Atari terminal programs, Even Stalker 3 can't do it..

The only way is to use a 6*7 Font, and you know what that means....

I use a MultiSync monitor and I have a SM125, I don't like the eye strain that Mono mode gives me, I use it when I have to..

90% of all Ataris world wide would be Colour ones, even in the UK...

So you are cutting your nose of if you don't support Med Res, its a funny thing, I have Script I, and the later German one, Script III does support ST Med Res....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4279. METADOS 2.3 and the Gemini Atari CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 08:09:39 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Mar4080939@hal.cerfacs.fr>
Source record: 191662
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

A friend lent me his Gemini Atari CD-ROM, so I tried it on my Mega 4 STfm running TOS 2.06, ICD Pro Boot 6.2.0, METADOS 2.3.

When I tried to double-click on a file on the root of the CD-ROM, it gave a alert box with something like "Unable to establish default directory." It worked with directories there, and viewing files in sub-directories. I am using ICD's old ICDROM.BOS v1.0 file since I do not want to use Mint (yet!). What gives?

When I tried to view the files there under gulam, I was able to, but gulam lost its file-name completion. Also, it took quite a while to load one of these files. I would see the CD-ROM light go on, then the computer seemed idle for 30 secs or more, and then a flurry of CD-ROM activity. Any ideas for all this?

P.S. Didn't see any new CD-ROM drivers on the CD though.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

4280. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 08:55:59 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2l6t2v$bbp@darkstar.UCSC.EDU>
Source record: 191736

In <CM4J9H.62y@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>Yes, but it is now being pirated. There are several people I know who use
>it and are not registered developers. Beta or not, it is much better than
>AES 4.0, Atari should have made it available a long time ago.

I'm in the shady midleground, having a legitimate copy given to me by Atari,
while never having to have signed an NDA...

~Chris
>Ofir ogal@cix.compulink.co.uk

4281. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 09:26:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM4vK8.BM7@cix.compulink.co.uk>
Source record: 191737

In message <CM4JH9.By9@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA said:
>
>Does anyone have an English version of EVERES3, QED310 or 7UP210?
>All of these seem like decent editors but like the tittle says they are
>all in German.
>Thanks

I have Everest 3.0 in English. Mail me.

Ofir ogal@cix.compulink.co.uk

4282. Re: Freezed Dried Term...

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 10:07:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2l7189$d09@golem.wcc.govt.nz>
Source record: 191738

In article <1994Mar1.230750.3686@kn.PacBell.COM>, mboldt@kn.pacbell.com (Marco Boldt) writes:
>What are the changes in 2.30? (and when is it coming out)
>
> marco
>

Dream on, I don't think it will ever, how can it, I did read that this chap lost all his code from a hard drive crash....

There is a old saying, seing is believing....

Try and get a statement on a release date, sort of REAL SOON NOW, is this not the thing we hear all the time.....???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4283. tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 10:33:43 UTC
From: richara@westminster.ac.uk
Message-ID: <CM4yo8.BK5@westminster.ac.uk>
Source record: 191739

Hi,

I'm just wondering if there are any demos of Tempus Word,
I realise it's a German program and everything, but I'd like
to see what I'm missing.

Thanks

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

4284. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 11:20:37 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM50uD.F5v@cix.compulink.co.uk>
Source record: 191740

>>My Falcon sometimes chrashes(2 Bombs) when i change resolution.
>>Is there someone else who has the same problem!
>
>Are you using DeskPic 1.05 by any chance?

This also happens if I up my blowup (soft) resolution too far.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4285. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 11:20:39 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM50uF.F6H@cix.compulink.co.uk>
Source record: 191741

>I only wish the Falcon had an 040, even an LC040 (without math coprocessor)!
>That would _definitely_ change the nature of the beast. :))) <BIG grin>

They're coming... in the way of third-party boards anyway.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4286. Re: The Lasers and The Men - Shareware ver

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 11:43:16 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2l76sk$ebd@vishnu.jussieu.fr>
Source record: 191742

Where can we get the last version of this game ?

MB.

4287. Re: Mint 4 Mac ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 11:46:55 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1765.2D771FAF@dhhalden.no>
Source record: 191743

In article <2l5kve$7hf@cmcl2.NYU.EDU> wisej@acf4.nyu.edu (wisej) writes:
[mention of MiNT for Mac]

>Yup. MacMiNT consistes of a program called JET which implements 'Just
>Enough Tos' to run a version of MiNT which has been modified to use the
>Mac Filesystem for file IO. MiNT 0.95 is provided in binary form with it,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

[snip]

Does anyone know how far away a MacHFS.XFS is? If MacMiNT can handle the HFS system, why not an XFS for the TOS MiNT?

Jon

4288. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 11:48:57 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2l7779$ebd@vishnu.jussieu.fr>
Source record: 191744

> If you want DSP, you get the Quadra 660 AV 8/230 for $1700. Still cheaper than
> the falcon.

Not in France, though...

MB.

4289. disc drive problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 11:50:01 UTC
From: tomho@IKP.LiU.SE
Message-ID: <9403041150.AA17490@idefix.ikp.liu.se>
Source record: 191745

My internal discdrive (Atari STFm) doesnt work properly. Reading disks works ok mostly, but when I try to write it often fails. Running a diskcleaning disc doesnt help very much. It seems that certain dics works better than others. Is there different read- and write-heads? Is it possible to fix this, or?

4290. STOS on a Falcon (was Re: A New ST game...)

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 12:07:13 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Mar4.120713.5277@vax.sbu.ac.uk>
Source record: 191746

In article <CM325B.E8y@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk
(L J Greenhalgh) writes:
>
>>|> It *Should* if the latest version of STOS fix (2.7) really works.
>>You can get STOS working on a Falcon??? How?
>>
>
> Try stsfx27a.lzh avaliable from umich in either their programming
> or language directories.I dont know whether or not it works , but
> as its written by a falcon owner I would assume it would.
>
> Les
>

STOS fix 2.7 seems to take a different approach to previous fixes; instead of trying to fix a program to work on all TOS versions, it reads the system variables from the machine you are running it on and fixes the program to use those. This means that it's no good for making your own programs work on other machines, but very good for fixing other people's programs to work on your particular version of TOS. It was certainly better than BASICMJH at making STOS itself compatible with my TOS 2.06 machine.

I don't know about the Falcon, but as Les says, if it's written by a Falcon owner I would imagine it would work with Falcon versions of TOS, although programs which use extensions may still try to access system variables which aren't covered by the fix.

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

4291. The game Topas on ftp.uni-kl.de

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 12:21:45 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Mar4.122146.5279@vax.sbu.ac.uk>
Source record: 191747

Yesterday I downloaded an old game called Topas from ftp.uni-kl.de. It looks very good; elements of Archon, and some ideas which I was going to put into my own Archon variant (don't you just hate it when someone else has got there first!)

Anyway, this is the PD version, and it's in German, so my questions are:

Why have I never heard of this game before?!?

Was an English version ever written (if not, I guess that answers the first question)?

Are the original authors still around and willing to write an English version, or get someone else to translate it?

Most of the game is quite easy to understand, but from some of the filenames and my limited knowledge of German I get the impression that one of the options is a quiz element, which would definitely be beyond my translation abilities!

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

4292. Re: CBM Ads! (Was Re: CBM/Atari Stock Speculation)

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 12:29:29 UTC
From: haralb@ifi.uio.no
Message-ID: <2l79j9$bia@maud.ifi.uio.no>
Source record: 191748
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,misc.invest

In article <2l4veh$9gu@mimir.ifi.uio.no>, haralb@ifi.uio.no (Harald Anund Brombach) writes:
>
> I did hardly believe my eyes when I saw that CD32 was the price in the crossword
> competition in the last issue of Donald Duck. As far as I know, the prices is
> sponsored by the deliverers -> Commodore. Amazing, isn't it???
>
>
>
> / Harald Brombach - haralb@ifi.uio.no - http://www.ifi.uio.no/~haralb/ \
> \ Trondheimsveien 271, L.1100, N-0589 OSLO, Norway - Tel: +47 22722899 /
> 8-)
>
To clear things out: Donald Duck is the Norwegian version of
Mickey Mouse (USA) -> it is a magazine.

/ Harald Brombach - haralb@ifi.uio.no - http://www.ifi.uio.no/~haralb/ \
\ Trondheimsveien 271, L.1100, N-0589 OSLO, Norway - Tel: +47 22722899 /
8-)

(To you who sent me the question: I've lost your letter
and do not remebr your name, so I hope you see this
posting)

4293. Re: PageStream 3 for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 12:33:49 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CM548D.Kwt@ztivax.zfe.siemens.de>
Source record: 191749

```
... what about all the guys who use illegal copies of PageStream go out and BUY one?
```

4294. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 13:00:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.LNUKgaSg1cg@semprini.waterloo-rdp.on.ca>
Source record: 191750

In <2kpcnt$ld@golem.wcc.govt.nz>, Steve Wells writes:
>] MicroEMACS!
>
> !?!?
>
>] > I need a simple text editor that isn't too big (will take a short time to
>
> I thought ME was somewhat huge?

IMHO, ~120k for a text editor that does macros and has a programming
mode (CMODE checks () [] and {} parenthesis, as well as auto-indenting)
isn't too bad.

GNU EMACS is somewhat huge, on any platform, but MicroEMACS is named
that for a reason. I think JOVE (John's Own Version of EMACS) is even
smaller.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4295. Re: ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 13:01:38 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Mar4.130138.1827@bradford.ac.uk>
Source record: 191651

R.A.Barnett writes:
: Steve Taylor wrote:

: >If anyone is interested, an ftp site stocking the SNA files
: >is ftp.izs.zi:pub/zx/snapshots/[a-z]/*

: I tried this and got

: "ftp.izs.zi: Unknown host".

Right, so I made a rather huge typo in a crucial place. You are the second
person to have pointed that out to me. The correct address is ftp.ijs.si.
I repeat ftp.ijs.si. Yes that's correct.

: Does anyone know of another, perhaps easier to access, site holding speccy
: snapshots?

Try 'ftp ftp.nvg.unit.no'.

Oh and one final piece of info. Most general Spectrum (emulator)
conversations should go to comop.sys.sinclair.

--
Steve Taylor.
/\/\/\

4296. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 13:14:55 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1653@usdtsg.DaytonOH.NCR.COM>
Source record: 191652

In article <CM10Bq.M0z@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>>My Falcon sometimes chrashes(2 Bombs) when i change resolution.
>>Is there someone else who has the same problem!
>
>Are you using DeskPic 1.05 by any chance?

Another program that might have a problem with res changes is Xcontrol.acc panel (I'm not sure if it was related to certain TOS versions, etc - anyone?)...

Rob

...just curious - do you know what different formats DeskPic 1.05 supports? (GIF and IMG, but anything else at the moment?). I'm very close to registering my copy (for speed purposes, I've converted some of my favorite GIFs to IMGs, and let Deskpic load those instead)...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4297. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 13:19:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM56DA.IMA@cix.compulink.co.uk>
Source record: 191653

In message <2l6puu$cdg@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>Ofir is not even possible to get 24 lines with every thing removed, I have been
>doing some test will all the Atari terminal programs, Even Stalker 3 can't do
>it..
>
>The only way is to use a 6*7 Font, and you know what that means....

You can with 8*7 font.

>I use a MultiSync monitor and I have a SM125, I don't like the eye strain that
>Mono mode gives me, I use it when I have to..
>
>90% of all Ataris world wide would be Colour ones, even in the UK...

Don't know about the rest of the world, In the UK we just did a survey and
it's about 50/50. However most 'serious' users, and by that I mean the
ones that intend to spend more than 100 pounds on software this year use a
mono monitor.

>
>
>So you are cutting your nose of if you don't support Med Res, its a funny
>thing, I have Script I, and the later German one, Script III does support
>ST Med Res....

All my programs run on any hardware (or at least they're supposed to).
What I was saying is that med-res support will gradually disappear. Don't
know what you mean by eye strain in med-res. I fail to see how 50/60Hz is
better than 70Hz. Or how 640*200 is better than 640*400. Or how having Red
and Green helps in any way.

I work at 880*656 in monochrome most of the time :-)

Ofir ogal@cix.compulink.co.uk

4298. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 13:54:32 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2l7eio$g7p@lsupoz.apana.org.au>
Source record: 191654

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:

: : Commodore (CBM) anounces the closure of it Australia division, the company
: : OZZ, is up for sale, reasons given are heavy debts and lack of sales..

: Lack of sales? 40 million dollars of turnover is quite a bit of money.
: (source, Canberra Times). I'd be interested in comparing that to Atari
: Australia's revenue. This is virtually all Amigas and CD^32s, as they
: don't sell clone boxes.

Atari's sales over the last year amounted to about 4 million dollars. They
spent almost 2 million on promotion...

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

4299. Re: new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 14:16:48 UTC
From: atari@cs.ruu.nl
Message-ID: <CM5901.C24@cs.ruu.nl>
Source record: 191655

In <H.eg.3_VcHAsfCAA@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <2kmb5j$l7s@golem.wcc.govt.nz>, Steve Wells writes:
>>] >ftp to ftp.uni-kl.de, and cd pub3/atari/incoming.
>>] >The filename is winglord.lzh, 156100 bytes in size.
>> It's a very good Joust-type clone too. Well worth the $8!
>
>Has anyone sent it to atari.archive.umich.edu yet? I only ask because
In his original article the author said he has sent it to atari.archive.

>FTPing to Germany is a) rude :-) and b) really, really slow... so slow
>it often fails after ~30k.
You can also get it from ftp.cs.ruu.nl: /pub/ATARI-ST/games/winglord.zoo.

- Ate -
--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

4300. True Paint files.

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 14:17:45 UTC
From: avsec@westminster.ac.uk
Message-ID: <CM5940.1wr@westminster.ac.uk>
Source record: 191656

Anyone know the format and header file format for TruePaint pictures ?

I've worked out a little. Enough to manipulate True Colour images.
So if anyone wants the C code for a proggy that halves the size if a
True Paint True Colour image - mail me.

Nice one,
Phil.

4301. Re: Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 14:48:13 UTC
From: ip@nessie.mcc.ac.uk
Message-ID: <1994Mar4.144813.2418@nessie.mcc.ac.uk>
Source record: 191657
Cross-posted to: rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

In article <CM3oA7.2t3@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>All I know is that PC users report that standard Cubase for Windows is
>unusable on a 386. Maybe it's Windows, I don't know.

Ofir, will you quit sitting on the fence? :-)

It's _definitely_ WinDross. If you use Cubase/Win for a while (not that I'm suggesting you do!), you begin to wonder why some operations are very slow compared to a humble ST, and yet some go like the proverbial clappers. Two simple examples:

Take a complex drum pattern, and in the drum editor, select everything with Ctrl-A. Then deselect by clicking in free space. On the ST+NVDI, you get a quick "blink", and it's done. On the PC, you can watch it slowly repainting each and every little diamond from black to white. It's painful to watch.

Select a block of parts in the arrange window, hit Ctrl-K to repeat them umpteen times. Then, whilst they're still selected, delete them. The ST will think hard about this for quite a while, but on the PC they're gone in no time at all.

The reason is obvious. When the excellent Cubase itself is doing the work, the PC's faster processor and 32-bit architecture is a winner. But when it comes to things like repainting screen objects, the multiple levels of WinDog procedure calls and all the other garbage slow the poor PC down so much you wonder whether somebody's installed an "inverse turbo" feature.

You can make things better with a graphics accelerator, or by reducing either the screen resolution or bit-plane depth, but this is all extra money or aggravation which we can all do without. Steinberg are either to be cheered and called a bunch of geniuses for getting Cubase to run under WinDump at all, or condemned as bunch of madmen for even attempting it.

>I don't think Cubase Audio on a PC is a good idea

Can I quote you on that? ;-)

Cheers,

Ian.
--
Network Unit, Computing Centre, University of Manchester, England, Europe?
Mail: ip@mcc.ac.uk || ip@uk.ac.mcc || ...!uknet!cns!ip || X.400 Who-Knows?
Coppula eam, se no posit acceptera jocularum.

4302. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 15:50:23 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <2l7lbvlNNa6t@flounder.cis.ohio-state.edu>
Source record: 191658

In article <1994Feb19.172608.10497@alw.nih.gov> rvenable@helix.nih.gov (Rick Venable) writes:
|In article <1994Feb18.185454.23146@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
||Atari has not done any marketing since the Tramiels took over. As the
||Nintendo lawyer stated "Atari competed on the cheap".
|
| Completely untrue; the ST was marketed heavily (for Atari) when it
| first entered the fray in the mid-80's. As Hutch commented, that's
| ancient history; probably before you could read, eh? Lies like this
| make everything you say lack any credibility.
Well then, where was this alleged heavy marketing of Atari.
The last print or TV ads I saw for Atari computers were for 800/800XL's
back in '84. The ONLY ST ad I ever saw was a local newspaper ad by a
dealer who doesn't sell ataris anymore.

1200 bux for a 16Mhz,16-32 030 SUCKS!

|
||$1200 is a good value? I think the Q660 AV(33mhz-040, dsp) is a better value
||from $1500-$2000.
|
| So buy one, but just be quiet about it and go away.
|
Actually, I got a 486DLC/40 w/FPU, 4Megs & 260M HD for $800.

It's nice having stores in town that actually stock my machines
software.
It's nice being able to upgrade my machine with little physical
difficulty.
It's nice having plenty of such upgrade options & available at
local dealers too.
It's a lot less tempting to throw my money at Toad in
Maryland vs the Microcenter down the street (literally)... to
my creditor's delight... '-)

||Atari has zero credibility...
|
| And neither do you.
I admit he's a bit of an irritating twat (and so are you) but, he
has a valid point (and you do not)...
|

I might get another atari SOMEDAY... assuming they don't run them-
selves out of business before I've got the money to spend on (currently)
overpriced and undersupported machines...

```
||Peter Sinclair-Day
||Univ. of Northern Iowa
||Cedar Falls, Iowa
|
| Yes, flame-bait fans, "he's back..."
|
| Umm, whatever happened to comp.sys.atari.advocacy?
|
|--
|___ O== ==O "It's deja vous all over again."
||__) ICK O== ==O [sic]
|| \ / O== ==O
| \/ ENABLE O== ==O -- Yogi Berra
```

Sucha eye OPENING little visit...

NOT(l8r)...

4303. Re: aeo 303

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 15:59:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d775b6a@p2.stacken.ct.se>
Source record: 191659

In a message of <03 Mar 94 15:40:10>, Andreas Edler writes:

AE> From: prose@chopin.uni-koblenz.de (Andreas Edler)
AE>
AE> In article <2d7241d2@p2.stacken.ct.se>,
AE> Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> wrote:
AE>
>> There's an excellent email subscription service for those who can't
>> get it via ftp, genie or their local bbs.
AE>
AE> Where?

Quoting from a recent issue of AEO:

-----8<----------8<----------8<----------8<----------8<----------8<-----
I'm pleased to be able to offer the many readers of AEO who can only
access us via the Internet a chance to obtain AEO through a
subscription service. If you have an Internet connection, drop Greg
Lindahl a request at <stzmagazine-request@virginia.edu>.
-----8<----------8<----------8<----------8<----------8<----------8<-----

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

4304. Re: Bliztschnell (Shareware) Defragger

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 16:01:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d775bc1@p2.stacken.ct.se>
Source record: 191660

In a message of <02 Mar 94 17:28:22>, Big Guy writes:

BG> From: cse0947@desire.wright.edu (Big Guy)
BG>
BG> This is Blitzschnell Hard drive defragger/optimizer. Posted in
BG> response to many requests. I am only forwarding this; I'm not
BG> the author.
BG>
BG> table
BG> !"#$%&'()*+,-./0123456789:;<=>?
BG> @ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
BG> begin 644 blitz146.zip;1

[rest deleted]

Oh no, didn't we just go through this with aeo? Please use the more appropriate comp.binaries newsgroup for this purpose. I already pay too much as it is to receive my mail! If this continues, I have no choice but to abandon this group. :-(

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

4305. Re: ATARI communications progr. advice pls.

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 16:03:44 UTC
From: bevamcne@vef.north.net
Message-ID: <1994Mar04.110344.26209@Village.vef.north.net>
Source record: 191661

I am having difficulties obtaining access to electronic B.S. with my Atari ST.Often my screen gets trapped in a section ie mail and i can not extract myself. Any ideas ? I am on a Mac today. ESC does not initiate any change as a control function.

4306. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 16:32:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A4545@M4.maus.de>
Source record: 191663

PK>GSZRZ 4.1 ist not Shareware. You have to pay for it.

It is definitly shareware. I've got this information from the author. And I gave it to a friend of mine, who will drop it on a ftp-server.

regards, Jimmy

4307. Handle with GEM-View

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 16:35:42 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <2l7o0u$fq7@fbi-news.informatik.uni-dortmund.de>
Source record: 191664

What to know about handling with GEM-View:

- Cybercube has the exclusive (in the meening of the only one, at the moment) right to distribute GEM-View in North-America (USA & Canada).
- Cybercube can register all interest users in USA & Canada and all people, who have buy anything at cybercube

- Graeme Rutt has the right to distribute GEM-View in United-Kinkdom.
- Graeme Rutt can register all interest users in United Kingdom.

- No other has the right to register GEM-View at the moment.
- GEM-View can put to an utility package on its own disk, if i have it allowed in writing.
ALL FILES MUST ON THE DISK!

- LEXICOR hasn't got any right for register GEM-View. And will NEVER get it in the future!
- From this moment it is disallowed for LEXICOR to handle with GEM-View in any case. NO ansering questions, NO make copies, NO put it on any utility disk, NO registration, NO anything else!

- Im interest to have some other "distributors" in other countries, to make it easier for the people to register. Interest ATARI-Users or ATARI computerclubs prefered. WRITE ME A LETTER!

Dortmund 4.3.1994

Dieter Fiebelkorn

4308. Re: Zmodem Support

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 16:47:56 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar4.164756.192@isle.waterloo-rdp.on.ca>
Source record: 191665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard was heard to mutter:

> So 1993 software is old, I think the main problem is that Programers are
> working with very old Zmodem source code, if you need the latest code you will
> have to pay for it, thats Omens way....!!!!

Do you know if there's been any Zmodem source put into the public domain
since 1987? I called Omen this morning, and they seem to want me to order
a Zmodem Developer's Collection...

I tried going through their BBS connection, TeleGodzilla, but the noise was
incredible and I couldn't say connected for more than a minute at a time.
Funny, their voice line is crystal clear ;-(

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

4309. Need Mouse for 520ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 16:59:08 UTC
From: schwartz@indirect.com
Message-ID: <CM5GIL.23B@news.direct.net>
Source record: 191666

Help, I need a mouse for my son's 520ST. Does anyone know where I might find one for him?

Thanks

4310. Re: PageStream 3 for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 17:10:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM5H1x.3tH@cix.compulink.co.uk>
Source record: 191667

In message <CM548D.Kwt@ztivax.zfe.siemens.de>, michi@km21.zfe.siemens.de said:
>... what about all the guys who use illegal copies of PageStream go out and BUY one?

Not a bad idea.

Ofir ogal@cix.compulink.co.uk

4311. Re: tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 17:27:24 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2l7r1sINN16d0@sat.ipp-garching.mpg.de>
Source record: 191668

Alan Richardson (richara@westminster.ac.uk) wrote:

: I'm just wondering if there are any demos of Tempus Word,
: I realise it's a German program and everything, but I'd like
: to see what I'm missing.

Yes, there are demos available but I'm not sure if you can download them
anywhere. I have not found anything with a quick archie search. (I am
even not sure if I have a demo myself.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4312. Zorg: WAS:Re: Blitz - Defragger (Shareware) Desc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 18:07:28 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CM5JoH.193@newcastle.ac.uk>
Source record: 191669

Firstly - Zorg (Ze Organiser) is a wonderful HD maintainence program.
Supports Falcon IDE, SCSI, ACSI. Uses TOS4 colour icons where
possible.
It's real nice. Get it from ftp.cnam.fr

Secondly - it's all in french.

Thirdly - Does any kind soul fancy translating it into english so I can use it ?

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4313. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 18:14:56 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CM5K0x.1Eq9@austin.ibm.com>
Source record: 191670

Don Maple <donm@ucon.gun.de> wrote:
>All this is true, however, due to IBM's predominant (*monopoly*)
>position it is blatanly unconcerned with users. This is what makes
>it particularly dangerous and unpalatable and, therefore, subject
>to much closer scrutiny. And I'm affraid IBM is a monolith which is
>why it finds itself in such a precarious situation right now. Since
>Ackers was let go IBM has been trying to reform but I'm affraid its
>addiction to monopolistic mode might be unsurmountable.

I'm listening. I read these news groups often just to see what customers think about IBM and it's workstation. I am a programmer, but I want IBM to become profitable again by being an asset to customers, not the cruel user eating monster that you describe. Please tell me any market that IBM owned since 1985? One of IBM's goals in working with other companies to make the PowerPC was to create the next generate of small business, and home computers. Many companies are using the PowerPC CPU to create lots of products. Its not just a ``By the IBM brand computer/product, or you can't buy PowerPC'' attitude.

>But what really infuriates me that IBM has potentially a lot to
>offer (in terms of new developments locked up in vaults) but it
>doesn't do that. And, quite frankly, if I were is such a predominant
>position neither would I. Well... OK, OK, as a non-lawer/non-accountant
>(no offence to either) I just couldn't just sit on neat developments
>without fidgeting... :-)

I work in development and I don't know what new developments we have locked up in a vault. Can you give me some examples? I don't want exact product descriptions, just general information.

My intent is not to anger you. I am honestly trying make a positive difference for my business. I take the comments that I see in the UseNET and show them to management and to the directors of different projects. They do listen. Unfortunately, sometimes the suggestions that I see from the net take major overhauls in organizations and can take years to implement.

I read this news group because my Atari ST is my favorite home computer and this group has lots of excellent ideas.

--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

4314. Re: tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 18:34:03 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Mar4.183403.14336@ibr.cs.tu-bs.de>
Source record: 191671

In article <CM4yo8.BK5@westminster.ac.uk>, richara@westminster.ac.uk (Alan Richardson) writes:
|> Hi,
|>
|> I'm just wondering if there are any demos of Tempus Word,
|> I realise it's a German program and everything, but I'd like
|> to see what I'm missing.
|>
|> Thanks
|>
|> Alan
|>
|> --

There is a Tempus Word Junior Demo around.
I got it with the (german) TOS-magazin in Dec 92 if i remember right.

I noone objects (ccd?) i will put it on ftp (ftp.tu-clausthal.de) next weekend (12. or 13. Mar)

It works but has sometimes problems with MiNT.
It's a little like Word for Windows on a good 386 computer.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

4315. Re: CS-TeX (was: Ink jet driver for WordPerfect and LaTeX?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 18:37:08 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CM5L1x.2MA6@austin.ibm.com>
Source record: 191672

In article <ciy_8au4lzu@moacs11>, Waldi Ravens <walra%moacs11@nl.net> wrote:

>AFAIK the most recent version of CS-TeX is 5.2, which is distributed by
>Maxon Computer (+49 6196 481814). It runs fine under TOS, MTOS and Mag!x.
>You'll probably need at least 2 Meg for processing any serious document,
>and you definitely need a harddisk.

Anyone know of a US distributor of this package. The CS-TeX version I
got of the atari archive 1.5 years ago was great, but I bet the commercial
version is purely awesome. If I can afford it, I'm getting it. I'll be
glad to review it.

By the way, some kind soul sent my TeX Installation guide back to me after
I lost my backups, harddrive, and 97% of my ST (case didn't completely melt).
But could you sent it to me again? I'll be glad to repost it so that people
who are miffed about there being now TeX Installatin Guide for the PC won't
be miffed any more.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

4316. Re: Stereogram generators.

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 19:09:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d778784@secom.ct.se>
Source record: 191674

In a message of 03 Mar 94 19:09:51, John Hutchinson wrote:

JH> Or how about a program that would generate one of those 3-D pictures?
JH> You know, the ones that just look like a mess of dots until your eyes
JH> relax and a floating image appears?

There is one of those for ST-High .... umm ... I'll see if I still have it ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4317. Getaway

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 19:28:15 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CM5nF3.D22@uqac.uquebec.ca>
Source record: 191675

Hello,

I was wondering if anyone remembers the wonderful game called
getaway from APX? I don't remember the author, but I have it
back home with all of the atari 400 stuff.

I was wondering if anyone has made a game for the ST/TT/Falcon
series of computer that is similar to this. I thought, and still
think that it is an awesome game. If anyone know of a game like
it, please let me know, either the newsgroup(that way everybody
could learn about it's existence), or via e-mail, and I could
let the world know later of the quality of it.

Thanks,

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

4318. Looking for Calamus fonts: logical symbols and Hebrew

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 19:42:03 UTC
From: A6101GAO@AWIUNI11.EDVZ.UniVie.AC.AT
Message-ID: <16F6F1150B.A6101GAO@AWIUNI11.EDVZ.UniVie.AC.AT>
Source record: 191673

I am looking for a Calamus-font of logical and mathematical symbols. Of course the font should either be cheap (and available in Europe) or public domain and available by ftp.

Besides the mathematical symbols I'd be interested in a Hebrew Calamus font.

Thanks in advance,

Christian

4319. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 19:52:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A9987@LA.maus.de>
Source record: 191676

>I (and all others here i Norway) has always considered Germany as
>Atari's biggest stronghold in Europe (almost everything hardware and
>software available is german). How in the world can Atari close down
>their German office - I would see that as a good suicide attempt !!!

So is it a problem or not ? I think there were lot's of problems at Germany HQ after Alwin Stumpf left Atari. Then last year Norman Kovalewski (german support) left germany to join the developer crew at Atari USA in Sunnyvale. But we have a very good new man from Holland, Wilfred Kilwinger. He is also very active in the german MausNet.
But back to your statement: First of all for the normal user there are no changes, there should be no changes for the dealers because holland is an EU member and therefor it's no difference if hardware is delivered from Schwalbach in Germany or from Holland. Developers can phone Wilfred over a german number so you don't have to pay for a longe-range-call. Europe is going to be united, borders (economic ones) are falling. Why should Atari have 5 HQ's in Europe when in this time of economic depression everybody has to handle carefully with money. So look at the USA: it is much bigger than Europe and as I know there is only one HQ in Synnyvale.
My dad is running a sports-shop, we also have products from adidas this is one of the best known companies in the world and also a german one. They had some smaller distribution centers beside the HQ in germany, but they were all closed now, other companies did the same. This is only a example that not only Atari has to rightsize themselves.~

Holger

4320. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 20:50:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A5815@PB2.maus.de>
Source record: 191677

```
a> >Oh, by the way what is Atari's education price on the Falcon?
a>
a> Oh, if you aren't aware, I don't believe Atari has *ever*
a> had an education price (kinda hard to do for a smaller niche market).

At least in Germany Atari offered a 10% education discount through their
official dealers

With regards
Hendrik_Mylius@pb2.maus.de
```

4321. Re: CBM Ads! (Was Re: CBM/Atar

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 20:55:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A9988@LA.maus.de>
Source record: 191678

>Atari advertises the Jag the same way Commodore (at least in Europe)
>advertises CD32: A small portion of the price of each machine is
>allocated for advertising. Thus, if you allocate $6 from each machine
>for advertising, and you sell 100,000 machines, you have $600,000 to
>spend on ads. Naturally, you would want to pre-allocate some money for
>this purpose.

Forget the CD32 ads. I saw TV advertising on german TV, it's so weired, the only thing you can do is laughing. The print ads are everything else than something special. I saw a 4-page ad for the Jag in a US-mag and i was impressed that Atari can do such good ads !

Holger

4322. Re: NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 21:38:51 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2l89pb$ghu@golem.wcc.govt.nz>
Source record: 191679

In article <2l2e4k$h09@bigboote.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>
>OK, I've finally gotten up and running!
>
>A while back I promised to start a serief of what I consider to be the
>best German shareware translated into english. Well, the first was
>uploaded to a.a.u.e last night!
>
>..s.
>(give HD_FREE a try... It's grrrreat!)
>--
>- lancer@wpi.wpi.edu - -

How about GEMFONT 122, this would be the Best Font editor I have seen...!!!

but like all good stuff its from Germany......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4323. Re: new game upload

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 21:58:47 UTC
From: victorb@up.edu
Message-ID: <2l8aun$ko@upsun11.up.edu>
Source record: 191680

In article <H.eg.3_VcHAsfCAA@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <2kmb5j$l7s@golem.wcc.govt.nz>, Steve Wells writes:
>> It's a very good Joust-type clone too. Well worth the $8!
>
>Has anyone sent it to atari.archive.umich.edu yet? I only ask because
>FTPing to Germany is a) rude :-) and b) really, really slow... so slow
>it often fails after ~30k.

Yes, it's up at a.a.u.e.

atari/Games/winglrd.lzh is the file name, about 160K or so.

Victor Bruhn
victorb@up.edu
vicb@clark.edu

4324. Silliness (was: Re: Falcon 040 Board)

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 22:52:26 UTC
From: hines@paloverde.lanl.gov
Message-ID: <2l8e3a$2uv@newshost.lanl.gov>
Source record: 191681

OK, I have TWO apologies to make:

1) To M.D.Grffiths (mdg@ukc.ac.uk). Griff and I have been raging a silly
debate and mud-slinging contest of late which was doing neither of us any
good. We finally chatted it out via a 'talk' sequence (ain't technolgy
grand?) and got things settled between us. So to make it official:

Griff -- I apologize for the tone and content of my previous messages.
While the intent was not to be a personal attack on you, I can well
understand how that could have been perceived. You have every right
to freely express your views in this newsgroup, and if you or anyone
else wishes to 'slag' (gee, I love that term) any non-Atari computer,
then what better newsgroup to do it in than comp.sys.atari.st? My
apologies are extended as well as my 'cyber-hand' in friendship. OK?

2) To all readers of comp.sys.atari.st. I wish to apologize for wasting so
much bandwidth on a really insepid argument, especially one that was not
even directly related to the topic of Atari computers in the first place.

Yep, I was in error. But grant me the credit of acknowledging it, OK?

Thanks.

Now then... just where did I put that Prozac, anyway? :)

-Hutch- @ Fair Dinkum Tech

PLEASE NOTE: As my newsreader is down for the moment and I am unable to
post messages from my own account, please ensure any email replies are
sent to hutch@ilmen.lanl.gov. Ta.

4325. MiNT library, Patchlevel 44

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 23:11:58 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Mar4231158@hill.gnu.ai.mit.edu>
Source record: 191694

```
Patchlevel 44 of the MiNT library is now on atari.archive.umich.edu in
atari/Mint/Lib.

mlib44d.zoo: diffs from PL43
mntlib44.zoo: the library
mntinc44.zoo: the include
mntolb44.zoo: compiled library (for GCC)

caveat downloader: I don't know for certain if this release works
with any compiler besides GCC.

Cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu
```

4326. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-04 23:19:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A4719@M4.maus.de>
Source record: 191682

>My Falcon sometimes chrashes(2 Bombs) when i change resolution. Is there
>someone else who has the same problem!

You have an accessory that doesn't like res changes.

4327. LOOKING FOR 1040STE!

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 00:05:16 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Mar4.200516.21600@dal1>
Source record: 191683

I have a friend looking for a 1040STE. Anyone with one for sale please send me E-mail.
Thanx in advance
!
ex

4328. Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 01:23:37 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Mar5.012337.16463@kn.PacBell.COM>
Source record: 191684

What are the planned changes that will be in version 2.30?

4329. Spectre GCR for grabs

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 01:33:06 UTC
From: ken@isgtec.com
Message-ID: <CM64B8.62t@isgtec.com>
Source record: 191685

Spectre GCR for sale, like new mint condition with 128K ROMs.
Works perfectly. I was told this is the latest version, that works
on the TT as well. Includes complete System 6.0.5 disks + GCR disks.
Plug and play.

Serious enquiries only, asking US$240 o.b.o.

--
Research is what I'm doing when I don't know what I'm doing.
-- Wernher von Braun

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4330. Re: RTF/Marcel

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 01:48:16 UTC
From: dowdle@delphi.com
Message-ID: <xk3Knqw.dowdle@delphi.com>
Source record: 191686

Eric,

I haven't had Marcel bomb out on me any... and I use a lot of auto programs and a slew of desk accessories... under Geneva. Marcel has performed flawlessly. As soon as I get my tax return, the $10 registration fee goes out so I can get a printed manual. Might I suggest that there is something else on your system causing the bombs?

TYL, Scott

4331. Re: Captain's .QWK

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 01:58:24 UTC
From: dowdle@delphi.com
Message-ID: <xqwo364.dowdle@delphi.com>
Source record: 191687

Benjamin Hoppe,

I'd like to suggest that you pick yourself up a copy of the commercial product -> Mountain QWK. It is written by Anthony Watson is the best QWK Reader I've seen for the Atari barnone. The price was recently reduced so it is even more attractive than ever before.

TYL, Scott

4332. Re: WANTED: STalker 1

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 02:15:13 UTC
From: dowdle@delphi.com
Message-ID: <5lyl-Qx.dowdle@delphi.com>
Source record: 191688

Joe LeSesne,

To the best of my knowledge, NO version of STalker is pd or shareware. Eric Rosenquist (to the best of my knowledge) sold the rights to the program and the source code to Gribnif Software... who has recently contracted someone to work on an upgrade... and I hear it's actually in beta-testing phase already. I suggest, assuming you can financially afford it, that you buy the current release version of STalker because it is rather good.

TYL, Scott

4333. VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 03:57:09 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <AhS0AJ_00WB5QYC0cJ@andrew.cmu.edu>
Source record: 191689

Yep,

After about 3 months of development, VOX-Mail is now officially released. VOX-Mail is a voice mail system for the Falcon and has a fully GEMmed interface. It is released as shareware.

For more information and to check out the program, ftp to atari.archive.umich.edu and grab it from there (they might take some time to put it up).

If you have any comments or suggestions, feel free to email me.

P.S. VOX-Mail should also be available on delphi very soon, (i.e. within these 2 days).

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

4334. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 04:32:06 UTC
From: abarbiero@delphi.com
Message-ID: <xQ6I3Y2.abarbiero@delphi.com>
Source record: 191690

Samuel Shirley <shirley@cybernet.cse.fau.edu> writes:

>Can you get someone to send Space Wars 2000 to GEnie? Or get someone on
>Delphi to send it to GEnie. I can't get, not know how to, UUENCODE to
>work on my site.

If you can get on GEnie, you can send it to me there as a file.
GEnie has a really nice way to send someone a binary file as EMAIL.
Send it to AEO.2... I will make sure it get put up where it needs to.

Andreas@AEO
ABARBIERO@Delphi.com
AEO.2@genie.geis.com

4335. Re: Freezed Dried Term...

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 04:34:55 UTC
From: abarbiero@delphi.com
Message-ID: <5y6Jvu-.abarbiero@delphi.com>
Source record: 191691

Roger Sheppard <sheppard_r@kosmos.wcc.govt.nz> writes:

>Dream on, I don't think it will ever, how can it, I did read that this chap lost
>all his code from a hard drive crash....
>
>There is a old saying, seing is believing....

I agree with you on the seeing is believing, but I am in touch with Aaron,
and my wife's AtariUnited! group has got the rights to distribute the new
versions... she has not anounced it as we do not have the software in hand.

Avoiding that vaporware thing.

All I can say for sure is that it IS being upgraded, and Aaron is working
on it as we speak.

Andreas@AEO

4336. Re: Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 04:54:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2l939t$isc@golem.wcc.govt.nz>
Source record: 191692
Cross-posted to: rec.music.makers,rec.music.makers.synth,comp.sys.atari.st

] >Ever heard of DMA? I'm pretty sure the PC uses DMA for hard-drives (it doe
] >for sound-cards), you have to remember that even with DMA there is a lot
] > of interrupts happening (after each sector read) and these need
] >servicing - When my Falcon is writing to Hard-disk using ICD pro the
] >slowdown is about 40-50%, The PC would suffer less with this problem becau
] >of its faster CPU.

Someone I know had a ~50Meg Quantum drive, and compared its speed with
a 386 at ~30Mhz with the exact same model drive, and the STE wiped the
floor with the PC! Times on the STE were about 30% faster than the PC!

Due to a simple reason, despite how many there are, PC's ALL have
very bad architecture, if one turned up with _good_ architecture, it'd
probably be very incompatible! This is because they are essentially the
same as the original XT's that turned up over 10 years ago, with the
same bits, just running at a faster speed! (And with 'larger' bus
sizes etc).

Despite the fact, I'd still just as soon have a 486-DX instead of my
1040STE, or a nice A-5000. If I got desperate, even an Amiga avoiding
the modes with flicker, would probably do what I want!

Completely off topic, but there you are! :)

4337. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 05:06:41 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2l9411$alq@terminator.rs.itd.umich.edu>
Source record: 191693
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 799 Feb 26 20:11 ./Emulators/0index
-rw-r--r-- molin 583730 Feb 26 16:47 ./Emulators/zx_sp207.lzh
-rw-r--r-- molin 4651 Dec 31 02:28 ./Misc/xxxxbin.lzh
-rw-rw-r-- entropy 2553 Feb 26 20:06 ./Misc/0index
-rw-r--r-- lenn 18485 Feb 26 08:48 ./Sound/Players/utracker.zip
-rw-r--r-- weiner 3763 Feb 26 08:50 ./Sound/0index
-rw-rw-r-- entropy 24260 Feb 26 20:15 ./Utilities/0index
-rw-r--r-- molin 77667 Feb 26 11:22 ./Utilities/slct110e.zip
-rw-r--r-- molin 33378 Feb 20 03:11 ./Telecomm/skkit2.zip
-rw-r--r-- weiner 6843 Feb 26 20:25 ./Telecomm/0index
-rw-rw-r-- entropy 3636 Feb 27 01:42 ./Archivers/0index
-rw-r--r-- boydm 244860 Feb 27 01:41 ./Archivers/lharc299.tos
-rw-rw-r-- weiner 863 Feb 27 23:47 ./Cli/0index
-rw-rw-r-- entropy 10413 Feb 27 23:50 ./Diskutils/0index
-rw-r--r-- boydm 99056 Feb 27 15:57 ./Diskutils/st_tools.lzh
-rw-rw-r-- entropy 8121 Feb 27 23:09 ./Mint/0index
-rw-r--r-- molin 85888 Feb 27 16:03 ./Mint/Lib/mnthlb43a.zoo
-rw-r--r-- molin 12277 Jan 23 20:00 ./Sound/Players/mplay.lzh
-rw-r--r-- molin 68863 Jan 23 19:59 ./Sound/Sounds/letmeout.lzh
-rw-r--r-- molin 10167 Jan 23 19:59 ./Sound/Sounds/letsgo.lzh
-rw-r--r-- molin 82412 Jan 23 20:00 ./Sound/Sounds/lookup.lzh
-rw-r--r-- molin 36992 Jan 23 20:00 ./Sound/Sounds/lostinsp.lzh
-rw-r--r-- molin 16614 Jan 23 20:00 ./Sound/Sounds/machinet.lzh
-rw-r--r-- molin 31951 Jan 23 20:00 ./Sound/Sounds/mnckdngr.lzh
-rw-r--r-- molin 137238 Jan 23 20:00 ./Sound/Sounds/music.lzh
-rw-r--r-- molin 2125 Dec 31 02:28 ./Utilities/mapmem.lzh
-rw-rw-r-- entropy 24641 Feb 27 23:57 ./Utilities/0index
-rw-rw-r-- weiner 2607 Feb 27 16:01 ./Ste/0index
-rw-r--r-- entropy 4737 Feb 27 23:12 ./Programming/0index
-rw-r--r-- molin 67277 Feb 27 16:03 ./Programming/cpp110.zoo
-rw-r--r-- molin 87819 Feb 27 23:36 ./0ls-lR.Z
-rw-rw-r-- weiner 3283 Feb 27 23:35 ./Printing/0index
-rw-r--r-- molin 87819 Feb 27 23:37 ./0ls-lRc.Z
-rw-r--r-- molin 104975 Feb 27 23:34 ./0compind.Z
-rw-r--r-- molin 226549 Feb 27 23:34 ./0index
-rw-rw-r-- entropy 3677 Feb 28 00:26 ./Archivers/0index
-rw-rw-r-- weiner 898 Feb 28 00:23 ./Cli/0index
-rw-rw-r-- entropy 10871 Feb 28 00:35 ./Diskutils/0index
-rw-r--r-- lenn 18045 Feb 28 15:50 ./Games/0index
-rw-r--r-- boydm 244864 Feb 28 15:47 ./Games/pmj_eng2.zip
-rw-rw-r-- entropy 24886 Feb 28 00:31 ./Utilities/0index
-rw-r--r-- boydm 89349 Feb 28 00:47 ./0ls-lR.Z
-rw-r--r-- boydm 88811 Feb 28 00:49 ./0ls-lRc.Z
```

```
-rw-r--r-- boydm 105617 Feb 28 00:45 ./0compind.Z
-rw-r--r-- boydm 228117 Feb 28 00:45 ./0index
-rw-rw-r-- entropy 10885 Mar 2 12:08 ./Diskutils/0index
-rw-r--r-- boydm 99526 Mar 2 12:05 ./Diskutils/st_tools.zip
-rw-r--r-- boydm 117248 Feb 28 18:08 ./Editors/7up_engl.lzh
-rw-r--r-- lenn 86810 Mar 3 18:57 ./Editors/everest3.zoo
-rw-r--r-- entropy 1877 Mar 3 18:59 ./Editors/0index
-rw-r--r-- boydm 28690 Mar 2 02:27 ./Diskutils/hdfre12e.zip
-rw-rw-r-- entropy 11014 Mar 3 00:52 ./Diskutils/0index
-rw-r--r-- boydm 693915 Mar 2 07:45 ./Games/towdata1.zip
-rw-r--r-- boydm 421312 Mar 2 07:34 ./Games/towpowpt1.zip
-rw-r--r-- boydm 351481 Mar 2 07:40 ./Games/towpowpt2.zip
-rw-r--r-- lenn 18206 Mar 3 00:13 ./Games/0index
-rw-r--r-- entropy 12252 Mar 3 00:42 ./Graphics/0index
-rw-rw-r-- entropy 2514 Mar 3 00:41 ./Misc/0index
-rw-r--r-- boydm 23826 Feb 28 18:11 ./Music/delay_ca.zip
-rw-rw-r-- weiner 3069 Mar 3 01:00 ./Music/0index
-rw-r--r-- boydm 88222 Jan 23 19:57 ./Sound/digidrum.lzh
-rw-r--r-- weiner 3810 Mar 3 01:01 ./Sound/0index
-rw-rw-r-- entropy 25018 Mar 3 00:36 ./Utilities/0index
-rw-r--r-- boydm 8672 Feb 28 18:12 ./Utilities/Tosfixes/hsmodem1.lzh
-rw-r--r-- boydm 338686 Mar 2 06:07 ./Telecomm/connect_2.46_english.lzh
-rw-r--r-- boydm 351382 Mar 2 06:12 ./Telecomm/connect_2.46_german.lzh
-rw-r--r-- weiner 6844 Mar 3 00:39 ./Telecomm/0index
-rw-r--r-- boydm 16898 Feb 15 14:32 ./Tex/txdrwdoc.zip
-rw-r--r-- weiner 4058 Mar 3 00:23 ./Tex/0index
-rw-r--r-- boydm 93337 Mar 3 01:11 ./0ls-lR.Z
-rw-r--r-- boydm 93083 Mar 3 01:12 ./0ls-lRc.Z
-rw-r--r-- boydm 106033 Mar 3 01:09 ./0compind.Z
-rw-r--r-- boydm 228841 Mar 3 01:09 ./0index
-rw-r--r-- entropy 37998 Mar 4 22:34 ./Mint/Lib/mlib44d.zoo
-rw-r--r-- entropy 117845 Mar 4 22:34 ./Mint/Lib/mntinc44.zoo
-rw-r--r-- entropy 463858 Mar 4 21:35 ./Mint/Lib/mntlib44.zoo
-rw-r--r-- entropy 313542 Mar 4 22:34 ./Mint/Lib/mntolb44.zoo
-rw-rw-r-- entropy 8116 Mar 4 22:41 ./Mint/0index
-rw-r--r-- molin 2152 Jan 23 19:56 ./Sound/Players/dcdmasp2.lzh
-rw-r--r-- weiner 3852 Mar 5 00:05 ./Sound/0index
-rw-r--r-- entropy 89811 Mar 4 22:47 ./0ls-lR.Z
-rw-r--r-- dpz 4195 Mar 4 23:56 ./Falcon/0index
-rw-r--r-- entropy 89825 Mar 4 22:49 ./0ls-lRc.Z
-rw-r--r-- entropy 106083 Mar 4 22:46 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4338. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 07:23:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d78337e@secom.ct.se>
Source record: 191695

In a message of 04 Mar 94 09:02:38, Roger Sheppard wrote:

RS> 90% of all Ataris world wide would be Colour ones, even in the UK...
RS>
Forget it! I'd say it's more 50-50, atleast here in Sweden!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4339. Speed up MTOS on your Falcon!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 08:37:18 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CM6ny6.D1L@freenet.carleton.ca>
Source record: 191696
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In a previous article, whitema@rtsg.mot.com (Michael A. White) says:

>
>Pray tell us, what are these settings (not an advocacy post, I do wish
>to know).
>
>Michael
>whitema@rtsg.mot.com
>

Well this is basically all I know of as far as speeding up the response under MTOS goes.

First of all you need the PS CPX module. This will let you set the priorities for all the programs in memory. The lower the priority for the AES is the better the response is. As far as applications go you can adjust that to so that you can run a lot of programs and still have decent response time on your main application. Set your 3 or 4 backgrount task to a low priority relative to your important programs which you switch between in the foreground and all of a sudden MTOS becomes really usefull!

The second thing you can change is the MINT.CNF file
the line SLICES=<some number> determines how much time is given to each process before going to the next one.

There is also a variable you can set that will use Hardware scrolling to speed up the text output by as much as %300. I have not figured out how to enable it yet. Does anyone else know how to do this?

You can also assing different utilities for desktop functions so tha when you double click on a text file you favourite text editor will be used instead of the VIEWER.APP. The same goes for the copy and format functions on the desktop.

In your GEM.CNF file changes these lines:

```
setenv ShSHOW=c:\MULTITOS\VIEWER.APP
setenv DESKCOPY=C:\MULTITOS\COPY.PRG
setenv DESKFMT=C:\MULTITOS\FMT.PRG
```

there are also many other variables which I do not know what to do with yet.

There are also keyboard commands for certain functions:

Control+Alternate+Tab switches between programs
Control+Alt+\ kills a process (this should be avoided if possible. use SIGTERM from the PS.CPX or delete the process from u:\proc\ )

Control+alt+z suspends a process
Control+alt+Fkeys does a great many things I can't recall at the moment.

There are propably more so please share the information. Nothing is too trivial!

It would be nice if someone from the c.s.a.s.tech group took some time to educate some of the less knowledgable.
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4340. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 11:13:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2l9ph8$kd3@golem.wcc.govt.nz>
Source record: 191697

In article <2l1r56$1de8@info2.rus.uni-stuttgart.de>, CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>In <2l1che$ojl@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>> were can I find a PD GDOS FONT EDITOR..

>Try GEMFont (Shareware):

>
>Gerd

Yes Gerd I have found out, but I think one thing you Germans should find out the most of the world speakes English, so how about a English version....

So come on you Germans you have some great software, but its no good if its stuck in Germany, so Please convert it so the reast of the World can enjoy it...!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4341. SLM804 to Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 13:15:27 UTC
From: alien@clinet.fi
Message-ID: <alien.762873230@clinet.fi>
Source record: 191629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Simple question first: is it possible to connect atari SLM804 to
Falcon? If so, how and where to get such a interface for falcon?

alien
- I don't advise and I don't criticise. I just know what I like
with my own eyes

4342. Re: CS-TeX (was: Ink jet driver for WordPerfect and LaTeX?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 13:34:23 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2la1ov$8g1@nasim.sta.sub.org>
Source record: 191698

Waldi Ravens (walra@moacs11) wrote:

> AFAIK the most recent version of CS-TeX is 5.2, which is distributed by
> Maxon Computer (+49 6196 481814). It runs fine under TOS, MTOS and Mag!x.
> You'll probably need at least 2 Meg for processing any serious document,
> and you definitely need a harddisk.

This TeX package is called MultiTeX, not CS-TeX. CS-TeX is freeware,
MultiTeX is commercial.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

4343. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 13:46:02 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM728q.D2o@cix.compulink.co.uk>
Source record: 191699

```
>Blackhole was kinda ... .umm .. well .. it was FUN! .. but lacked a lot of
>feeling ... :-/ .... When comparing with the new version of "Lasers and Men"
>(up on SECOM!) you .... hmm ..... comparing? :-)

Where is the latest version of Lasers and Men available from?

-------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-------------------------------------------------------
```

4344. Re: Blitz - Defragger (Shareware) Desc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 13:46:04 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM728s.D39@cix.compulink.co.uk>
Source record: 191700

>Do I hear any volunteers to _beta_ test a program that messes with
>the FATs etc. on your hard-disk?

I was thinking the same thing whilst wading through that uuencoded version
of the program that appeared in this newsgroup - I was thinking a number
of other things at the same time. None of them good.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4345. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 13:46:06 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM728v.D3u@cix.compulink.co.uk>
Source record: 191601

>The "why" doesn't really matter, though. The fact is that there exist far
>more color monitor equipped systems in the US than monochrome. Developers
>simply need to keep the population in mind when targeting their applications.
>Even though an app may be far superior when run in monochrome, making it mono
>only restricts the potential customer base... and that's bad enough as it is. ;)

To be fair, there are *many* more colour users in the UK - the difference,
I believe, is that a lower proportion try to use them for anything serious
than in the US. Maybe I'm wrong here, this is just how I see it from
hanging around various Atari related comms places.

What you say is true - all serious programs should try to work in all
available modes. With the possible exception of ST low - where it's
impossible to display a decent sized dialog box. This isn't much trouble
to a GEM programmer, all he needs do is cut his icons in half (vertically)
for ST Medium and his dilog box should look okay.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4346. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 14:52:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d789fec@p2.stacken.ct.se>
Source record: 191602

In a message of <04 Mar 94 09:02:38>, Roger Sheppard writes:

RS> From: sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard)
RS>
RS> 90% of all Ataris world wide would be Colour ones, even in the
RS> UK...

Utter nonsense! Well, maybe not so much when it comes to the UK because it appears to be a games market more than anything (remember how long it took them to go from cassette based systems to disk) but in Germany, Sweden etc. monochrome still rules! But not on the Falcon of course, which has VGA or better. I suspect that med-res support will gradualy disappear in serious applications. It has a weird aspect ratio anyway, which makes everything look ugly, even the desktop!

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

4347. .LHZ files - I am stupid!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 15:10:54 UTC
From: james@liverpool.ac.uk
Message-ID: <CM7666.GtC@liverpool.ac.uk>
Source record: 191603

I'm sorry, I must be stupid, but lots of the Atari programs on the net
are lzh files, do I have to do something to these to make them work??

Do I need additional software? Where can I get it?
I'd appreciate any help you can give me on this, step by step if possible,
I'd rather be patronized than confused!

Thanks in advance!

James
james@liverpool.ac.uk
email or to this newsgroup.

4348. Source code uploaded.

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 15:12:06 UTC
From: mdg@ukc.ac.uk
Message-ID: <8870@gos.ukc.ac.uk>
Source record: 191604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'll upload the following source codes to the Atari Archive and ftp-uni.kl.de
later today.

Vertical Mayhem (columns clone) - VMSOURCE.ZIP
The Left Donut Demo (gouraud demo) - LDON_SRC.ZIP

Hope somebody finds these useful.

Cheers
Griff
--

4349. atari games FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 17:33:01 UTC
From: rtaylor@lonestar.utsa.edu
Message-ID: <1994Mar5.173301.7878@ringer.cs.utsa.edu>
Source record: 191605

I hope I'm at the right place. Where can I find a FAQ for atari st games (especially older games)? Does anyone have a retail source for Dungeon Master. I just fired up the 1040 after a couple of years and my DM disk is failing. BTW is FTL still producing? Please respond by email. Flame if you must, but please answer.

Thanks

4350. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 17:55:17 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1774.2D78C785@dhhalden.no>
Source record: 191606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <alien.762873230@clinet.fi> alien@clinet.fi (Risto Juvonen) writes:

> Simple question first: is it possible to connect atari SLM804 to
> Falcon? If so, how and where to get such a interface for falcon?

The Germans are coming out with an interface called "Heatseeker" which will do the trick (and several other neat tricks as well if I remember correctly). I can't remember offhand who's doing it - Overscan or ROM maybe. Now if those ST Computer mags were here...

Jon

4351. Re: Speed up MTOS on your Falcon!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 18:00:35 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1775.2D78C8C3@dhhalden.no>
Source record: 191607
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <CM6ny6.D1L@freenet.carleton.ca> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>From: ac382@FreeNet.Carleton.CA (Jack Kitowicz)

>First of all you need the PS CPX module. This will let you set the

Or get PSControl 2.0, an app recently uploaded to the various archives. It's simply the neatest looking process controller I've seen. It knows about iconifying for those who have AES 4.1 too.

>There are also keyboard commands for certain functions:

>Control+Alt+\ kills a process (this should be avoided if possible. use
>SIGTERM from the PS.CPX or delete the process from u:\proc\ )

Selecting the app/accessory in the menu listing whilst holding down control will also do the trick.

Jon

4352. Re: Blitz - Defragger (Shareware) Desc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 18:04:10 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2lahiq$90m@cxc1.cl.msu.edu>
Source record: 191608

sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

>>Do I hear any volunteers to _beta_ test a program that messes with
>>the FATs etc. on your hard-disk?

>I was thinking the same thing whilst wading through that uuencoded version
>of the program that appeared in this newsgroup - I was thinking a number
>of other things at the same time. None of them good.

To be fair about this, the program has been well received by people who
have used it. I know the author personally and, while I don't use the
program (I already owned Diamond Edge...) would not be uncomfortable with
using the program to defrag my own drive if I were in need. If you are
concerned about it, you may wish to verify that this uuencoded version
posted here was the latest version currently available on GEnie or atari.
archive...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

4353. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 18:21:37 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <M8KMBBBB@isys-hh.hanse.de>
Source record: 191609

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <CM4JH9.By9@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA said:
>>
>>Does anyone have an English version of EVERES3, QED310 or 7UP210?
>>All of these seem like decent editors but like the tittle says they are
>>all in German.

If anyone is interested in JOE (Joe's Own Editor, has WordStar controls),
I've ported it to TOS.

rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

4354. A test

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 18:55:44 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-ECFTFEUQ@jimmy.sta.sub.org>
Source record: 191625

Sorry Folks.

But this is a test. Please, could someone outside germany be so kind and quote
it back to me?

--
bye, Achim

4355. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 19:01:25 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <shSBQ5O00WDJI4dEs_@andrew.cmu.edu>
Source record: 191610

Excerpts from mail: 5-Mar-94 Re: VOX-Mail voice-mail sys.. "Craig Graham"@newcastle (258)

> A good idea is to upload it to ftp.uni-kl.de as well, as uni-kl has a
> incoming to available time of approx 4 hours compared to anything up to two
> weeks at atari.archive.

Thanks for the suggestion. I have just done that so interested users can try to ftp VOX-Mail from ftp.uni-kl.de soon. It is entitled [voxmail.zip].

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

4356. Frontier - Elite II - Copy Protection Help!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 19:26:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d78dd00@secom.ct.se>
Source record: 191611

In a message of 02 Mar 94 18:12:36, Fuzzy Logic wrote:

FL> Well I've been playing this game sorta but I appear to be doing something
FL> wrong
FL> when it comes to the copy protection. It asks for "Page N, Line N of Word
FL> N"
FL> which in itself is pretty bad english. Anyways I type in the appropriate
FL> letter
FL> including heading lines (not the chapter header though) and everytime I
FL> dock I
FL> am getting asked for this until eventually I get booted out of the game
FL> because
FL> I supposedly have not been entering the right code. So what am I doing
FL> wrong? Is
FL> it really supposed to be "Page N, Word N of Line N"? Also if I ever do get
FL> it
FL> right does the game always ask you for a code when you dock?

You must include ALL headers! Even chapter headers!

(I admit, I got thrown out in the beginning to until I got the hang of it ..
:-) ... after a while it will stop asking if you've entered the right character
every time ..)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4357. Re: ZX_SP207.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 19:27:56 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2lamfs$mts@golem.wcc.govt.nz>
Source record: 191612

```
] I had problems when I first tried to install the emulator but these were
] solved when I followed the instructions and did run install.prg rather
] than trying to unzip the files myself - You get a black screen right?
]
] The install program configures the system for you....
```

Hmmm.... I'm pretty sure that's what I did, Oh well, I'll have one more shot!

4358. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 19:36:57 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM7IHL.vL@cix.compulink.co.uk>
Source record: 191613

>A shame it is, but it's also a FACT. Developers need to keep this in mind
>in order to reach the largest potential audience.

Yeah, I believe you - honest. [g]

>But let's face it... there is a world of difference between ST medium res
>and what I would call 'high quality color.' If your only choice lies with
>the SM124 and SC1224 (or equivalents) the SM will be easier on the eyes.

Yup - that's the problem, innit? I've just got hold of a fairly cheap SVGA monitor, which gives me reasonably high quality colour. It's a galaxy away from a RGB monitor in ST Med. I'm still using it in monochrome quite a lot of the time though - some of the programs I use can't run in much else (Calamus 1.09n) and some of them run too slowly (for me) in colour modes (cixread, my OLR, for instance). And some of them are excellent in 16 colour - Protext, for instance.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4359. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 19:36:59 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM7IHn.w6@cix.compulink.co.uk>
Source record: 191614

>I use a MultiSync monitor and I have a SM125, I don't like the eye strain that
>Mono mode gives me, I use it when I have to..

As I've just said to Hutch, I don't think many people would argue that working in hi-res colour is better than hi-res mono (speed/program limitations aside). However, working in 4 colour medium res is going to cause you more eyestrain than in mono - it has a higher refresh rate, is more stable and the double pixel height makes everything much clearer. I'm sorry but you're talking nonsense.

>90% of all Ataris world wide would be Colour ones, even in the UK...

True... but what percentage of them are used for anything but games or the very occasional letter etc?

>So you are cutting your nose of if you don't support Med Res, its a funny
>thing, I have Script I, and the later German one, Script III does support
>ST Med Res....

How did we get from Ofir saying that Hi-res mono is better than Med-res 4 colour to you suggesting that he should support medium res? All of his programs work in med res. Maybe you should think or find out some pertinent information before mailing in future?

---

sabbath@cix.compulink.co.uk (Graeme Rutt)

4360. Re: Handle with GEM-View

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 19:37:01 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM7IHp.ww@cix.compulink.co.uk>
Source record: 191615

> - Graeme Rutt has the right to distribute GEM-View in United-Kinkdom.
> - Graeme Rutt can register all interest users in United Kingdom.

That's me. Although can I ask any interested UK users to send me both a formatted disk (82 tracks, 10 sectors) and a stamped addressed envelope capable of taking the disk. This is *only* in the case of people who'd like to see the latest shareware version (currently 3.02). Those of you sending me your 18 UKP needn't send me anything but a cheque, the name they'd like to register under and their address. The disk, postage and packaging are all included in the price.

Can UK users also note that GEMVIEW is available from the Floppyshop PDL - if you get your copy from there it's guaranteed to be the latest version. Other UK PDLs carry older versions of the program (without Dieter's consent) but I'm trying to dissuade them from doing so.

My address is: 4 River Terrace, Washbank Road, Eynesbury, Cambs., PE19 2TE

Floppyshop's address is: PO Box 273, Aberdeen, AB9 8SJ, Scotland

If possible, can I ask you to send for shareware copies of the disk to the Floppyshop - I make no money from anything to do with GEMVIEW (at my own request) and only have a limited amount of time each day. Under no circumstances send your 18 UKP for registration to the Floppyshop though - they only distribute, they can't register.

Thanks for you time and apologies to non-UK readers.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4361. Re: PGP available for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 21:04:24 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Mar5.210424.3065@solaris.rz.tu-clausthal.de>
Source record: 191616

palm_erd@csusys.ctstateu.edu wrote:
> Has anyone successfully compiled PGP 2.3 (Pretty Good Privacy). I have
> the PC version, and reading the docs there was mention that the there was
> not a running Atari version. I'd like to get it for the ST, so I can send
> it to a friend who has no PC, only a 4 meg 1040STE. I wouldn't mind running it
> on my Mega2ST either. I already have my keys made. I hope they stay
> compatible.

I have compiled PGP 2.3a for Atari with the available source-code changes/
additions of Steven Ourada (sourada@isstate.edu). All PGP-stuff is
available from ftp.tu-clausthal.de (139.174.2.10) in the directory
/pub/atari/misc/pgp you will find the sources, the Atari-sources,
the docs and two procompiled binaries (both compiled with GCC, one with
GNUlib the other one with MINTlib).
Access via FTP, FSP (port 21) or Email ("mail-server@ftp.tu-clausthal.de").

Bye,
Wolfgang.
--
Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

4362. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 21:07:49 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Mar5.210749.3149@solaris.rz.tu-clausthal.de>
Source record: 191617

Gerd Castan (CASTAN@cip.physik.uni-stuttgart.de) wrote:
> In <2l1che$ojl@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

> > Can any one help...
> >
> >
> > were can I find a PD GDOS FONT EDITOR..
> Try GEMFont (Shareware):
> ftp.tu-clausthal.de pub/atari/systools/gemfo120.lzh (or newer)

The correct path is /pub/atari/systools/gdos/gemfo122.lzh
Access via FTP, FSP (port 21) or Email ("mail-server@ftp.tu-clausthal.de").

Bye,
Wolfgang.
--

Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

4363. SPC & TNY to GIF converter

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 21:56:09 UTC
From: Kenton Sinner <Kenton.Sinner@mixcom.mixcom.com>
Message-ID: <1994Mar5.215609.19576@mixcom.mixcom.com>
Source record: 191618

I need a program that can convert pictures in SPS and TNY (spectrum
and Tiny) formats to GIF format, or failing that, one that can
display these pictures on a PC. If you know of such a program, please
let me now via email.

Thanks.

--
Kenton.Sinner@mixcom.com

4364. Re: VT emulation specs

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 22:34:45 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1654@usdtsg.DaytonOH.NCR.COM>
Source record: 191619

In article <h2-pfIh.biblinski@delphi.com> biblinski@delphi.com (Gordie Meyer ATARI UNITED cofounder) writes:
>Can anyone point me to where I might find the 'guts' of how the different
>VT-x00 emulations work? Aaron Hopkins would like to add them to a future
>version of FzDT, and hasn't been able to locate them. And, as he doesn't
>have access to c.s.a.s, I thought I'd give him a hand and post a message
>about it.

Check the Uniterm 2.0e archive - I'm pretty sure one of the docs has
the VT100 codes and descriptions (which I used at one time to make a
little VT100 movie)...

Hope this helps...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4365. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 22:40:40 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1655@usdtsg.DaytonOH.NCR.COM>
Source record: 191620

In article <142450@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David Forrai) writes:
>EdHak is a excellent small editor that handles both text and binary
>files. Current versions are commercial (but very reasonably priced)
>and there is an older shareware version on atari.archive. It can also
>be loaded as a desk accessory making access to it even faster.

I'll second the notion that EDHAK is an excellent program. Not only
does it allow you to edit text and binary files, but it makes a nice
"online editor" that you can use to send the output to the modem
(for instance, during a GEnie conference, I type my question ahead
in Edhak, and when it comes my turn to ask, I simply "upload" the
Edhak buffer).

And since it supports the clipboard, I can drag over some text with
CoNnect (which copies the chosen text to the clipboard) and then
just copy the block into Edhak...

Rob

...if I'm correct, the demo version limits you to 2k buffer, but the
commercial version is not limited by this,..

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4366. Re: Time bandits

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 22:50:20 UTC
From: dowdle@delphi.com
Message-ID: <Zw7oXPE.dowdle@delphi.com>
Source record: 191621

Hello,

I saw your post requesting TimeBandits. I have an original that I haven't played in years. If you are interested please send me Internet Email. I doubt I can find the box nor the sparce documentation... but at least I still have the original diskette.

TYL, Scott

4367. Re: QED & Everest

Newsgroup: comp.sys.atari.st
Date: 1994-03-05 22:53:50 UTC
From: dowdle@delphi.com
Message-ID: <ZS7pP1O.dowdle@delphi.com>
Source record: 191622

David White,

There is and English translation of Everest but it is several versions behind. I can't really tell you what to do to get them translated. Hopefully they will be translated soon. Maybe you can Internet Email the authors and see if they would consider it... assuming they could understand your English message in the first place. *grin*

TYL, Scott

4368. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 00:09:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM7v44.7ut@cix.compulink.co.uk>
Source record: 191623

In message <2d78337e@secom.ct.se>, rickard.troedsson@secom.ct.se said:
>In a message of 04 Mar 94 09:02:38, Roger Sheppard wrote:
>
>RS> 90% of all Ataris world wide would be Colour ones, even in the UK...
>RS>
>Forget it! I'd say it's more 50-50, atleast here in Sweden!

50/50 in the UK according to a readers' survey, in case you've missed my
first post. All Cubase and Notator users have monochrome monitors as well
as anyone using the ST for DTP. There is nobody on CIX running in
med-res as a prefernce. As I said before med-res support will gradually
disappear and at best only added as an after thought.

Ofir ogal@cix.compulink.co.uk

4369. Re: Need help with TeX.

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 00:29:26 UTC
From: dzander@solaria.sol.net
Message-ID: <2lb856$a71@solaria.mil.wi.us>
Source record: 191624

Hello all,

I wish to thank everyone who responded and offered help if I further needed it. Most everyone told me to get Christoph Strunk's CS-TeX. I was told its almost impossible without a hard drive. Unfortunatly, I don't have a hard drive. But that won't stop me from trying. I've done some fancy floppy disk setups to get things I wanted, notably a UUCP connection and a bulletin board system. I think after all the help I got I'll get something setup. I'll email separately to those people who wanted exact discriptions of how to setup a TeX system once (and if) I get a system working.

Douglas Zander
dzander@solaria.mil.wi.us
dzander@dazzle.sol.net

4370. Re: QED & Everest

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 05:05:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM88t8.BwL@cix.compulink.co.uk>
Source record: 191626

> There is and English translation of Everest but it is several versions
>behind. I can't really tell you what to do to get them translated.
>Hopefully they will be translated soon. Maybe you can Internet Email the
>authors and see if they would consider it... assuming they could understand
>your English message in the first place. *grin*

The English version of Everest is v3.0. I will upload it to
ftp.tu-clausthal.de as evrst30e.lzh.

Should be in pub/atari/Newitems

Ofir ogal@cix.compulink.co.uk

4371. Re: aeo 303

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 05:33:31 UTC
From: abarbiero@delphi.com
Message-ID: <pI6I3ND.abarbiero@delphi.com>
Source record: 191627

Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> writes:

>I'm pleased to be able to offer the many readers of AEO who can only
>access us via the Internet a chance to obtain AEO through a
>subscription service. If you have an Internet connection, drop Greg
>Lindahl a request at <stzmagazine-request@virginia.edu>.

The next issue should be sent out Monday Night!

Andreas@AEO

4372. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 05:52:12 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar5.235212.23954@cobra.uni.edu>
Source record: 191628

In article <A9987@LA.maus.de>, Holger_Haslbeck@la.maus.de (Holger Haslbeck) writes:
> >I (and all others here i Norway) has always considered Germany as
>>Atari's biggest stronghold in Europe (almost everything hardware and
>>software available is german). How in the world can Atari close down
>>their German office - I would see that as a good suicide attempt !!!

Lack of sales to support their office..
>
> So is it a problem or not ? I think there were lot's of problems at Germany HQ
> after Alwin Stumpf left Atari. Then last year Norman Kovalewski (german
> support) left germany to join the developer crew at Atari USA in Sunnyvale. But
> we have a very good new man from Holland, Wilfred Kilwinger. He is also very
> active in the german MausNet.

Alwin Stumpf is now head of Commodore Germany. Probably jumped ship when he
realized that the Amiga was a better product and had to act onhis conscious.

> But back to your statement: First of all for the normal user there are no
> changes, there should be no changes for the dealers because holland is an EU
> member and therefor it's no difference if hardware is delivered from Schwalbach
> in Germany or from Holland. Developers can phone Wilfred over a german number
> so you don't have to pay for a longe-range-call. Europe is going to be united,
> borders (economic ones) are falling. Why should Atari have 5 HQ's in Europe
> when in this time of economic depression everybody has to handle carefully with
> money. So look at the USA: it is much bigger than Europe and as I know there is
> only one HQ in Synnyvale.
> My dad is running a sports-shop, we also have products from adidas this is one
> of the best known companies in the world and also a german one. They had some
> smaller distribution centers beside the HQ in germany, but they were all closed
> now, other companies did the same. This is only a example that not only Atari
> has to rightsize themselves.~

No comment!
>
> Holger

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

4373. SLM

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 06:10:53 UTC
From: shirley@cybernet.cse.fau.edu
Message-ID: <uo6qic10w165w@cybernet.cse.fau.edu>
Source record: 191575

Somebody here was just talking about hooking up a SLM804 to a Falcon, of which I was very pleased to hear a 'yes'. Anyway, is there anymore specific info in that product and also can a SLM804 be hooked up to any other machine like a Mac or IBM. Thanks.

4374. Re: STrip

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 09:30:14 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2lc7r7$7hc@usenet.INS.CWRU.Edu>
Source record: 191631

In a previous article, anisko@usdtsg.DaytonOH.NCR.COM (anisko) says:

>
> Which mirror were you on?
>

I was on wuarchive, which I now hear hasn't had an updated mirror in a long
time.
--

4375. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 09:37:27 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <2lc88n$gt@news.cs.tu-berlin.de>
Source record: 191633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Risto Juvonen (alien@clinet.fi) wrote:
: Simple question first: is it possible to connect atari SLM804 to
: Falcon? If so, how and where to get such a interface for falcon?

Yes, R.O.M.-Software, Berlin, is shipping such a device.
It's called "Heatseeker" and it's priced at about 110 Dollars.

For more information, you'll have to call R.O.M. at +49 30 492 41 27
or send a FAX to +49 30 491 93 67.

Laurenz

4376. Re: Blitz - Defragger (Shareware) Desc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 10:24:02 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.7C4gMROCftE@lumumba.sh.sub.de>
Source record: 191630

In <2lahiq$90m@cxc1.cl.msu.edu>, Michael Olin writes:
>[...]
> To be fair about this, the program has been well received by people who
> have used it. I know the author personally and, while I don't use the
> program (I already owned Diamond Edge...) would not be uncomfortable with
> using the program to defrag my own drive if I were in need. If you are
> concerned about it, you may wish to verify that this uuencoded version
> posted here was the latest version currently available on GEnie or atari.
> archive...

The program didn't work on my spool-partition because of (I think)
too many folders. The program stopped with an error message.

Stefan

4377. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 10:33:46 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.LIyTGDvdOxc@lumumba.sh.sub.de>
Source record: 191632

In <2d78337e@secom.ct.se>, Rickard Troedsson writes:
> In a message of 04 Mar 94 09:02:38, Roger Sheppard wrote:
>
> RS> 90% of all Ataris world wide would be Colour ones, even in the UK...
> RS>
> Forget it! I'd say it's more 50-50, atleast here in Sweden!
>
And I would say there are 90...95% monochrome ones here in Germany.

Stefan

4378. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 11:02:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A63244@SL.maus.de>
Source record: 191634

In article alien@clinet.fi (Risto Juvonen) writes:

RJ>Simple question first: is it possible to connect atari SLM804 to
RJ>Falcon? If so, how and where to get such a interface for falcon?

There's an adapter named 'Heatseeker' to connect the Atari-lasers to the
Falcon.
Available from R.O.M.-Software in Berlin, Germany.
Ask Ulli_Ramps@b.maus.de about it.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

4379. Re: .LHZ files - I am stupid!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 11:07:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A63245@SL.maus.de>
Source record: 191635

In article james@liverpool.ac.uk (Mr J.A. Parsons) writes:

MJP>lzh files, do I have to do something to these to make them work??
Simple thing:
Get LHA_299.TOS (Selfextracting archive). The LZH-files are compressed data for faster transfer and less discspace. Just like *.ARJ, *.ZIP, *.ZOO a.s.o.
The LZHs are files compressed with LHarc, a packer that is supperted on several machines (DOS, Amiga, Atari ...). The Atari-Version actually is made by Christian Grunenberg, who made it quite fast compared to the older versions.
Should be available via ftp (but don't ask *me* where to get it from).

A Shell is included in the LHA_299.TOS-archive too

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

4380. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 11:29:44 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-ECGMCFUQ@jimmy.sta.sub.org>
Source record: 191559

In <CM4JH9.By9@freenet.carleton.ca> Jack Kitowicz wrote :

>Does anyone have an English version of EVERES3, QED310 or 7UP210?
>All of these seem like decent editors but like the tittle says they are
>all in German.

What about asking the authoers:

EVEREST : Christian_Dalichow@ki.maus.de
QED : Robert_Irrgang@ka.maus.de
7UP : Michael_Thaenitz@bi.maus.de

--
bye, Achim

4381. Re: color vs. hi-res (was comm advice)

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 13:11:32 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <2lckq4$91q@nic.umass.edu>
Source record: 191636

I am tired of seeing med-res users and game players mocked by folks like ofir.

Where does he get off telling us the Civilization is not 'serious'?
What the fuck does he do that is so damned 'serious' with his machine.

A point of info for those afflicted with this kind of techno-arrogance:
I originally bought my ST (still running TOS 1.something) because I
like Macs but couldn't afford one. I am using my ST now to write
my dissertation on the Frankfurt School and to surf the NET because:
I can't afford a PC.

Now: a mono-monitor would make my life easier in some ways, but there is
no way I am going to put another $100 plus into hardware for this thing,
I honestly, truly *do not have room* for two monitors.

Tell Ofir he's invited to come over & get his butt kicked at Speedball ;-).

Love,

--mp

4382. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 13:43:08 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-ECGOBFUZ@jimmy.sta.sub.org>
Source record: 191569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <jonal.1774.2D78C785@dhhalden.no> JON ARVID LOVSTAD wrote :

>In article <alien.762873230@clinet.fi> alien@clinet.fi (Risto Juvonen) writes:
>
>The Germans are coming out with an interface called "Heatseeker" which will
>do the trick (and several other neat tricks as well if I remember
>correctly). I can't remember offhand who's doing it - Overscan or ROM maybe.
>Now if those ST Computer mags were here...

I also don't know the distributor, but the author has 2 eMail-addresses:

A197
Pri¿½i¿½ner, Laurenz Overlay spoil@cs.tu-berlin.de
TEC oder (or)
Heatseeker Laurenz_Pruessner@b.maus.de

BTW, this is a part of my eMail-list. You can get it from ftp.cs.tu-berlin.de,
pub/atari/Doc/emaillst.zip. The IP-number is 130.149.17.7. You can contact the
mail-server as mail-server@cs.tu-berlin.de.

--
bye, Achim

4383. Re: Blitz - Defragger (Shareware) Desc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 13:54:25 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CM8xAq.L7B@cix.compulink.co.uk>
Source record: 191637

>To be fair about this, the program has been well received by people who
>have used it. I know the author personally and, while I don't use the
>program (I already owned Diamond Edge...) would not be uncomfortable with
>using the program to defrag my own drive if I were in need. If you are
>concerned about it, you may wish to verify that this uuencoded version
>posted here was the latest version currently available on GEnie or atari.
>archive...

My comment was more an oblique moan about the uuencoded version appearing
here at all - isn't there a binary newgroup for the Atari?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4384. Re: QED & Everest

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 13:56:19 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CM8xDv.L92@cix.compulink.co.uk>
Source record: 191638

> There is and English translation of Everest but it is several versions
>behind. I can't really tell you what to do to get them translated.
>Hopefully they will be translated soon. Maybe you can Internet Email the
>authors and see if they would consider it... assuming they could understand
>your English message in the first place. *grin*

An English version of 3.2 (the latest is out for beta test). These days
development of German and English versions goes on simultaniously.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4385. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 13:56:21 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CM8xDx.L9o@cix.compulink.co.uk>
Source record: 191639

>...just curious - do you know what different formats DeskPic 1.05 supports?
>(GIF and IMG, but anything else at the moment?). I'm very close to
>registering my copy (for speed purposes, I've converted some of my
>favorite GIFs to IMGs, and let Deskpic load those instead)...

As far as I am aware it will do Degas files as well as the ones you list.
Version 1.06, which will be commercial, has a few bug fixe and works as
a CPX. At the moment though it bombs out even more times when changing
resolution. The author was going top sell the new version via Maxon in
Germany.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4386. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 13:56:24 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CM8xE0.LAD@cix.compulink.co.uk>
Source record: 191640

>Thanks for the suggestion. I have just done that so interested users can
>try to ftp VOX-Mail from ftp.uni-kl.de soon. It is entitled
>[voxmail.zip].

Hi Mike, glad to see you around. Can you advise what voxmail.ttp is as I must have missed something somewhere.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4387. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 13:56:26 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CM8xE3.LB1@cix.compulink.co.uk>
Source record: 191641

```
>Thanks for the suggestion. I have just done that so interested users can
>try to ftp VOX-Mail from ftp.uni-kl.de soon. It is entitled
>[voxmail.zip].

Mike, in what directory will it be.
```


```
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
```

4388. Re: Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 15:21:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.OMVrEPrAmeE@semprini.waterloo-rdp.on.ca>
Source record: 191642

In <SCHWAB.94Feb25151420@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> |>> How do I unpack these files?
>
> |> # cat net-xxx.tgz | gzip -d | tar -xf -
> ^^^
>
> What a waste of resources, why not just
>
> gzip -d < net-xxx.tgz | tar -xf -

That might be very slow, depending on how your shell handles
redirection; why not just:

gzip -d -c net-xxx.tgz | tar -xovf -

For those who aren't familiar with tar, 'v' means 'verbose' so you'll
know it's actually doing something, and 'o' means 'owner' so the file
owner/group will be changed to _you_ while extracting. This is only
needed on filesystems that keep track own group and owner (like minixfs
under MiNT or most UNIX filesystems).

> or with GNU tar (as already pointed out)
>
> tar -xzf net-xxx.tgz
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4389. Email subscription to Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 16:09:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d7a0337@p2.stacken.ct.se>
Source record: 191643

It appears that my last message was lost in netspace so once more, here is the adress where you should send your requests for an email subscription to AEO: stzmagazine-request@virginia.edu

Someone asked me about a more specific adress to Greg Lindahl who runs this service but afaik it is the same as above. Correct me if I'm wrong.

Btw, why don't Atari set up their own subscription service? Not that Greg is doing bad but sometimes issues arrive late and besides someone with more resources ought to relieve him from this mammuth task.

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

4390. Line-A from C

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 16:19:06 UTC
From: mbridson@morgan.ucs.mun.ca
Message-ID: <mbridson.762970746@morgan>
Source record: 191644

I'm currently using Sozobon C, delving no deeper than GEMDOS, BIOS, and XBIOS calls. However, this is not enough for what I want to do. I found a GFA-BASIC command L~A which returns the address of "the Line-A variable", with which you can get data about the screen (in terms of text)... I tried to trace a compiled version of a program using L~A, but couldn;t figure out what it was doing. So my question: how do I access this from C? What is GFA-BASIC actually doing?

Please e-mail me at mbridson@morgan.ucs.mun.ca rather than posting.

P.S. I'd really appreciate it if someone could tell me BDOS (trap #2) is.

-- Robert Bridson

4391. Re: Cubase Audio on PC or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 17:00:20 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0xwp@outb.wimsey.bc.ca>
Source record: 191645

Regarding Cubase on Atari and Dos(Windows):I have heard that the reason Cubase and other midi programs run so slowly under windows is that the windows redraw gets system priority over the midi timing! Just what what we need! :-(
Doug

4392. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 17:18:03 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CM96r0.7y0@midge.bath.ac.uk>
Source record: 191646

I've uploaded Space wars 2000 onto atari.archive.umich.edu and
ftp.uni-kl.de
Unfortunately I've just realised that I forgot to run the STOS fix program on
it. So I'll upload a new one sometime later in the week.
For those with TOS >1.62 who can't wait, the SWAR2000.PRG is packed with
ice 2.4, so mega depack will uncompress it, then you can run STOS fix on it.
Sorry for any problems this may cause some people.
btw can anyone inform me of how the game runs on an accelerated machine?

4393. Xcontrol.acc rez change problem (was Re: Falcon res problem)

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 17:42:15 UTC
From: cpbs@ukc.ac.uk
Message-ID: <8654@falcon.ukc.ac.uk>
Source record: 191647

In article <1653@usdtsg.daytonoh.ncr.com>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
> Another program that might have a problem with res changes is
>Xcontrol.acc panel (I'm not sure if it was related to certain TOS versions,
>etc - anyone?)...

The documentation with my copy said that the control panel had to be
"shut down" before a resolution change if the OS didn't support
certain features (which ones, it didn't say). I think it mentioned
about 2.something as being the first version where "shut down" wasn't
needed.

--
Charles Briscoe-Smith
2nd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.

4394. Re: PGP available for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 17:51:00 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <763105834.0@mettav.royle>
Source record: 191648

```
-> Has anyone successfully compiled PGP 2.3 (Pretty Good Privacy).
I
-> have the PC version, and reading the docs there was mention that
the
-> there was not a running Atari version. I'd like to get it for the
ST,
-> so I can send it to a friend who has no PC, only a 4 meg 1040STE.
I
-> wouldn't mind running it
-> on my Mega2ST either. I already have my keys made. I hope they
-> stay compatible.

Yep, there is a version for the Atari... I picked it up from a BBS,
although it's, no doubt, on many FTP sites, maybe look for PGP23AST.*

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org <----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10 |
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10 |
+----> It is not the coldest girl who gets the mink coat <----+

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQCNAi1lBEoAAAEEAN4UIUF+jGSzZCBRSrEwnKcaY3x8FYceAbEePeQrMzbXtbGh
HewhbMFDGGtxhGwGRJQyYfOiy4uc3FkCs0oGoZARL1zCNkJg6UUZdYy5H4JzwGeP
PWpcQifOB1y/3j72aQTPZP0YIBkMx3dxKh/mjBBUwzOls2UW5kG1hovtON5hAAUR
tC5TdGV2ZSBCYXNmb3JkIDxTdGV2ZS5CYXNmb3JkQG1ldHRhdi5yb3lsZS5vcmc+
=UQGj
-----END PGP PUBLIC KEY BLOCK-----

* Origin: STeve's Cyber-Island (100:1011/0.10)
```

4395. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 18:12:29 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar6131229@wpi.WPI.EDU>
Source record: 191649

0{{ "Vij" == Vij Singh <vij@vnet.ibm.com> writes:
Vij> Hi all, I've been thinking about getting AtariWorks/Speedo and
Vij> Geneva/NeoDesk4 for my MegaSTE. A couple of days ago, however, I
Vij> heard that there would be an updated version of AtariWorks coming
Vij> to work "better" with Geneva. Does anyone have any details about
Vij> this???

Wow... Have you been snooping around my mind or something???

I also have a MegaSTE and will probably, by the end of the week, have AW/SG and Geneva (though I guess ND4 isn't out yet, right?). I was wondering the same thing! Apparently there IS another version of AtariWorks in the works which will have a terminal emulator built in and some extra bits in the word processor, from what I have picked up. Anyone know about this? I'll probably go ahead and get AW1.0 but I hope Atari will have a decent upgrade policy!

Also, what's the word on the updated version of Geneva? I heard it'll work with MiNT and/or PowerDos... Anyone have any news? And what's the deal with NeoDesk 4?

And finally, what's the word on the updated, faster, AES4.1 MultiTOS? When, where, how much?

Thanks 2!

.s.
--
- lancer@wpi.wpi.edu - -
-There was an old man from Madrid/Who thought before all that he did-
- He figured it out/And worried in doubt -
- And became an old man while he hid -

4396. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 18:17:23 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <MhSVsn_00YUoM5p30H@andrew.cmu.edu>
Source record: 191650

Excerpts from netnews.comp.sys.atari.st: 6-Mar-94 Re: VOX-Mail
voice-mail sys.. by "Daron Brewood"@cix.comp
> Hi Mike, glad to see you around. Can you advise what voxmail.ttp is as I
> must have missed something somewhere.

Really glad to hear from you again! I can see that NeST is still running
strong... keep it up!

VOX-Mail is a voice mail system that I designed for the Falcon. It has a
hardware interface to the phone lines as well as a fully GEMmed software
to recording/playback messages. At present, it functions fully as an
anwering machine with incoming messages directly recorded to hard disk.
I am working on adding touch-tone detection and other nifty stuff to
VOX-Mail.

You can ftp the file and have a look at the software. I am using
VOX-Mail as my answering machine on my Falcon right now.

Take care!

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

4397. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 18:18:39 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar6131839@wpi.WPI.EDU>
Source record: 191551

0{{ "Roger" == Roger Sheppard <sheppard_r@ix.wcc.govt.nz> writes:
Roger> Yes Gerd I have found out, but I think one thing you Germans
Roger> should find out the most of the world speakes English, so how
Roger> about a English version....

Roger> So come on you Germans you have some great software, but its no
Roger> good if its stuck in Germany, so Please convert it so the reast
Roger> of the World can enjoy it...!!!

Do I hear a call for help?

Let me introduce myself: I'm that guy who converts German docs into
English! Perhaps I should look into converting this program?

By the way, the next BOAST (german translated shareware program) is
ready, but I'm still waiting for the original author's permission to
upload it. It's Wincolor, an EXCELLENT CPX, now with English docs...
Also, Upoint and HSMODA02 are about half done each. Expect them at
the end of this week!

grin

.s.
--
- lancer@wpi.wpi.edu - -
-There was an old man from Madrid/Who thought before all that he did-
- He figured it out/And worried in doubt -
- And became an old man while he hid -

4398. Re: Handle with GEM-View

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 18:23:28 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar6132328@wpi.WPI.EDU>
Source record: 191552

0{{ "Dieter" == Dieter Fiebelkorn <fiebelko@bonny.informatik.uni-dortmund.de> writes:
Dieter> - LEXICOR hasn't got any right for register GEM-View. And
Dieter> will NEVER get it in the future! - From this moment it is
Dieter> disallowed for LEXICOR to handle with GEM-View in any case. NO
Dieter> ansering questions, NO make copies, NO put it on any utility
Dieter> disk, NO registration, NO anything else!

I'm curious as to what caused this outburst. Has Lexicor screwed up?
I've never heard of anyone with any complaints about them in the
past... Also, I hadn't heard that they were even thinking of
distributing GemView. From Dieter's tone, it sounds as though they
were stealing shareware fees or distributing registered copies or
something! I REALLY doubt the guys at Lexicor would do that!!!

Perhaps we have some politics going on here between Cybercube and
Lexicor?

.s.
(just curious...)
--
- lancer@wpi.wpi.edu - -
-There was an old man from Madrid/Who thought before all that he did-
- He figured it out/And worried in doubt -
- And became an old man while he hid -

4399. Re: aeo 303

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 18:25:00 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2ld75s$edc@usenet.INS.CWRU.Edu>
Source record: 191553

In a previous article, patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) says:

>In a message of <03 Mar 94 15:40:10>, Andreas Edler writes:
>
> AE> From: prose@chopin.uni-koblenz.de (Andreas Edler)
> AE>
> AE> In article <2d7241d2@p2.stacken.ct.se>,
> AE> Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> wrote:
> AE>
> >> There's an excellent email subscription service for those who can't
> >> get it via ftp, genie or their local bbs.
> AE>
> AE> Where?
>
>Quoting from a recent issue of AEO:
>
>-----8<----------8<----------8<----------8<----------8<----------8<-----
>I'm pleased to be able to offer the many readers of AEO who can only
>access us via the Internet a chance to obtain AEO through a
>subscription service. If you have an Internet connection, drop Greg
>Lindahl a request at <stzmagazine-request@virginia.edu>.
>-----8<----------8<----------8<----------8<----------8<----------8<-----

There are also over 400 online magazines on the Cleveland Fre-Net and the
online magazines are posted much faster than you get it through the
subscription service. The Free-Net telnet address is: freenet-in-a.cwru.edu

Len
>
>

--

4400. Re: NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 18:27:29 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar6132729@wpi.WPI.EDU>
Source record: 191554

ok, all, the next two BOAST English translations of German shareware
will be:

Crack Art and GEMFont 122!

That is, if and only if someone can provide me with locations of the
latest versions and the email addresses of the authors!

If you have any other ideas for programs you'd like to see translated,
just drop me a line!

.s.
--
- lancer@wpi.wpi.edu - - "I'm really glad for all the rubbish -
- that's released every day. I'm glad and thankful for it, -
- because that gives me the chance to react, the chance to do -
- something different from what they are doing." -Blixa Bargeld -

4401. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 18:28:02 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <IhSW2mO00YUoM5p4B=@andrew.cmu.edu>
Source record: 191555

Excerpts from netnews.comp.sys.atari.st: 6-Mar-94 Re: VOX-Mail voice-mail sys.. by "Daron Brewood"@cix.comp

> Mike, in what directory will it be.

I think it is still in the incoming directory. But you can get it from atari.archive.umich.edu under the 'Falcon' directory. It is up there already. Surprising that it got in there that quickly.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

4402. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 18:29:16 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2ld7ds$fdp@usenet.INS.CWRU.Edu>
Source record: 191556

In a previous article, sinclap2954@cobra.uni.edu () says:

>In article <A9987@LA.maus.de>, Holger_Haslbeck@la.maus.de (Holger Haslbeck) writes:
>> >I (and all others here i Norway) has always considered Germany as
>>>Atari's biggest stronghold in Europe (almost everything hardware and
>>>software available is german). How in the world can Atari close down
>>>their German office - I would see that as a good suicide attempt !!!
>
>Lack of sales to support their office..
>>
>> So is it a problem or not ? I think there were lot's of problems at Germany HQ
>> after Alwin Stumpf left Atari. Then last year Norman Kovalewski (german
>> support) left germany to join the developer crew at Atari USA in Sunnyvale. But
>> we have a very good new man from Holland, Wilfred Kilwinger. He is also very
>> active in the german MausNet.
>
>Alwin Stumpf is now head of Commodore Germany. Probably jumped ship when he
>realized that the Amiga was a better product and had to act onhis conscious.
>

Maybe he jumped ship when the Tramiels found out how much it was costing to
build that elaborate building of his at a time when Atari was losing money.

I doubt it was because Amiga is a better product. Hahaha. Commodore are a
couple of months away from bankruptcy (or so their financial reports seem).

>
--

4403. Re: Xcontrol.acc rez change problem (was Re: Falcon res problem)

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 18:36:26 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar6133626@wpi.WPI.EDU>
Source record: 191557

```
0{{ "C" == C P Briscoe-Smith <cpbs@ukc.ac.uk> writes:
C> The documentation with my copy said that the control panel had to
C> be "shut down" before a resolution change if the OS didn't support
C> certain features (which ones, it didn't say). I think it mentioned
C> about 2.something as being the first version where "shut down"
C> wasn't needed.

Ummmm... IS there a version of Xcontrol above 1.31??? I've only ever
seen 1.31...

anyone? anyone?

.s.
--
- lancer@wpi.wpi.edu - - "I'm really glad for all the rubbish -
- that's released every day. I'm glad and thankful for it, -
- because that gives me the chance to react, the chance to do -
- something different from what they are doing." -Blixa Bargeld -
```

4404. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 19:16:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7a2bf0@secom.ct.se>
Source record: 191558

In a message of 05 Mar 94 20:01:25, Jinlung Fung wrote:

JF> Thanks for the suggestion. I have just done that so interested users can
JF> try to ftp VOX-Mail from ftp.uni-kl.de soon. It is entitled
JF> [voxmail.zip].

Got it from atari.archive (Newitems), tried it, liked it, will registre it.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4405. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 20:14:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A4838@M4.maus.de>
Source record: 191560

>I (and all others here i Norway) has always considered Germany as
>Atari's biggest stronghold in Europe (almost everything hardware and
>software available is german). How in the world can Atari close down
>their German office - I would see that as a good suicide attempt !!!

I - as a German dealer's employee and a registered developer - see no changes for me as a developer and an improvement for dealers.

The hardware comes from Atari Europe, Vianen, The Netherlands, ever since this "European Distribution Center" was opened about a year ago. Now, dealers' orders go there directly. The German office just was an eight-people German speaking interface to Vianen, which is gone now - as the people over in Vianen speak German fluently, there's no problem in getting information, and less problems than before in getting products delivered.

4406. Re: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 20:19:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.dm6ZaDnV4jg@semprini.waterloo-rdp.on.ca>
Source record: 191561

In <2l569m$9bf@ugle.unit.no>, Erling Henanger writes:
> In article <H.eg.IX19HkOso_I@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
> |> Um, the Jaguar's CPU (well, one of them, anyway) is a 13Mhz 68000;
> |> barely an improvement over the original ST for a general-purpose
> |> computer, but quite adequate for a game console.
>
> Jeez.
>
> The 68000 is mostly used to distribute tasks for the other processors.
> Like kicking them off...
> It will of course not be used for the time-critical parts...
> In fact, as I understand it, it isn't necessary to use the 68000 at all, it
> sits in there because certain higher-level (not time-critical) functions are
> more easily written in 68k assembly than some obscure risc assembly.
> I just fail to see how this can possibly slow down the Jag...

But, that has nothing to do with the point I was making. _If_ the Jag
were a computer instead of a games console, the 68k _would_ be the CPU,
and it _would_ be inadequate for most computer tasks these days. And I
say that typing on my 8Mhz 68k ST, which is more useful as a _computer_
than the 13Mhz 68k in the Jag would be, since the ST doesn't have to
drive as much video bandwidth, etc...

_If_ the Jag were a computer instead of a games console, its performance
would be rather pathetic in the face of Falcon030s, TT030s, '486s, '040
Macs and Amigas, and any RISC CPU. It would be faster than my ST, but
who would buy an ST-speed computer _today_ unless it was used and very
cheap?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4407. English docs for LinderTex?

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 20:48:50 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.JpJuUO_PRmg@harvee.billerica.ma.us>
Source record: 191562

I am looking for any english docs (or help) with linderTeX. Thanks in advance

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

4408. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 21:05:24 UTC
From: walra@moacs11
Message-ID: <eutrjlcyram@moacs11>
Source record: 191563

In <2l9ph8$kd3@golem.wcc.govt.nz>, Roger Sheppard wrote:

> In article <2l1r56$1de8@info2.rus.uni-stuttgart.de>, CASTAN@cip.physik.uni-stuttgart.de
(Gerd Castan) writes:
> >In <2l1che$ojl@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> >> were can I find a PD GDOS FONT EDITOR..
> >Try GEMFont (Shareware):
>
> Yes Gerd I have found out, but I think one thing you Germans should find out
> the most of the world speakes English, so how about a English version....

It's not relevant which language is spoken by `most of the world'. I think
that the majority of *Atarians* understands german well enough to figure
out some program documentation.

> So come on you Germans you have some great software, but its no good if its
> stuck in Germany, so Please convert it so the reast of the World can enjoy
> it...!!!

If you were really interested in the software you could always learn a bit
of german.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4409. FalconPPC (was Re: Falcon/'040 board)

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 21:05:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.vwctHALpyEo@semprini.waterloo-rdp.on.ca>
Source record: 191564

In <2l58as$4k@newshost.lanl.gov>, John Hutchinson writes:
> Still, give me a Falcon with a 25, 33 or 40MHz 040 in it & I'd be thrilled!!!
> A PPC based-Falcon would make more sense, perhaps, but only in the long run.
> What makes this discussion relevent to c.s.a.s. is Atari's need to produce
> such a beast in quantity and at a low enough price to be competitive. I think
> they could do it. Seeing it through to reality is another matter, IHMO.

I think to make a competitive FalconPPC, they'd need to improve several
areas:

1) Graphics - the Falcon's "standard" resolutions are barely better than
VGA; sure, more colours, but I need more _space_, at least 800x600x256
out of the box, without software/hardware hacks

2) Expandibility - people want to be able to add more RAM just by
popping in a few SIMMs... no fiddling with strange add-on boards, and no
limiting you to 14M. A PCI slot or two, for later when PCI peripherals
become more commonplace; they're already becomming more popular in '486
and Pentium systems, and they'll be a big player in the PPC world.
SCSI-II instead of IDE; that will allow more expandibility, and allow
for systems with CD-ROMs as standard.

3) Style - lose the damn 1040ST case. It's a big pain to set up on your
desk with a monitor or two; IMHO all computers should have the keyboard
separate from the case. They could even consider using a standard ADB
or PC-style keyboard connector so people could pick the keyboard they
want (although I do like the ST keyboard).

4) Models - offer more than one model. Offer the "standard" 4M RAM,
100M disk version; offer an "enhanced" 8M RAM, 200M disk version; offer
a multimedia version with 8M RAM, 200M disk, and SCSI CD-ROM; offer an
"enhanced" multimedia version with 16M RAM, 500M disk, and SCSI CD-ROM.
Dealers could offer models with larger RAM/disk than these versions as
well, so there should be a 0M RAM, 0M disk version available only to
dealers; this will allow them to produce "custom" configurations that
are cheaper for them to make than Atari's standard configurations,
improving the outlook for dealers as well as customers.

5) Perks - ship each system that comes with a CD-ROM with a copy of the
GEMini Atari CD-ROM; such a huge collection of PD/SW/whatever software,
people will have a much rosier outlook on their new computer... they'll
have plenty of software to play with, and plenty of things for
commercial software that they could buy (for example, there are a tonne
of Calamus fonts on the GEMini CD). This should be "free" with the
system, since the disc is only about $30 US.

Gee, looking back, all that seems like a bunch of good ideas, especially if Atari is flush in a year due to the Jaguar. Then again, we all know:

1) The Tramiels don't listen to good ideas from any source.
2) Jaguar success will probably enforce the idea that Atari is finished in the computer industry; they've tried for so long to have a successful computer, but their game console was an instant success...

Maybe Commodore will do something like this; I have no foolish desire to limit my future due to some sort of brand loyalty.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4410. Re: Circu-it (was Re: Drawing schematics?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 21:09:15 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2ldgprEmer@uni-erlangen.de>
Source record: 191565

miff@asharak.apana.org.au (michael smith) writes:

>In <CLKx7E.GwG@cs.vu.nl> Ivo van Poorten wrote :

>>Is there a program available through ftp to draw schematics?

>Not sure whether you can FTP a demo, but I heard of a german package
>along the lines of Circu-it (and the companion, Route-it) which would
>do what you're after.

>To the author of these - you sent some details to me once, but I've lost
>them.

>If you read this, can you send them again? Thanks.

I'm the author ;-) I didn't get the original message, just this reply, so
I'm not quite shure what Ivo wants to do. just send me a mail...

Yes, it's possible to get a demo of circu it! (only in German - sorry). But
the real version is not PD or shareware.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

4411. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 21:10:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.7Sg9v&v5rv2@semprini.waterloo-rdp.on.ca>
Source record: 191566

In <2l5773$4k@newshost.lanl.gov>, John Hutchinson writes:
> In article 8784@gos.ukc.ac.uk, mdg@ukc.ac.uk (M.D.Griffiths) writes:
> >
> >Perhaps you should practice what you preach and not get so stressed about
> >me slagging down Apple computers.
>
> Slag Apple (or _any_ brand of computer) all you want. Just lay off the
> users. They (we) deserve better,

This is why I start to froth at the mouth so easily when it comes to
Atari; they've treated us like morons for 9 years now (gee, my ST is 8
years old!) and people _still_ blindly advocate for them.

Sure I like my ST (otherwise, why would I still be using it?), but I
can't figure out why people go nuts when someone complains about Atari
or their computers. They've gone out of their way to alienate their
loyal users and dealers, and have made no steps to improve relations
with either. I'm certainly no genius, but I sure think I could run a
computer business better... then again, I've never been handed a
multi-million dollar business to play with.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4412. Re: RE New Files

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 21:17:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4JJIPctaSjI@semprini.waterloo-rdp.on.ca>
Source record: 191567

In <1994Mar3.021821.27565@bradford.ac.uk>, Steve Taylor writes:
> Ron Field writes:
>
> : I have uploaded some new files to umich with help from Mickey Boyd.
> : The first is pmj_eng2.zip
>
> : Premium Mah Jongg II is one of the first games, which supports all
> : important ST-/TT-/FALCON- and color graphic card resolutions.
> : ---Bit deleted---
> : It is a HD utility that does tuneup and repair.
> : It supports BMG partitions with sectors to 8K in size.
> : I have used it on a ST with Tos 2.06 & My Falcon.
>
> How is it a game and a Hard-drive utility? This I gotta see.

Yikes! Does this mean my files will vanish while I'm rearranging
them?!? :-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4413. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 21:21:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.mf&lLQfbiCA@semprini.waterloo-rdp.on.ca>
Source record: 191568

In <142450@hydra.gatech.EDU>, David Forrai writes:
> EdHak is a excellent small editor that handles both text and binary
> files. Current versions are commercial (but very reasonably priced)
> and there is an older shareware version on atari.archive. It can also
> be loaded as a desk accessory making access to it even faster.

EdHak has a slight problem though... It can't deal with UNIX-style
end-of-lines in text files.

This isn't a big deal for most users, but if you transfer lots of files
to/from UNIX systems, you're out of luck.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4414. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 21:54:17 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0y0v@outb.wimsey.bc.ca>
Source record: 191570

Regardless of what monitor resolutions that programmers SHOULD program for, in the past, the application usually dictated what monitor you initially purchased. If you got your Atari for games, games where largely written for colour monitors. Applications such as Calamus, Cubase, Notator,etc were written for ST High res. Most people buy because they like what Cubase can do for their music setup-if the monitor needed to run Cubase is mono-so be it. Having said that, I like the idea of a wide range multi-sync that handles it all from ST Low to SVGA and above.
Doug

4415. Re: Selectric 1.10 ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 21:54:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ldjeg$1jm@golem.wcc.govt.nz>
Source record: 191571

In article <A18863@K.maus.de>, Stefan_Radermacher@k.maus.de (Stefan Radermacher) writes:
>DLW>I just uploaded SLCT110E.ZIP to a.a.u.e today. It should be
>DLW>available in the standard amount of time. Selectric 1.10e is an
>DLW>english version of a very nice german replacement file selector.
>
>Stefan.
>--
>+-----------------------------+----------------------------------+
>| Stefan Radermacher | Usenet: sr@k.maus.de |

Well how about doing a English conversion on Gemfont, this program
is a must for people that use Gdos....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4416. Re: QED & Everest

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 22:12:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ldkgq$1mi@golem.wcc.govt.nz>
Source record: 191572

In article <CM88t8.BwL@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>> There is and English translation of Everest but it is several versions

>The English version of Everest is v3.0. I will upload it to
>ftp.tu-clausthal.de as evrst30e.lzh.
>
>Should be in pub/atari/Newitems
>
>Ofir ogal@cix.compulink.co.uk

I think the latest version is V3.1 and that I think was only last week..

From what I have seen of Everest is a Shareware program very much
like Tempus..

I have also seen a later version of 7Up, another rated Editor....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4417. For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 23:49:30 UTC
From: kfason@csn.org
Message-ID: <CM9ouJ.Co2@csn.org>
Source record: 191573

My dad has some things sitting around his basement that he'd like to sell.

Mega/STe
4megs RAM
TOS 2.06
1.44 HD Drive
50meg HDD

1040STe
4megs RAM
TOS 1.062

SC1435
14" Atari Monitor
STEreo
swivel base

He's taking offers on all of them..
Just reply to me and I'll bounce it.

-Kevin Fason "kfason@CSN.Org"

```
-------------------------------------------------------------------
| Atari Falcon030 | Indestructible |
| US Robotics Dual Standard | "Sock it to me" |
| Atari Jaguar | Physco-Head |
| Remote SysOp RingWorld BBS (303) 699-0402 |
-------------------------------------------------------------------
```

4418. WANTED: SM147 14" Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-03-06 23:53:38 UTC
From: mode@alpha2.csd.uwm.edu
Message-ID: <2ldqe2INNd98@uwm.edu>
Source record: 191574

how much do you want for it?

Daniel James Frederiksen -- ---------
------------------------------ -- -- ----------------------------
-- -- ------ --- -- ------------ modE@convex.csd.uwm.edu
-- -- -- -- -- -- -- -- -- modE@alpha2.csd.uwm.edu
-- --- -- ------- ------- -------------- modE@csd4.csd.uwm.edu

4419. PostScript Fonts for PageStream--Where?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 00:32:21 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2ldsml$nts@apakabar.cc.columbia.edu>
Source record: 191576

I'm looking for some Type 1 PS Fonts to use with PageStream (since the bars across a lot of the CG fonts drive me nuts)... Where can I ftp some PD ones?

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

4420. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 01:57:00 UTC
From: Arndt_Baecker@w.maus.de
Message-ID: <A2714@W.maus.de>
Source record: 191469

In Msg A29467@AC2, ac382@FreeNet.Carleton.CA wrote:

JK>Does anyone have an English version of EVERES3, QED310 or 7UP210? All
JK>of these seem like decent editors but like the tittle says they are
JK>all in German.

how about learning german? :-)
here in germany we have to learn english in school. which language did you
learn? french? russian? japanese? :-)

Ciao, Arndt.

email: Arndt_Bï¿½cker@W.maus.de or Fidonet: 2:243/7800.2

4421. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 02:06:00 UTC
From: Arndt_Baecker@w.maus.de
Message-ID: <A2715@W.maus.de>
Source record: 191470

In Msg A29676@AC2, scruggs@cis.ohio-state.edu wrote:

KES>1200 bux for a 16Mhz,16-32 030 SUCKS!

???
a 86030 is a real 32bit processor! 32bit addressbus, 32bit databus.

KES> It's nice having stores in town that actually stock my machines
KES>software.

oh, i own a pc, too (386-dx-40/8mb ram). but the software on the ST is really
better in most cases! ok, the pc is faster, but when i run windows 3.1, a
little tear is falling on my keyboard.

Ciao, Arndt.
email: Arndt_Bï¿½cker@W.maus.de or Fidonet: 2:243/7800.2

4422. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 03:33:14 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1656@usdtsg.DaytonOH.NCR.COM>
Source record: 191577

In article <A5815@PB2.maus.de> Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
>a> >Oh, by the way what is Atari's education price on the Falcon?
>a>
>a> Oh, if you aren't aware, I don't believe Atari has *ever*
>a> had an education price (kinda hard to do for a smaller niche market).
>
>
>At least in Germany Atari offered a 10% education discount through their
>official dealers

I guess I should have been more specific: I don't believe *ATARI USA*
ever offered educational discounts (as usual, I could be wrong :-)
Gotta keep reminding myself "we're international here, we're international
here..." ;-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4423. Languages

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 03:35:00 UTC
From: Dirk_Theisen@su.maus.de
Message-ID: <A14973@SU.maus.de>
Source record: 191578

-A14183@AC2

Hi, Alistair!

>Does anyone know where I can get hold of the following compilers for my
>ST?
>-Pascal
>-C/C++

I could offer You Oberon-2 (OO-successor of Modula-2) as shareware.

Gruï¿½
DIRK
~~~~~~

(Net)
~~~~~~

4424. Re: Selectric (Was: WINX and LGse

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 04:04:01 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <TRMMB8NU@math.fu-berlin.de>
Source record: 191476

In article <A17917@K.maus.de>, Stefan_Radermacher@k.maus.de (Stefan Radermacher) writes:
>But now the current version 1.10 is also available in English, complete with
>manual. I cannot, hoewever, tell which server has Selectric. But if you write
>to Joe Conner (jconner@cix.compulink.co.uk) who distributes the English version
>in the UK, he will surely help you.

What is the status of Selectric? From messages here, I had assumed it was a
commercial product, but you make it sound as if it's shareware. Is this the
case or is this just a demo version you are talking about?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

4425. Re: **_Really_fast_** com ports...

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 04:20:17 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <0RMMBV6W@math.fu-berlin.de>
Source record: 191579

In article <wz.762016940@echo>, wz@echo.chem.TU-Berlin.DE (Wolfgang Zweygart) writes:
>There are some board's, hardware extensions and other things available:
>1. RSVE --> 38400, 57600, and 115200 bps for the standard MFP chip.
>for the 115200 the ST should be really accelerated. TT's will handle it.
>2. ESCC --> enhanced SCC chip board fot ST.

BTW, I think I found info on RSVE. While searching ftp sites, I came upon a
file named RSVE_1.LZH on ftp.uni-erlangen.de. It appears to be the docs for
the upgrade, but since it is entirely in German, I am not sure.

+-------------------------+---------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+---------------------+--------------------------+

4426. Falcon shiped to the U.K.?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 04:32:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2leaop$3ou@golem.wcc.govt.nz>
Source record: 191580

I thought this might be of interest to some of you...

```
==========================================================================
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up for GEnie service, call (with modem) 800-638-8369. Upon connection
type HHH (RETURN after that). Wait for the U#= prompt.Type XTX99437,GENIE
and press [RETURN]. The system will prompt you for your information.
==========================================================================

Dateline Atari with Bob Brodie
March 4, 1994

with Special Guests

Tom Gillen, Hank Cappa,
Joe Sousa, Faran Thomason

Host - Lou Rocha

--------------------------------------------------------------------------

<TOM.GILLEN> Hello everyone! My name is Tom Gillen, and I am the Software
Test Group leader here at Atari. I am thrilled about being on GEnie, as
this enables me to communicate directly with the people that mean the
most to me; the ones that support Atari! I have been with Atari since the
Warner days, and have always been involved with the Software Test side of
things, as well as a little bit of Hardware testing. I have tested
Software on everything from the 2600 to JAGUAR, and I'm still not tired
of it!! I love what I do, but there are other people that help complete
the picture, and two of them are here with me tonight;

Joe Sousa and Hank Cappa are two of my testers, and let me assure you
that the Test Department here at Atari is quite a competent bunch! Our
testing procedure consists not only of "play testing" for program bugs,
but also providing the Product Managers and Developers with game ideas
and enhancement suggestions, many of which have made their way into many
different games. Our focus for quite a while now has been the JAGUAR, but
we are still testing LYNX games as well. As far as FALCON software, the
testing and development has been moved to the UK, but I still have a
great personal interest in seeing the FALCON succeed. My computer setup
includes a FALCON and a TT, both of which I love, and am always hungry to
do new things with (anybody seen the TT VGA emulator for the TTM195?
WOW!!). I will freely admit that I am no computer "know it all" that can
recite all the specs at the drop of a "chat", and have acutally learned
many things myself by scanning the ST message areas here on GEnie (love
```

em!); but if and when I can help out with computer related questions, I will! I would now like to introduce Joe Sousa and Hank Cappa, both of whom will have their own GEnie accounts soon, and are eager to help out with the Atari presence in the message areas. Thank you for being there, and I look forward to participating here on GEnie!

So does this mean the death of the FALCON..???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4427. Re: good text editors?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 04:40:00 UTC
From: Dirk_Theisen@su.maus.de
Message-ID: <A14965@SU.maus.de>
Source record: 191581

>I am looking for a replacement of the VIEWER.APP that was provided with
>my Falcon.

Try 1stGuide (i.e. 1stView). It cannot edit, but show various picture formats
and play samples, too.

Gruï¿½
DIRK
~~~~~~
~~~~~~

4428. Re: Marcel!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 05:27:21 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <5TMMBTNJ@math.fu-berlin.de>
Source record: 191582

In article <94055.093233STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>I have already stated my opinions about Marcel, but want to back
>up Stephen. It is a great product, especially as shareware.
>Try it!

I got it cause I thought it might be nice to have a program that could read RTF. I tried it with several files and wasn't very impressed. It imported my STWriter files bys imply stripping out the formatting codes instead of reformatting it. It imported an RTF file from WordPerfect 5.2 for Windows with no formatting info. It even missed some of the characters.

I'll stick with STWriter until I can can find something better that suits my needs. I want something better, but STWriter allows me the flexibility to put formatting codes to adjust things like margins within the document.

If I could find something with the flexibility of STW, with print preview and support for graphics and such, I would be happy to look into it. Any suggestions?

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

4429. Photochrome questions

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 06:53:42 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <1994Mar7.065342.22463@midway.uchicago.edu>
Source record: 191499

HI,
I have just tried out Photochrome v.3, and I am truly impressed with the quality of the conversion (especially in the enhanced HAM mode). However, I am having trouble with the picture viewer PSCLICK.APP and the slide-show PCSVIEW.PRG. PSCLICK.APP does display the picture all right, but I haven't been able to figure out how to exit the program (short of doing a warm boot); OTOH, PCSVIEW.PRG does not seem to work at all. Can anyone offer any tips?

Thanks in advance.

Gustavo

4430. New Dungeonmaster like clone: Dangimere Module II

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 07:24:42 UTC
From: jbilger@cs.tamu.edu
Message-ID: <2lekrq$hc2@news.tamu.edu>
Source record: 191505

I just uploaded module II: The Dungeon to atari.archive.umich.edu
it's a 'demo' of module II of the Dangimere RPG series. If you liked
Dungeonmaster, you'll probally like this.

Filename at arari.archive.umich.edu: dandungn.lzh
Currently it is in the /atari/New/ directory so hopefully it'll move
to the /atari/New/Games/ directory soon...

enjoy...

--
[%%]==[%%]
[%%] Jeffrey Bilger jbilger@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]==[%%]

4431. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 07:36:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMAAH7.2GJ@cix.compulink.co.uk>
Source record: 191583

In message <eutrjlcyram@moacs11>, walra@moacs11 said:
>> Yes Gerd I have found out, but I think one thing you Germans should find out
>> the most of the world speakes English, so how about a English version....
>
>It's not relevant which language is spoken by `most of the world'. I think
>that the majority of *Atarians* understands german well enough to figure
>out some program documentation.

Of course it is relevant. Get real, the majority do not understand German.

>If you were really interested in the software you could always learn a bit
>of german.

As soon as you learn Hebrew :-)

Ofir ogal@cix.compulink.co.uk

4432. DeskJet 500 Driver

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 08:54:19 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <2leq3r$jgk@olivea.ATC.Olivetti.Com>
Source record: 191523

Hi There,
I just bought a DeskJet 500, I'm very happy with it, but
I really miss the driver for 1st Word Plus, I'm asking it here
because I bought 1st word second hand, and the original dealer no
longer exist (anyway forget support on second hand purchase down
here in Italy..), actually Atari Italia does not exist anymore,
PD libraries should be the solution, but since they do not accept
credit card buying a 2$ (or UK pound) disk will cost me a fortune
(yes, here an international money order/cheque is about 15/20 $!!)

SO, could a kind soul give/exchange the 1st Word DJ driver to me ?

Thanks a lot,

Savino

Olivetti Computer - System Division - Design Automation Group - Ivrea (Italy)

grillo@iconet.ico.olivetti.com

4433. football manager to falcon???

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 09:07:07 UTC
From: gaston@ludd.luth.se
Message-ID: <gaston.763031241@father.ludd.luth.se>
Source record: 191527

Hi
Does anyone know if there's any football manager game that will
work on falcon with or without backwards or magi?

gaston@ludd.luth.se

4434. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 09:28:32 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2les40E109@uni-erlangen.de>
Source record: 191584

walra@moacs11 (Waldi Ravens) writes:

>If you were really interested in the software you could always learn a bit
>of german.
Oh come on! Modern software is more then just the executable file.
Consider complex packages such as Connect. If you want to get the
best out of it you have to read the manual. That's what it was written
for, BTW. :-)
On the other hand it is quite an effort to rewrite the whole program
(including the docs) in another language.
Therefore if the market demands a program the author should offer
an english version. But our english-speaking friends should then be
ready to pay. Everyone will be satisfied then.

Regards
Thomas
---
tskuenne@cip.informatik.uni-erlangen.de

4435. * Justifing Text using GEM?? *

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 09:40:10 UTC
From: udee762@bay.cc.kcl.ac.uk
Message-ID: <1994Mar7.094010.2383@bay.cc.kcl.ac.uk>
Source record: 191529

Hi,

Does anyone know how to use the VDI v_justified call correctly to achieve
justified text in a window?

Also, to printout using GDOS, a virtual screen may be open to that device,
but what if many pages are to be printed? Must the virtual screen be opened
and closed each time?

Thanks,
David

4436. Sacramento Atari Computer Exposition

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 09:42:16 UTC
From: Andrew.Studer@st-keep.wmeonlin.sacbbx.com
Message-ID: <f5d_9403080155@wmeonlin.sacbbx.com>
Source record: 191585

```
************************************************************
* Sacramento's Total Atari Resource (STAR) *
* Presents *
* The Second Annual *
* *
* Sacramento Atari Computer Exposition *
* *
* March 12-13, 1994 *
* *
* Towe Ford Museum *
* 2200 Front Street *
* Sacramento, California *
* (916) 442-6802 *
* *
* 10am-5pm Saturday/10am-4pm Sunday *
* $5 Admission *
* *
* Attending the show: *
* Atari Corporation, Compo Software, *
* A & D Software, Computer Rock, Branch *
* Always Software, Oregon Research, Gribnif *
* Software, STeve's Atari Sales, Codehead *
* Technologies, Barefoot Software, Yolo *
* Atari Club, Northern California Atari *
* Computer Enthusiasts, San Leandro Atari *
* Computer Club, Atari Bay Area Computer *
* User Society, Redding Atari Computer *
* Enthusiasts, Diablo Valley Atari Computer *
* Enthusiasts, The "MIDI Maze" Gladiators. *
* *
* *
* Atari's entire computer line, as well as *
* their hot new 64 bit Jaguar Entertainment *
* system will be showcased in this two day *
* extravaganza! There will be door prizes, *
* raffles, bargains and arious seminars. *
* A party will follow the show Saturday *
* night at the Round Table Piza Parlor at *
* 127 K Street in Old Town Sacramento at *
* 6:30pm. *
* *
* *Falcon* *TT* *Jaguar* *Lynx* *
* *
************************************************************
```

4437. Re: QED & Everest

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 10:11:27 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2leukfINNkfb@sat.ipp-garching.mpg.de>
Source record: 191586

Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:

: From what I have seen of Everest is a Shareware program very much
: like Tempus..

I seriously doubt that Tempus is shareware. At least I had to buy it...
Anyways, I don't regret it :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4438. Versasoft & DBMan

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 10:25:27 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Mar7.062527.21645@dal1>
Source record: 191587

Can anyone tell me what the address and telephone numbers
are for Versasoft? I have a friend that needs support with a problem and the number listed in his docs is no longer valid? Thanx!

4439. Re: The game Topas on ftp.uni-kl.de

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 10:43:16 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2lf0g4$trs@info2.rus.uni-stuttgart.de>
Source record: 191588

Ross McNaughton (mcnaugra@vax.sbu.ac.uk) wrote:

: Yesterday I downloaded an old game called Topas from ftp.uni-kl.de. It looks
: very good; elements of Archon, and some ideas which I was going to put into my
: own Archon variant (don't you just hate it when someone else has got there
: first!)

I'm sorry, I know that feeling... ;-)

: Why have I never heard of this game before?!?

First: Maybe because it's german and
Second: This game (in the actual version 1.2) is Poolware! I have made a
contract with IDL Software which sells the game with ~20 PD-dealers through-
out germany. They give the author 20% of their profit. And there start the
problems: It is forbidden to spread the actual version of Topas via internet
(or any other net).

: Was an English version ever written (if not, I guess that answers the first
: question)?

No.

: Are the original authors still around and willing to write an English version,
: or get someone else to translate it?

I was talking to Greame Rutt just a few days ago. Maybe there will come a
english version soon, BUT it can only be a Demo-Version (read above)!

: Most of the game is quite easy to understand, but from some of the filenames
: and my limited knowledge of German I get the impression that one of the
: options is a quiz element, which would definitely be beyond my translation
: abilities!

Yes, there are ~3000 questions with ~12000 possible answers in the game.
(erm...in the actual version... the older version on ftp.uni-kl.de has only
500 questions).
You can turn the questions off by clicking on the "Fragen"-Button in the
first dialog.

Note: The Pre-version on ftp.uni-kl.de does not run on TT or Falcon. The
actual version does!

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |

+--+

4440. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 12:00:47 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2lf51f$mei@info2.rus.uni-stuttgart.de>
Source record: 191589

In <2l9ph8$kd3@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:

> In article <2l1r56$1de8@info2.rus.uni-stuttgart.de>, CASTAN@cip.physik.uni-stuttgart.de
(Gerd Castan) writes:
> >In <2l1che$ojl@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
> >> were can I find a PD GDOS FONT EDITOR..
> >Try GEMFont (Shareware):
> >Gerd
> Yes Gerd I have found out, but I think one thing you Germans should find out
> the most of the world speakes English, so how about a English version....
I didn't know, that it's (only) German.

> So come on you Germans you have some great software, but its no good if its
> stuck in Germany, so Please convert it so the reast of the World can enjoy
> it...!!!
You are right. But programming great software is lot of work. You don't want
to pay for it ('where can I find a PD...').
Translating it into English is lot of work, too. And everything from one
person, for nothing?

> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4441. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 12:29:24 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <2lf6n4$sp5@news.cs.tu-berlin.de>
Source record: 191542

Stefan Damerau (Stefan_Damerau@sl.maus.de) wrote:
: In article alien@clinet.fi (Risto Juvonen) writes:

: RJ>Simple question first: is it possible to connect atari SLM804 to
: RJ>Falcon? If so, how and where to get such a interface for falcon?

: There's an adapter named 'Heatseeker' to connect the Atari-lasers to the
: Falcon.
: Available from R.O.M.-Software in Berlin, Germany.
: Ask Ulli_Ramps@b.maus.de about it.

Sorry, but Ulli changed his address.
He will read mail that's adressed to b.maus.de, but it'll take some time.
The fastest way to contact him is Ulli_Ramps@b2.maus.de.

If you need some technical help, you can ask me as well:

spoil@cs.tu-berlin.de

Laurenz Pruessner

4442. Re: Xcontrol.acc rez change

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 12:35:46 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1994Mar7.083546.1@vaxr.sscl.uwo.ca>
Source record: 191590

I remember when ST Format magazine had a copy of the xcontrol panel on its cover disk, they said rez changes were a problem on earlier TOS versions...before 1.4 as I remember. As I had TOS 1.0 at the time I never tried any rez changes to be on the safe side, since then I have had NO need for xcontrol...I prefer my neodesk/harlekin/maxifile set-up :^)
--
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

4443. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 12:44:24 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2lf7j8$alj@turing.fwi.uva.nl>
Source record: 191548

In article <2lf51f$mei@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:

[lines deleted]

>> So come on you Germans you have some great software, but its no good if its
>> stuck in Germany, so Please convert it so the reast of the World can enjoy
>> it...!!!

[lines deleted]

>Translating it into English is lot of work, too. And everything from one
>person, for nothing?
>> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
>Gerd

When you want to make a great program, you should start with an english version, don't bother about a german version. If you put a lot of work into a program make sure that your work will be appreciated by other people in the atari community otherwise it is a bit of a waste. I am from holland, but all my program/docs/manuals are written in english, I never make a version with dutch texts.

--
Martijn Dekker
proud owner of Atari ST/Apple Mac/C64
internet: mdekker@fwi.uva.nl

4444. Re: Falcon shiped to the U.K.?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 12:44:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMAoq5.LD1@barclays.co.uk>
Source record: 191591

No, it means the development and testing of Falcon software has been moved to the UK. ie exactly what the article says.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4445. ICD Pro Utilities question

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 12:59:48 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CMApFp.79z@lincoln.gpsemi.com>
Source record: 191592

Just a thought - if ICD are an American company - how come the ADSCSI.CPX has got German text in the buttons ?

Any ideas ? (Mega Ste, 2 Mb, TOS 2.06, 105 Mb internal HD)

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== --- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

4446. Re: QED & Everest

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 13:33:02 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-ECHOCCUT@jimmy.sta.sub.org>
Source record: 191481

In <CM88t8.BwL@cix.compulink.co.uk> "Ofir Gal" wrote :

>The English version of Everest is v3.0. I will upload it to
>ftp.tu-clausthal.de as evrst30e.lzh.

And the english version of 7up is on a.a.u.e.

--
bye, Achim

4447. 3 1/2 hd for the falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 13:34:42 UTC
From: lmuniz@vub.ac.be
Message-ID: <2lfahi$jk6@rc1.vub.ac.be>
Source record: 191593

i want to connect an internal 3 1/2" ide hd to my falcon, but i have
some problems:
- the seagate hd i want to fit in has 40 pins, and the old 2.1/2 had
44 pins: what shall i do with the remaining 4.
- it seems that tbhe 3.1/2" hd needs 12v voltage, the 2.1/2 needed

only 5v. where shall i get the 12v i need? is the falcon's 12v suply
strong enough to give this 12v?

i think some of yo have done the transformation. i'd appreciate any
help...

nikopol.

- the seagate hd i want to fit in has 40 pins, and the old 2.1/2 had
44 pins: what shall i do with the remaining 4.
- it seems that tbhe 3.1/2" hd needs 12v voltage, the 2.1/2 needed only
5v. where shall i get the 12v i need? is the falcon's 12v suply
strong enough to give this 12v?

i think some of yo have done the transformation. i'd appreciate any
help...

nikopol.

4448. Request: STalker 3.01 -> 3.02 patch files

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 13:42:07 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2lfavf$jjg@canopus.cc.umanitoba.ca>
Source record: 191594

Does anyone have the patch files for STalker (3.01 to 3.02)? No one has
uploaded them to Atari Archives yet. Could someone upload them (or mail
them to me and I'll upload them?).

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
==

4449. Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 13:44:03 UTC
From: whitema@rtsg.mot.com
Message-ID: <2lfb33$hvf@delphinium.cig.mot.com>
Source record: 191595

I've currently got a 1040 STe with an AdSpeed STe, and was thinking of buying a used Mega STe. Is there a way to manually switch the Mega to 8 MHz like the AdSpeed? How compatible is it compared to the AdSpeed (I lost very few games when I upgraded to the AdSpeed)? Will I lose any due to the high density floppy drive? The reason I want a Mega is for the expansion slot (I need more screen space).

Thanks,
Michael
whitema@rtsg.mot.com

4450. Processor Direct mag?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 13:59:10 UTC
From: ad533@yfn.ysu.edu
Message-ID: <2lfbve$ii4@news.ysu.edu>
Source record: 191596

I recently became aware of a new magazine that supposedly started publishing, I think called Processor Direct or something close to that. It was going to be Falcon specific, but then I read it was going to cover all Atari products. Does anyone have an address or phone number for it as I am interested in subscribing. Thanks for the information. Kevin

4451. FOR SALE *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 14:03:36 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2lfc7o$ksr@canopus.cc.umanitoba.ca>
Source record: 191597
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
*NEW* Michtron BBS.............$ 5.00 (classic bbs software, no box&docs)
Rings of Medusa................$ 12.00
The Pawn.......................$ 10.00
TV Sports Football.............$ 10.00
10th Frame Bowling.............$ 10.00

=====================================================================
MISCELLANEOUS
=====================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
=====================================================================
```

4452. Re: Photochrome questions

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 14:13:20 UTC
From: rab2@ukc.ac.uk
Message-ID: <5379@raven.ukc.ac.uk>
Source record: 191410

In article <1994Mar7.065342.22463@midway.uchicago.edu>,
Gustavo Comezana <gustavo@dent.uchicago.edu> wrote:

[Stuff about Photochrome]

>mode). However, I am having trouble with the picture viewer
>PSCLICK.APP and the slide-show PCSVIEW.PRG. PSCLICK.APP does display
>the picture all right, but I haven't been able to figure out how to
>exit the program (short of doing a warm boot); OTOH, PCSVIEW.PRG does
>not seem to work at all. Can anyone offer any tips?

Pressing the RIGHT mouse button should exit PCSCLICK although it sometimes
makes my STE think I'm holding down the Escape key when it returns to the
desktop, so I have to press Escape to shut it up.

As far as I can tell, PCSVIEW only runs in the root directory of A drive,
which is not particularly useful. Press, um, Space to exit... possibly.

Photochrome is well worth the registration fee in my opinion. I've got a
number of pictures in the STE 19700 colours PCS format and they are totally
convincing - photographic quality if you stand far enough away.

The only things I'd like added are more import file formats and some better
resizing options. Maybe when Douglas Little can spare some time from playing
with his Falcon (albeit in a highly productive manner!) he will return to
give Photochrome a few finishing touches. (Are you listening, Douglas?)

Richard.

4453. help

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 14:14:02 UTC
From: Willem@rc.rug.nl
Message-ID: <Willem.51.763049642@rc.rug.nl>
Source record: 191598

G'day,

I have an Atari 1040 STf (B&W) at home, but I work here on a PC.
The Atari has problems, (can't open documents with 1st wordplus among
others). I suspect the disk drive to cripple my disketes, but maybe there
are other possibilities (like hardware problems, virus ?)

Could somebody tell me how i can check the system out myself (1st how do I
download the info, can I use 720Kb DOS diskettes, should I dis-arc and uue)
them on my PC, etc.)

T.I.A.
Willem.

P.S.
Please answer to me directly.

4454. English text editors found; Thanks a lot! :)

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 14:18:21 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMAt2L.H2F@freenet.carleton.ca>
Source record: 191415

In a previous article, Arndt_Baecker@w.maus.de (Arndt Baecker) says:

>In Msg A29467@AC2, ac382@FreeNet.Carleton.CA wrote:
>
>JK>Does anyone have an English version of EVERES3, QED310 or 7UP210? All
>JK>of these seem like decent editors but like the tittle says they are
>JK>all in German.
>
>how about learning german? :-)
>here in germany we have to learn english in school. which language did you
>learn? french? russian? japanese? :-)

Polish first, then English, then a little French (very little but usually
enough to get by the French programs:).
You are propably right though, it is a good idea to learn German
especially if you own an Atari :)

Anyway many people have replied and I have received a couple of uuecoded
files as well as ftp sites with English versions of some of the ediors.
So far it looks like I'll be sending in the fee for Everest. It is very
fast, small and has loads of nice features. If the author is reading this
I would like to make a suggestion: add an option that lets you use the
keypad to control the cursor, Pgup, Pgdwn etc..(like in Devpac).

Thank you very much people. Times like this make me really happy to own
an Atari. Even though it is sometimes an inconveniance to have only a
German version of a program, the users users are really great and provide
you with SOLID support.

Thanks again.

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4455. Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 14:23:47 UTC
From: d91-ber@nada.kth.se
Message-ID: <2lfddj$t1a@news.kth.se>
Source record: 191599

Hello, I'd like to change the systemfont on my falcon to one of those macintosh-looking fonts. Do I have to buy some commercial software to do this or is there a cheaper way? It's not as if I think any of this is important or anything, I just want to know.

With Regards
Bjï¿½rn Eriksson(d91-ber@nada.kth.se)

4456. Re: .LHZ files - I am stupid!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 14:27:14 UTC
From: fpf@wmwap1.uni-wuppertal.de
Message-ID: <2lfdk2$4df@wmwap1.math.Uni-Wuppertal.DE>
Source record: 191600

Mr J.A. Parsons (james@liverpool.ac.uk) wrote:

: I'm sorry, I must be stupid, but lots of the Atari programs on the net
: are lzh files, do I have to do something to these to make them work??

: Do I need additional software? Where can I get it?

Hi :-),

the files on ftp-servers are normally archives that have to be unpacked
before they can be used. Some are selfextracting .TOS files but in general
you need special archiver programs which are on the net, too. Try ftp-server
ftp.uni-paderborn.de (131.234.2.32), path atari/tools/packer. There you
will find arc6_02.ttp for .ARC files, lha_232.tos for .LZH/.LHA files,
stzip24.tos for .ZIP files, zoo21bin.lzh for .ZOO files and some very nice
archiver-shells, e.g. twoin103.zip and pacsh240.lzh, which are very useful,
because archivers need lots of parameters (.TTP!).

Peter <fpf@math.uni-wuppertal.de>

4457. Wanted: ATARI MEGA ST or ANYTHING LIKE THAT.

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 14:28:33 UTC
From: msleeden@cs.ruu.nl
Message-ID: <CMAtJM.Ht8@cs.ruu.nl>
Source record: 191451

```
'm looking for an atari mega st,
mega 1 st,
mega 2 st,
mega 3 st,
mega 4 st,
mega 1 ste,
mega 2 ste,
mega 3 ste,
mega 4 ste,
including monitor and maybe
memory expansion.

please mail to :
'''
(o o)
----------------oOO--(_)--OOo------------------
| Martijn van der Leeden | msleeden@cs.ruu.nl |
-----------------------------------------------

(Holland / Netherlands)
```

4458. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 14:30:48 UTC
From: trevor@ccc.govt.nz
Message-ID: <1994Mar7.143048.1@ccc.govt.nz>
Source record: 191455

In article <CLzEo8.GBu@midge.bath.ac.uk>, ma2jswc@midge.bath.ac.uk (J S W Chan) writes:
> ...
> The game is a variant of Spacewars, crossed with xtank and scorched Earth.

Will you be having an 'Original Spacewars' mode, for us notalgia freaks? A PC port of the original Spacewars was posted on alt.folklore.computers some time ago, but only a binary.

> I hope to upload it onto umich archive this coming weekend.

Is there any chance of you posting it to comp.binaries.atari.st? Is there any chance of you posting source?
--
Trevor Ingham Database Administrator
trevor@ccc.govt.nz Christchurch City Council, New Zealand

4459. *** TT for sale !!! ***

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 15:16:44 UTC
From: castermn@nlsce1.seri.philips.nl
Message-ID: <1994Mar7.151644.23189@seri.philips.nl>
Source record: 191452

I give up my hobby and sell my complete computer stuff:

Hardware

Atari TT, 8 MB RAM, TOS 3.06, 1.44 MB
HD Seagate 48 MB
TTM194 19" Black/White monitor

NEC P6 printer, 24 needles, 360x360 dpi

All with their original packing cartons !
In perfect shape.

Books

Atari Profibuch ST/STE/TT
Vom Anfaenger zum GEM-profi (Geiss & Geiss)
Programming guide to GEM
ST-Appications guide - Programming in C
Motorola MC68881 manual
Atari ST intern
Atari ST Peeks en Pokes
Professional GEM

Software

Lots off ORIGINAL OFFICIALLY BOUGHT software

In case your interested contact my by email.

Kind regards,

Luc Castermans Philips Semiconductors
Section Manager
Cordless Telephone
---
email: (UUCP) castermn@sce.philips.nl snail: Philips Semiconductors
(SERI) castermn@nlsce1 Department PCALE
(PROFS) nlsce1(castermn) Building BE-5.43
tel: +31-40-723919 P.O. Box 218
fax: +31-40-722764 5600 MD Eindhoven
Netherlands

4460. Re: Photochrome questions

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 15:46:27 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CMAx5G.9uv@cee.hw.ac.uk>
Source record: 191453

```
Gustavo Comezana (gustavo@dent.uchicago.edu) wrote:
: HI,
: I have just tried out Photochrome v.3, and I am truly impressed
: with the quality of the conversion (especially in the enhanced HAM
: mode). However, I am having trouble with the picture viewer
: PSCLICK.APP and the slide-show PCSVIEW.PRG. PSCLICK.APP does display
: the picture all right, but I haven't been able to figure out how to
: exit the program (short of doing a warm boot); OTOH, PCSVIEW.PRG does
: not seem to work at all. Can anyone offer any tips?

: Thanks in advance.

: Gustavo

PSCLICK seems to crash a lot on STEs for some reason.... I'll have to ask
Douglas why this is. PCSVIEW requires all the files to be on the A drive.

Yours

Graeme Mathieson

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
@ | |\/| @
@ LLLLL LLLL LLLLL LLLL | Moderator of STAMP on | |onochrome. @
@ LL LL LL LL LL LL LL LL | ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ @
@ LL LL LL LL LL LL LL LL | Email: ceegam@cee.hw.ac.uk @
@ LL LL LL LL LL LL LL LL | ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ @
@ LL LL LL LL LL LL LL LL | Snail Mail:Graeme Mathieson, 52 Netherby Rd @
@ LLLLL LLLL LLLLL LLLL | Edinburgh @
@ | @
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
@ Contact me if you need any help with ST Assembly Language,etc or if you get @
@ any nice ST/Falcon demos,etc I might like. ;-) @
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

4461. TE KOOP ATARI TT

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 16:19:38 UTC
From: rcbaek@tuegate.tue.nl
Message-ID: <2lfk6q$o45@tuegate.tue.nl>
Source record: 191454

Hallo,

ATARI TT tekoop met 2 Mb geheugen (st) en een maxtor 210 Mb
SCSI disk.
De TT heeft een 1.44 Mb floppydisk en tos 3.01.
Vraagprijs Fl 2250,-.

Groetjes Edzard Kolks.
rcbaek@urc.tue.nl

Edzard Kolks
Vestdijk 31g
5611 CA Eindhoven
040 - 462633 (overdag
040 - 452839 (s'avonds)
040 - 462119 (fax)

4462. Which Desktop Publishing Package ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 17:00:42 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CMB0L6.AF2@lincoln.gpsemi.com>
Source record: 191456

Hi,

Now I know everyones got their favourite DTP, but why ? that's what I want to know ! Basically I've used Timeworks 1, and was thinking about getting 2 but then I got Caligrapher(?) on the ST Review cover disk this month and for the same money I can get the manuals and a few paks, but which is the right decision ? Or is it worth spending more money on a more up market package.

Oh yeah - I got a Mega STe with 2Mb of memory (soon to become 4), a 105Mb hard disk and a Panasonic KX-P1123 24 pin dot matrix printer, though postscript output to file would be good as an alternative as we've got them at work.

Any thoughts - email or post but I'll summarise emails if there's enough of them.

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
============================ (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

4463. Re: DeskJet 500 Driver

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 17:12:35 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2lfna3$bu8@fbi-news.informatik.uni-dortmund.de>
Source record: 191457

Normally you should find such PD-Drivers on a FTP-Site next to you!!
Sorry, but I CAN'T tell you a name of a server, because I'm not allowed
to use the FTP-Service at my university! :-(

--
Greetings from

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
(z.Z.) ds375@eva.informatik.uni-dortmund.de

4464. Re: .LHZ files - I am stupid!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 17:39:56 UTC
From: james@liverpool.ac.uk
Message-ID: <CMB2EL.Bzx@liverpool.ac.uk>
Source record: 191458

Thanks to everyone who emailed me help with this! I know what to do now!

James

4465. Re: Blitz - Defragger (Shareware) Desc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 17:40:35 UTC
From: Gard Eggesboe Abrahamsen enjoying his Karamels <ga@samson.mrih.no>
Message-ID: <2lfoun$5bu@ugle.unit.no>
Source record: 191459

molin@cxc1.cl.msu.edu (Michael Olin) writes:
>sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>>Do I hear any volunteers to _beta_ test a program that messes with
>>>the FATs etc. on your hard-disk?
>>I was thinking the same thing whilst wading through that uuencoded version
>>of the program that appeared in this newsgroup - I was thinking a number
>>of other things at the same time. None of them good.

Actually, you could mess up a floppy disk instead.

>To be fair about this, the program has been well received by people who
>have used it. I know the author personally and, while I don't use the
>program (I already owned Diamond Edge...) would not be uncomfortable with
>using the program to defrag my own drive if I were in need. If you are
>concerned about it, you may wish to verify that this uuencoded version
>posted here was the latest version currently available on GEnie or atari.
>archive...

Actually, I just downloaded it together with approximately another
megabyte of diskutilities to 'check-em-out', and found Blitz
userunfriendly (it required the user to know how the file system works,
which is no problem to me, but you can't expect all users to know anything
about FATs and clusters...) and it wasn't at all very self-explanatrory,
meaning that even I, with full documentation of the file system, felt
uneasy about clicking on a menu item that said little about what exactly
it would do. When I still clicked on it, it just mentioned that it would
change the FAT, but it still didn't tell me exactly what it was going to
do, so I pressed cancel at once. Like, I guess 'move' means 'move file so
that it gets less fragmented', but it didn't say. And in any case, manual
defragmentation is not exactly my favourite.
So, to be fair about it, it might come in handy if you have a special
interest in manually altering your harddisk, but to me, the only value it
has on my harddisk is the fact that it is a harddisk utility, which is
what I'm currently into. It is, however, not one that I'll be using.

Gard Eggesboe Abrahamsen ||| Phone: (+47) 7015 5497 "Flush twice, it's
PO Box 5061, Larsgaarden ||| Gard.Abrahamsen@mrih.no a long way to the
6021 Aalesund, Norway / | \ finger ga@samson.mrih.no cafeteria" (ST:TNG)
Disclaimer: No, these are not the views of MRIH. They haven't thought of them.

4466. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 17:51:30 UTC
From: whitema@rtsg.mot.com
Message-ID: <2lfpj2$ko2@delphinium.cig.mot.com>
Source record: 191460

In article <2lfddj$t1a@news.kth.se>,
Bjorn Eriksson <d91-ber@nada.kth.se> wrote:
>Hello, I'd like to change the systemfont on my falcon to one
>of those macintosh-looking fonts. Do I have to buy some com-
>mercial software to do this or is there a cheaper way? It's
>not as if I think any of this is important or anything, I
>just want to know.
>
>With Regards
>Bj&#65533;rn Eriksson(d91-ber@nada.kth.se)

I believe QuickST 3 would allow you to do this.

Michael
whitema@rtsg.mot.com

4467. PPM, PBM, etc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 17:58:32 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <1994Mar7.175832.18242@midway.uchicago.edu>
Source record: 191461

Hi,
I'm having trouble running giftoppm (from the Portable Binary Map suite): when I run pnmfile on the ppm file just created by giftoppm, I get an error message reading: "junk in file where there should be an integer". Does anyone have any idea of what might be going on??

Gustavo

4468. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 18:20:46 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMB4AM.2CE@cix.compulink.co.uk>
Source record: 191462

>Really glad to hear from you again! I can see that NeST is still running
>strong... keep it up!

Nop problems on that score, still getting bigger and bigger.

>VOX-Mail is a voice mail system that I designed for the Falcon. It has a
>hardware interface to the phone lines as well as a fully GEMmed software
>to recording/playback messages. At present, it functions fully as an
>anwering machine with incoming messages directly recorded to hard disk.
>I am working on adding touch-tone detection and other nifty stuff to
>VOX-Mail.

Sounds good, I located the file on the site, but it's not yet set to allow
it to be downloaded.

>You can ftp the file and have a look at the software. I am using
>VOX-Mail as my answering machine on my Falcon right now.

Sounds good, will have a look at it as soon as I can got hold of it. If
you want to add me to a beta testers list it would be appreciated.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4469. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 19:10:56 UTC
From: walra@moacs11
Message-ID: <j6mkhbbs5he@moacs11>
Source record: 191463

In <CMAAH7.2GJ@cix.compulink.co.uk>, "Ofir Gal" wrote:

> In message <eutrjlcyram@moacs11>, walra@moacs11 said:
> >If you were really interested in the software you could always learn a bit
> >of german.
>
> As soon as you learn Hebrew :-)

Substitute Hebrew by Japanese or Swahili, and you might have a point :-).
On the other hand, I haven't yet seen any program docs written in one of
those languages, but there are a lot of (good) programs for the Atari in
German.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4470. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 19:36:32 UTC
From: walra@moacs11
Message-ID: <8jznpil&q0k@moacs11>
Source record: 191464

In <2lf7j8$alj@turing.fwi.uva.nl>, Martijn Dekker wrote:

> When you want to make a great program, you should start with an english
> version, don't bother about a german version. If you put a lot of work into
> a program make sure that your work will be appreciated by other people in the
> atari community otherwise it is a bit of a waste.

The german atari market is large enough to justify german-only versions,
and you shouldn't assume that everyone is capable of writing docs in
english (there is a difference between `being able to write' and `being
able to read' a certain language). I prefer reading docs, well written in
the programmer's native language, over reading poorly written english.

> I am from holland, but
> all my program/docs/manuals are written in english, I never make a version
> with dutch texts.

The dutch market for atari programs is very small, and there ain't many
people besides the Dutch and some Belgians that understand the language.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4471. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 19:39:26 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CMB7xq.6Kx@cix.compulink.co.uk>
Source record: 191465

>> Yes Gerd I have found out, but I think one thing you Germans should find out
>> the most of the world speakes English, so how about a English version....
>
>It's not relevant which language is spoken by `most of the world'. I think
>that the majority of *Atarians* understands german well enough to figure
>out some program documentation.

Wether the majority of us can or can't understand german (i can't but i know an 'abbruch' from a 'loschen' [g]) I don't think this kind of subtle slagging down of the Germans because they don't write software in a non-native language is either required or helpful.

>> So come on you Germans you have some great software, but its no good if its
>> stuck in Germany, so Please convert it so the reast of the World can enjoy
>> it...!!!
>
>If you were really interested in the software you could always learn a bit
>of german.

Or alternatively, do something even more positive - like proving to German programmers that their products are *worth* supporting in English (for example) through shareware registrations. This is the reasoning behind the CIX supported shareware registration scheme that I (GEMVIEW) and Joe Connor (EVEREST, KANDINSKY & SELECTRIC) have been running for some months now - in fact, without this scheme it's unlikely that any of the programs Joe has under his wing would have been in English at all.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4472. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 19:39:29 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CMB7xt.6Ln@cix.compulink.co.uk>
Source record: 191466

>>It's not relevant which language is spoken by `most of the world'. I think
>>that the majority of *Atarians* understands german well enough to figure
>>out some program documentation.
>
>Of course it is relevant. Get real, the majority do not understand German.
>
>>If you were really interested in the software you could always learn a bit
>>of german.
>
>As soon as you learn Hebrew :-)

You don't believe in tactful persuasion then, Ofir? [g] Where is that copy
of Hebrew GEMBENCH that you've promised me?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4473. Re: Which Desktop Publishing Package ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 19:39:31 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CMB7xv.6M8@cix.compulink.co.uk>
Source record: 191467

>Now I know everyones got their favourite DTP, but why ? that's what I want to
>know ! Basically I've used Timeworks 1, and was thinking about getting 2 but
>then I got Caligrapher(?) on the ST Review cover disk this month and for the
>same money I can get the manuals and a few paks, but which is the right
>decision ? Or is it worth spending more money on a more up market package.

IMHO, the best alternative at the moment is Calamus 1.09n - it's slightly
dated but if you just want mono DTP work then it's still more than usable.
The big plus is that it costs very little - i believe that System
Solutions are selling it for 70 quid or thereabouts in the UK - and if you
check out the classifieds in ST Applications you can often find it
second-hand for a LOT less.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4474. Re: Marcel!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 19:39:50 UTC
From: walra@moacs11
Message-ID: <jzuneuufmaq@moacs11>
Source record: 191468

In <5TMMBTNJ@math.fu-berlin.de>, Hiram Lester, Jr. wrote:

> If I could find something with the flexibility of STW, with print preview and
> support for graphics and such, I would be happy to look into it. Any
> suggestions?

That's Write 3 ?

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4475. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 19:55:08 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2lg0qs$n7p@mailer.fsu.edu>
Source record: 191471

Arndt Baecker (Arndt_Baecker@w.maus.de) wrote:
> In Msg A29467@AC2, ac382@FreeNet.Carleton.CA wrote:
>
> JK>Does anyone have an English version of EVERES3, QED310 or 7UP210? All
> JK>of these seem like decent editors but like the tittle says they are
> JK>all in German.
>
> how about learning german? :-)
> here in germany we have to learn english in school. which language did you
> learn? french? russian? japanese? :-)

In the States, one is lucky to learn English :-).

--

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

4476. Spectrum emulator stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 20:00:12 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2lg14c$n7p@mailer.fsu.edu>
Source record: 191472

I just noticed the following stuff on ftp.uni-erlangen.de which might
answer a few questions recently posted on the Spectrum emulator.

/applications/emulators/zx-spectrum
****
specci2st.lzh utility to connect a tape-recorder to the centornics-port (ST)
speccy.lzh emulator v0.8a - need an old Specci to get the ZX-ROM :-(
spectrum.lzh emulator of the glorified zx-spectrum v1.2

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4477. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 20:17:07 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2lg243$n7p@mailer.fsu.edu>
Source record: 191473

Michael A. White (whitema@rtsg.mot.com) wrote:
> I've currently got a 1040 STe with an AdSpeed STe, and was
> thinking of buying a used Mega STe. Is there a way to
> manually switch the Mega to 8 MHz like the AdSpeed?

The MegaSTE boots in 8mHz mode by default. To up it to 16 mHz (with or without cache) there is the xcontrol .cpx module, and numerous small auto folder programs. For booting games in 16 mHz mode, there is a program called "booter" on atari.archive.umich.edu in ./Ste/Mega/booter.lzh.

> How
> compatible is it compared to the AdSpeed (I lost very few
> games when I upgraded to the AdSpeed)?

I just got my MegaSTE, and find that about 10% of my games don't work anymore (and a bunch of demos, primarily those that use the Atomik packer). However, I still have my Mega2ST for just this reason :-). I think this has nothing to do with the 16mHz processor (see above), I think it has to do with TOS 2.06 and/or the slight hardware differences between STE and MegaSTE.

> Will I lose any due
> to the high density floppy drive?

My understanding is that the answer is "yes". My MegaSTE has a 720k floppy, so this is not a problem for me.

> The reason I want a Mega
> is for the expansion slot (I need more screen space).

That sounds like a good reason to get one, but I wouldn't toss the 1040STE if I were you. Remember, two computers is the best (dual process) multitasking you can have :-). Also, all those nifty null-modem/MIDI games will be playable right in your own home (much better for real-time mocking, IMHO). You can move the 1040STE out to the big TV in the living room . . .

My MegaSTE is GREAT! I should have gotten one a long time ago, and am rapidly developing TT/Falcon fever.....

Feel free to email any specific questions. I have been collecting MegaSTE information for a couple of months, and will soon stick it all together and put it up on atari.archive.umich.edu. Also, I have refiled some things in the ./Ste/Mega directory that should have been there before.

--
****
* Mickey Boyd *

* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4478. Molbio software upload

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 20:20:34 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2lg2ailNNodd@sat.ipp-garching.mpg.de>
Source record: 191474

Hi fellow atarians,

I have compiled the following programs some time ago. Since they might be
of some use to researchers in the field of molecular biology I thought I
should make them available to the public. I have uploaded them to
fly.bio.indiana.edu (a well-known server concerning molecular biology
software and databases; directory is /molbio/atarist) and ftp.tu-clausthal.de
(/pub/atari/misc).

CLUSTALV is a program for multiple sequence alignment.
Source code is from ftp.embl-heidelberg.de.

READSEQ converts different sequence formats into each other.
Source code is from ftp.bio.indiana.edu.

The programs are archived as self-extracting ZIP archives.

The programs were not written by me. The source code is included in the
archives. It can also be obtained by anonymous ftp from the hosts mentioned
above. I just added suitable project files for Pure C 1.0 and the binaries
(source code compiled with Pure C 1.0).

Every archive contains in addition to the original documentation a small
file named README.ST which describes in more detail how the source was
compiled.

Feedback, complaints, suggestions etc. via email to the address in the
signature.

The average Atari ST user will find these programs awfully uninteresting,
if not boring. You have been warned :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4479. Re: English text editors found; Thanks a lot! :)

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 20:23:45 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2lg2ghINNodd@sat.ipp-garching.mpg.de>
Source record: 191475

Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:

[...]

: Thank you very much people. Times like this make me really happy to own
: an Atari. Even though it is sometimes an inconveniance to have only a
: German version of a program, the users users are really great and provide
: you with SOLID support.

Well, at least the users do. If only Atari would ...

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4480. SW + RAM for sale.

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 20:33:49 UTC
From: dbshapco@undergrad.math.uwaterloo.ca
Message-ID: <CMBAGD.Jxw@undergrad.math.uwaterloo.ca>
Source record: 191477

Software for sale:

Star Trek (The Rebel Universe?)
Jet
Wargame Construction Set
Breach 2
Xenon
Sidewinder
F-15 Strike Eagle
Gunship
Empire
Gauntlett

I will take *literally* the best offer for these. Please make offers on these games individually. I will give priority to any offer on all games. I will consider trades as offers with my assessment of the trade determining its value. I will sell all of these games EVEN if the best offer is ludicrously low (I don't use them at all anymore, someone might as well get something out of them even if I only get the price of a coffee). Yes, if $0.10 is the best offer, that's what I'll sell them for. All offers must be in by Friday at 12.00 noon.

Buyer pays shipping (< $10 in N.A.) except in trades, where shipping costs will be considered to cancel.

Hardware:

4 x 1 meg SIMMS
4 x 256K SIMMS

Yes, I know demand for 256K simms is limited, but I'll sell 2.5 megs worth if 4 megs can't be sold together. Trades also considered, etc., but I reserve the right in this instance to reject offers that are not reasonable.

(Respond by e-mail.)

Brad Shapcott

4481. Re: Stereogram generators.

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 21:20:54 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.763075254@txfs1.hfb.se>
Source record: 191478

In <2l595f$4k@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

>>>> Does anybody know of a program for the ST that can generate
>>>> stereograms, and where I can FTP it?

>Or how about a program that would generate one of those 3-D pictures?
>You know, the ones that just look like a mess of dots until your eyes
>relax and a floating image appears?

That was what the guy before you asked about!!

A program that would generate SIRDs
(Stereo Image R-something D-something(Dots, I think!!))

>-Hutch- @ Fair Dinkum Tech

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

4482. ICD MEGA ST SCSI INTERFACE FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 21:23:08 UTC
From: jhurwitz@access1.digex.net
Message-ID: <2lg5vs$atl@access1.digex.net>
Source record: 191479

I have a Brand New, unused ICD SCSI interface for the Mega ST. I
bought it and never ended up using it. I'd like to get $40 + shipping
for it.

Thanx.

--

- jhurwitz@digex.net ---------- LINUX, the choice of a GNU generation -
----

4483. 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 21:29:29 UTC
From: donm@ucon.gun.de
Message-ID: <1994Mar7.212929.27961@ucon.gun.de>
Source record: 191480

I must prefix this by saying it is off-topic but since the original
post was in public it's only fair to all I respond in public as well.
Appologies for waste of bandwith - will try to keep it brief...

Mark Lehmann wrote:

> I'm listening. I read these news groups often just to see what customers
> think about IBM and it's workstation. I am a programmer, but I want IBM
> to become profitable again by being an asset to customers, not the cruel
> user eating monster that you describe. Please tell me any market that
> IBM owned since 1985? One of IBM's goals in working with other companies
> to make the PowerPC was to create the next generate of small business, and
> home computers. Many companies are using the PowerPC CPU to create lots
> of products. Its not just a ``By the IBM brand computer/product, or you
> can't buy PowerPC'' attitude.

Hi Mark!

IBM still owes the mainframes, however, due to its size IBM has the power
to influence any market niche in substantial ways without actually owing it.
Such is the power of a monopoly over smaller companies (and everybody is
still a dwarf when compared to IBM). These days this power is more imagined
than real but just as effective, nevertheless.

Drawing from IBM's past behaviour I would be very weary of its newfound
urge for cooperation. It's more a struggle to survive and there's nothing
wrong with that. However, what worries me is what happens when the giant
gets back on its feet? My money is on the stomping to resume all over again.
And so...

> I work in development and I don't know what new developments we have
> locked up in a vault. Can you give me some examples? I don't want exact
> product descriptions, just general information.

I was not refering to any particular product but the list of companies
bough up by IBM is in the public domain. (A search through a couple of
years of the news section of the BYTE will reveal a few. IBM even had/has
a finger in NeXT Step.) In the past, whenever a potential threat (imagined
or otherwise) was perceived IBM's action was to effectivelly absorb and
disolve. Furthermore, when a threat to its monopoly position is perceived
new products were introduced with lightning speed. (These don't just
materialise out of thin air.) Not to mention the work in the IBM-Fellow
program. Thus the conclusion that IBM was capable of more than what it was
delivering. Not to mention intentional crippling of potentially positive
developments (examples too numerous to mention - pretty much everything,
actually - how about the innane attempt to spoil MicroChannel by trying to

keep it proprietory?)

> My intent is not to anger you. I am honestly trying make a positive
> difference for my business. I take the comments that I see in the UseNET
> and show them to management and to the directors of different projects.
> They do listen. Unfortunately, sometimes the suggestions that I see from
> the net take major overhauls in organizations and can take years to
> implement.

No anger at all. It's quite clear you do care, and this is *very* comendable.
I fear, however, that your concerns will not go even near Armonk. Your last
sentence is exactly what I was saying only in different words. I doubt that
IBM in its present form is capable of reform (even with new divisions and new
accounting practices - i.e., payments between divisions in *real money* for
services rendered). For the overhaul to be successful it would really
require dismemberment. So we're back to square one: IMO the only way to
"save" IBM is to "destroy" it.

Funilly enough, the Reagan's dismissal of IBM's antitrust suit was
actually the immediate precursor to IBM's current troubles. Were IBM
forced to split up (like Baby Bells) it would have "saved" itself albeit
as a number of smaller, independent units.

> I read this news group because my Atari ST is my favorite home computer
> and this group has lots of excellent ideas.

I happen to have an ST but I also happen to have other platforms
(guess which one I do *not* have :-)) Or as I often like to say:
"I'm not pro-Atari - I'm just anti-IBM!" :-)

But seriously, were it not for the IBM-PC (and Intel/Microsoft on its
coat-tails) I'd even venture a guess we'll all be driving workstations
today. (Sigh.)

Take care.

4484. Re: Which Desktop Publishing Package ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 21:46:59 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2lg7cj$3uv@apakabar.cc.columbia.edu>
Source record: 191482

The answer is clear... Get PageStream (since it does PostScript VERY nicely), and if it doesn't do it for you, buy the competitive upgrade to Calamus SL. PageStream new is well under US$200, and the Calamus upgrade is $200-$250 (I forget), while buying Calamus is well over $500. Therefore, buy Page-Stream and even if it doesn't do it for you, you can still get calamus SL and have saved $$$...

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

4485. Re: MiNT library, Patchlevel 44

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 21:49:56 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CMAxIt.Fz6@ryn.mro.dec.com>
Source record: 191483

In article <ENTROPY.94Mar4231158@hill.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu (maximum entropy) writes...
>Patchlevel 44 of the MiNT library is now on atari.archive.umich.edu in
>atari/Mint/Lib.
>
>*.zoo: assorted files...

Why is it that there are never any updated docs. The only docs I have found are the docs in mntdoc01.zoo and these are old and incomplete. I'd very much appreciate it if anyone could point me to an updated version of these docs, because I find it cumbersome to have to guess from a few borrowed Unix manualpages.

Erlend.

4486. Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 22:05:47 UTC
From: awt001@acad.drake.edu
Message-ID: <1994Mar7.160547.1@acad.drake.edu>
Source record: 191484

Hi:

Um, I am COMPLETELY new to Atari computers and have absolutely no idea that it still even existed. (I owned a vintage 2600 a LOOOONG time ago...) Anyways, I curious as to what exists on the market for an Atari, and am interested to know more about the "Falcon" computer, specifically:

1. What is it?
2. Why do people want one (ie: What is it mainly used for? Games, etc..?)
3. Why is it compared to the A1200 all the time?
4. What does it look like?
5. What kind of a processor does it run?
6. Related to this, can it be accelerated?
7. What peripherals exists for it? (Can it be conencted to a regular VGA/SVGA monitor and such?)
8. Where the heck does anyone get ANY software of any kind? (ie: Non PD/share ware stuff, that is...) Does a commercial market even exist?
9. Is the OS capatible with anything out there?

Personally, I'm VERY surprised that the number of users in relation to the costs of running a corporation haven't sunk Atari yet, and here in the U.S. there is literally no promotion whatsoever with that Jaguar CD thing.

In any case, any help/comments/advice would be greatly appreciated. As I said I had no clue Atari was still around so I hope I haven't offended anyone -- I'm just trying to find out more stuff. (BTW, does a FAQ exist for Atari systems?)

Thanks!

-Al.

4487. METADOS : Where ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 22:13:38 UTC
From: jmm73@pern.frmug.fr.net
Message-ID: <yt-etAVGBh107h@pern.frmug.fr.net>
Source record: 191485
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

I am looking for METADOS to plug an CDROM to my
AdSCSI+ card.

Where can I find it ? (please -for ftp sites- try to include the
full pathname as I have only acces to ftp-mail which make it
painfull to search across directories :-((

BTW : I am not sure to have understand everithing : is this software
enough to make my STe recognize the CDROM ?

--
+---+
| another post from : Jean-Michel MERCIER jmm73@pern.frmug.fr.net |
| PERN : Where the Dragons and the Knights live |
+---+
| Please, no email >100Ko without permission (I pay hot for it) |
+---+

4488. Z-net. Where ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 22:28:01 UTC
From: bossoj@nuge104.its.rpi.edu
Message-ID: <2lg9ph$huo@usenet.rpi.edu>
Source record: 191486

Does anyone know where to ftp Z-net from? My site never had the znet newsgroup and I can't remember where I used to get it..

Thanks

Joe
bossoj@rpi.edu

4489. Atari 520ST pieces for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 22:53:43 UTC
From: dougg@u.washington.edu
Message-ID: <2lgb9n$qf5@news.u.washington.edu>
Source record: 191487
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
For Sale
Atari 520ST Personal Computer
2.5 MEG ram upgrade
(1) Double sided disk drive
(1) Single sided disk drive
(1) Mono monitor
Mouse
All the power supplies

Software: Flash, Degas Elite, Drafix, some other stuff.

Everything works except the computer has some problems with a loose
connection on the main board that I haven't gotten to work consistently.
If you're looking for extra equipment for your existing Atari setup this
might be a good deal.

All for $125.00.

I also have an 1200 external modem and a Panasonic KXP-1091 printer with the
system and would be willing to let go of them as part of the package for an
additional price we could agree on.

Call me: Doug at 543-7575 ext 322 wrk, 365-3824 home
or e-mail dougg@u.washington.edu
\
```

4490. Re: Falcon shiped to the U.K.?

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 22:54:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMBGy9.G5M@cix.compulink.co.uk>
Source record: 191488

In message <CMAoq5.LD1@barclays.co.uk>, Iain.Laskey@barclays.co.uk said:
>
>No, it means the development and testing of Falcon software has been moved to the
>UK. ie exactly what the article says.

I think this only applies to games, not MTOS/Speedo dev.

Ofir ogal@cix.compulink.co.uk

4491. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 22:54:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMBGyD.G6G@cix.compulink.co.uk>
Source record: 191489

In message <CMB7xt.6Ln@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk said:
>
>You don't believe in tactful persuasion then, Ofir? [g] Where is that copy
>of Hebrew GEMBENCH that you've promised me?

It should be ready once I sort out the Chinese version. I'm happy to say
that the Eskimo version is fully working and is available from
ftp.greenland.igloo.ice.cold

Seriously though: English *is* the International language, a fact that
Germany chooses to ignore. You only need to watch German TV for 5 minutes
to understand this.

A question: What percentage of Atari users understand English?
Answer: 99.99999%
A question: What percentage understands German?
Answer: maybe 30%

Conclusion:...

Ofir ogal@cix.compulink.co.uk

4492. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 23:04:48 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2lgbug$n6o@news.dmpe.CSIRO.AU>
Source record: 191490

>>In Sweden, you can now buy a 4meg/85meg Falcon for less than $1000 USD
>>including tax. A decent AV Mac costs more than $3000 USD.
>
>That seems like a fair price for the Falcon but you are getting 'raped' on
>the Apple stuff. A Mac 660av with 8Mb, 230Mb HD, 25MHz 040 costs ~$1800 in
>the US now. Wonder why there is such a disparity in pricing in Sweden?

Well, that's about the price (~$3000) you'd pay for a Mac here too - don't
forget America is one of (if not the...) cheapest places to buy computers in
the world ....

(I'm in Australia by the way ...)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

4493. None (mail relay)

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 23:18:32 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <swordfish.763083079@minster.york.ac.uk>
Source record: 191491

Subject: TROFF for the ST

Does anyone know of a program that lets you view files created in the TROFF format in ST-medium rez (or ST high with a mono-emulator), and also prints them out. It would have to work on one of the following printers:
STAR NX1000 and PANASONIC KX-P1123.
If such a program exists, which FTP site is it available in?

Thanks in advance.

AE.

4494. Re: Frontier - Elite II - Copy Protection Help!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 23:23:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CMBIAL.HCz@cix.compulink.co.uk>
Source record: 191492

>Subject: Frontier - Elite II - Copy Protection Help!!!
>
>You must include ALL headers! Even chapter headers!

Are you sure? I include all the bold type headings, but *not* the tiny
chapter headings at the top. I am careful about case though.

I've never been chucked out - and it now rarely checks the protection.

Roland.

@CiX

4495. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 23:47:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMBJEM.IDB@cix.compulink.co.uk>
Source record: 191493

In message <j6mkhbbs5he@moacs11>, walra@moacs11 said:
>>
>> As soon as you learn Hebrew :-)
>
>Substitute Hebrew by Japanese or Swahili, and you might have a point :-).
>On the other hand, I haven't yet seen any program docs written in one of
>those languages, but there are a lot of (good) programs for the Atari in
>German.

Hebrew is my first language, so I can, like the German programmers,
release GEMBench in Hebrew only.

The Falcon hardware was designed (in part) in Israel. Now how about if the
hardware docs were all in Hebrew?

Ofir ogal@cix.compulink.co.uk

4496. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 23:47:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMBJEo.IE1@cix.compulink.co.uk>
Source record: 191494

In message <8jznpil&q0k@moacs11>, walra@moacs11 said:
>
>The dutch market for atari programs is very small, and there ain't many
>people besides the Dutch and some Belgians that understand the language.

There aren't many people that besides the German that understand German.

Ofir ogal@cix.compulink.co.uk

4497. Re: Selectric (Was: WINX and

Newsgroup: comp.sys.atari.st
Date: 1994-03-07 23:58:00 UTC
From: Stefan_Radermacher@k.maus.de
Message-ID: <A19461@K.maus.de>
Source record: 191495

In Msg TRMMB8NU@math.fu-berlin.de, Hiram Lester, Jr. wrote:

HLJ>What is the status of Selectric? From messages here, I had assumed
HLJ>it was a commercial product, but you make it sound as if it's
HLJ>shareware. Is this the case or is this just a demo version you are
HLJ>talking about?

Selectricï¿½ is shareware, the price is DM 30. It can now be ftp-ed from a.a.u.e.

Stefan.
--
+-----------------------------+-----------------------------------+
Stefan Radermacher	Usenet: sr@k.maus.de
Unter Krahnenbaeumen 52-54	MausNet: Stefan Radermacher @ K
50668 Koeln	
Germany	Voice: ++49 221 125172
+-----------------------------+-----------------------------------+

4498. Re: good text editors?

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 00:07:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A19070@BI.maus.de>
Source record: 191496

Hello!

>Can anyone recomend some good text editors?

Yes! Why don't you try 7up from Michael Thï¿½nitz. The ATARI-magazine ST-Computer called it the best shareware-text-editor you can get.
You can get the newest version 2.2 (from last week) at the @BI (+49 521 24222) at board 092.

Bye
Olaf

Olaf_Kaiser@bi.maus.de
!!No Mail >16kB please!!

4499. Re: Future of Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 00:07:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A19071@BI.maus.de>
Source record: 191497

Hello!

>I only wish the Falcon had an 040, even an LC040 (without math coprocessor)!
>That would _definitely_ change the nature of the beast. :))) <BIG grin>

Overscan in Berlin has developed such a 040 board for the Falcon. It should
be available soon. It has a real 040 CPU which runs with 33 MHz. They will
present it at the FEZ-a-Bit, a small ATARI exhibition in Berlin early in May.

Bye
Olaf

Olaf_Kaiser@bi.maus.de
!!No Mail >16kB please!!

4500. Re: Blackhole?

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 00:07:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A19069@BI.maus.de>
Source record: 191498

Hello!

>Where is the latest version of Lasers and Men available from?

You can get it at NO CARRIER (+49 6404 64396).

Bye
Olaf

Olaf_Kaiser@bi.maus.de
!!No Mail >16kB please!!

4501. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 00:24:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CMBL54.K4t@cix.compulink.co.uk>
Source record: 191500

>My MegaSTE is GREAT! I should have gotten one a long time ago, and am
>rapidly developing TT/Falcon fever.....

My one not too bad either ;-)

I think the general opinion is that MSTEs are excellent machines. In order to be good value for money though, they need to be much cheaper than Falcons.

:-)

Roland.

4502. Dungeon Master Editor

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 00:53:49 UTC
From: bt1@buc.edu.au
Message-ID: <2lgiat$flj@eureka>
Source record: 191501

Does anyone have a copy of the Dungeon Master Editor that they want to sell

If you do, email me, including a price and what you'd charge for postage to Australia

==========

From


```
|\/\/\/| BEN TOWNSEND, B.U.C. Bachelor of Computing Course.
| | E-MAIL : bt1@buc.edu.au bt1@nova.ballarat.edu.au
| | /-----------------------------\
| (o)(o) | I didn't do it.... |
C _) | Nobody saw me do it..... |
| '___| /---- You can't prove a thing.... |
| / \-----------------------------------/
/-----\
```

4503. VOX-Mail recording problems?

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 01:11:52 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <chSx3Mu00WB_RhvuYZ@andrew.cmu.edu>
Source record: 191502

Hello to all those folks trying out VOX-Mail,

I received a call today from a user unable to record in the evaluation version of VOX-Mail. This is not a bug. The reason is that the hardware interface has a high output level and the recording gain was set to a very low value on the Falcon for the answering machine recording mode.

Hence, if you try to use a low-power input device like a low powered mic, the recording function might not be able to pick up the signals. To circumvent this, go to the control panels and increase the recording gain. In the record sample function, the input gain is adjusted by the VOX-Mail program so it should not have similar problems.

Enjoy!

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

4504. Re: Blitz - Defragger (Shareware) Desc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 01:35:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1657@usdtsg.DaytonOH.NCR.COM>
Source record: 191503

In article <CM8xAq.L7B@cix.compulink.co.uk> sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>
>My comment was more an oblique moan about the uuencoded version appearing
>here at all - isn't there a binary newgroup for the Atari?

"comp.binaries.atari.st" I believe...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4505. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 01:41:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1658@usdtsg.DaytonOH.NCR.COM>
Source record: 191504

In article <CM8xDx.L9o@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>>...just curious - do you know what different formats DeskPic 1.05 supports?
>>(GIF and IMG, but anything else at the moment?). I'm very close to
>>registering my copy (for speed purposes, I've converted some of my
>>favorite GIFs to IMGs, and let Deskpic load those instead)...
>
>As far as I am aware it will do Degas files as well as the ones you list.
>Version 1.06, which will be commercial, has a few bug fixe and works as
>a CPX. At the moment though it bombs out even more times when changing
>resolution. The author was going top sell the new version via Maxon in
>Germany.

How does someone like me, way out here in the U.S., manage to purchase the commercial version? I'm not even worried about an "english" version, as the program is rather straightforward (except for perhaps, the warning messages). This is one of those programs that does things right for the most part (i.e. unlike the Warp9 background pics (I have Warp9 as well) which are limited to pictures with specific resolutions, Deskpic at least allows any size pictures (in GIF and IMG anyways)...

(the thing I like about varying-size pictures is that if I ever get a monitor that supports my AlberTT card, I could have a nice big 1024x768x16 background pic :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4506. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 01:47:53 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1659@usdtsg.DaytonOH.NCR.COM>
Source record: 191506

In article <LANCER.94Mar6131229@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
[misc STuff deleted]

>Wow... Have you been snooping around my mind or something???

Reminds me of the Steven Wright joke: "I was arrested for
walking in someone else's sleep..." :-)

>Also, what's the word on the updated version of Geneva? I heard it'll
>work with MiNT and/or PowerDos... Anyone have any news? And what's
>the deal with NeoDesk 4?

The basic gist I got was that Geneva probably won't be updated
until after Neodesk 4 comes out (hey, the guy can only do so much
at a time :-) As of "patch 003" (Geneva 1.02 I think) it still doesn't
work properly with MiNT (you can load them together, but if a program
is looking for a RSC file, for instance, it won't find it like it should).
So no go on the MiNT-compatibility as of yet (I keep hinting hinting
about this on GEnie's conferences, so who knows? :-)

At least you don't *need* to have Neodesk to use Geneva. I did buy
the combo-pack, but find I never use Neodesk anyways (most stuff I can
do without a desktop anyways). Not that it's not a good program,
but Neodesk never really got me hooked...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4507. looking for guy selling Zork Tril. & Warp9

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 02:10:52 UTC
From: rge@helix.nih.gov
Message-ID: <1994Mar8.021052.28789@alw.nih.gov>
Source record: 191507

to the person selling the Zork Trilogy and Warp9. I've lost your address,
please send it to me again.

4508. Re: ANSI/BBS

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 02:14:10 UTC
From: divapd@delphi.com
Message-ID: <5E8pHTa.divapd@delphi.com>
Source record: 191508

McPhedran Colin <ap508@FreeNet.Carleton.CA> writes:

>I am a very old user of an Atari 520ST rom set '87. I am looking to find
>a source for two things.
>
>One, I would like to get a terminal program that can run PC-ANSI. Does any
>one know if PD or SW of this type of program exists?
>
>If it does, and it is on a board somewhere, how would I go about getting it?
>
>Secondly, I would like to set up a SMALL BBs (520ST with Single Sided Drive) for use in my local area (Kanata Canada). Again, is there a half decent PD or SW BBS I could use?

If you want full ANSI on your ST/STe then the only way to truly go is TWO WORLD SOFTWAREs ANSITerm, a really nice little term program (shareware). I use it all the time and I have a FreezeDried, STorm, TeddyTerm etc. on disk but never use em now... :)

Your local (?) ST board should have a copy of the latest version (1.9) or you could get it from most any other ST supporting board.

As for a bbs that'll run on a 520 S/S - whew, thats a stretch, maybe one of the older bbs software MIGHT be able to do it (Nitelite or Vulcan Embassy) - but it is barely worthwhile... I seem to remember an shareware Term from the US that could function as a simple bbs, I got it from System ST (uk) but dont have it any longer - hopefully someone can remember the name....?!?!?

Hope it helps... Andy

4509. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 02:20:56 UTC
From: divapd@delphi.com
Message-ID: <xE1In-Q.divapd@delphi.com>
Source record: 191509

Bjorn Eriksson <d91-ber@nada.kth.se> writes:

>Hello, I'd like to change the systemfont on my falcon to one
>of those macintosh-looking fonts. Do I have to buy some com-
>mercial software to do this or is there a cheaper way? It's
>not as if I think any of this is important or anything, I

//Warp 9 will do it for you... and theres a little font installer program that comes with NEOdesk that'll do it, i don't know if they are Falcon friendly tho'.

Ive also seen a few small PD programs that will install a MAC font in ST/Mono machines - most of them from germany.

Hope that helps - Andy

4510. DAME author

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 03:00:05 UTC
From: bondservant@delphi.com
Message-ID: <5oxL-TV.bondservant@delphi.com>
Source record: 191510

Anyone know more about the pro versions of DAME or how to reach the author e-mail?

Bondservant

4511. CDP

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 03:01:26 UTC
From: bondservant@delphi.com
Message-ID: <5K6lPbe.bondservant@delphi.com>
Source record: 191511

Anyone know more about the Composers Desktop Project?(can you tell I own a Falcon?) <G>
Bondservant

4512. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 03:24:51 UTC
From: abarbiero@delphi.com
Message-ID: <5l0Jvbb.abarbiero@delphi.com>
Source record: 191512

michael smith <miff@asharak.apana.org.au> writes:

>Come to it now, I'm probably the cheapest supplier of _new_ atari HD's in
>australia, or at least on a direct par with Will Visser and (maybe)
>Paragon... and I _still_ wish I could go lower 8)

Just out of curiosity, how much do hard drive go for down under?
With the Aussie dollar close to US$0.70 I was just curious how prices
vary from contient to continent!

Andreas@AEO

4513. Re: SLM

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 03:26:52 UTC
From: abarbiero@delphi.com
Message-ID: <xI1qHXc.abarbiero@delphi.com>
Source record: 191513

AEO 303 had a press release on the product, I dont have the press release here offhand, sorry.

Andreas@AEO

4514. Re: Falcon shiped to the U.K.?

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 03:33:42 UTC
From: abarbiero@delphi.com
Message-ID: <xq1L-Be.abarbiero@delphi.com>
Source record: 191514

"So does this mean the death of the FALCON..??

NO... that is not what he meant, and since there are currently Falcon030s shipping to the USA andEurope this is not true.

Thanks for pointing out a rough spot in his opening words, I will point it out to him when I talk to him tomorrow!

Andreas@AEO

4515. Populous II and Octalyser

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 03:48:53 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2lgsj5$5pc@mailer.fsu.edu>
Source record: 191515

Two questions:

1. Has anyone gotten Populous II to work from hard disk? I tried the install program, and it did not work. I remember reading about this in c.s.a.st long ago, and seem to remember that there was some trick to success. Can anyone enlighten me?

2. Has anyone gotten Octalyser to work on a MegaSTE? It is an 8-track module file player.

My system is a MegaSTE, 4mb, TOS 2.06. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4516. Re: PPM, PBM, etc.

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 03:49:12 UTC
From: gjw@netcom.com
Message-ID: <gjwCMBuM2.6Cv@netcom.com>
Source record: 191516

In article <1994Mar7.175832.18242@midway.uchicago.edu> gustavo@dent.uchicago.edu (Gustavo Comezana) writes:
>Hi,
> I'm having trouble running giftoppm (from the Portable Binary
>Map suite): when I run pnmfile on the ppm file just created by
>giftoppm, I get an error message reading: "junk in file where there
>should be an integer". Does anyone have any idea of what might be
>going on??

Yes, I had the same trouble. Examining the header of the output file reveals that the utility is generating DOS-style end-of-lines (CR-LF), but the input scanner apparently cannot deal with them. Very annoying.

Conceivably one could filter the output file before processing it again, but my solution was to get the sources and recompile them myself, although I haven't actually gotten around to compiling them yet...

4517. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 04:16:52 UTC
From: walra@moacs11
Message-ID: <6tybhp2vfss@moacs11>
Source record: 191517

In <CMBGyD.G6G@cix.compulink.co.uk>, "Ofir Gal" wrote:

> Seriously though: English *is* the International language, a fact that
> Germany chooses to ignore. You only need to watch German TV for 5 minutes
> to understand this.

Have you been watching french, italian, spanish, japanese etc. television
lately? Same story over there, they all ignore your international language.

Anyway, to get back to where it all started: IMO it is ridiculous to
demand special language versions of PD-software. If you really need it,
and you don't understand the original, hire someone to translate it. If
one is not willing to pay the price, one shouldn't complain either.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4518. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 04:23:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2lguj5$d1d@golem.wcc.govt.nz>
Source record: 191518
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CM231C.9pt@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2l1che$ojl@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>>
>>were can I find a PD GDOS FONT EDITOR..
>I have one on the WamnutCreek CD. It's all German, but doesn't look too
>complex EDIT_GDF is te name. There are also ANSI fonts for medium res which
>you may find useful with programs like Connect or Storm. Mail me if you
>want it.
>
>Ofir ogal@cix.compulink.co.uk

I have that one Thanks...

The best one that I have seen is GEMfont 122, its the best that I have seen..

I have seen some Funny thing with Fonts, Flash 1.6 has a ANSI option and works good with VT100, but if I install NVDI it stuffs this font up, but if I have a look at the NVDI Fonts they are similar to built in system fonts..??

I know I can disable the NVDI system fonts but I am still puzzled why this is happening..

Can any one shed some light on this...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4519. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 04:41:06 UTC
From: walra@moacs11
Message-ID: <yvnldzqgm7c@moacs11>
Source record: 191519

In <CMBJEM.IDB@cix.compulink.co.uk>, "Ofir Gal" wrote:

> Hebrew is my first language, so I can, like the German programmers,
> release GEMBench in Hebrew only.

Please do. Post a pointer here when you release it. I promise I'll
register if it runs under MagiX on a TT.

> The Falcon hardware was designed (in part) in Israel. Now how about if the
> hardware docs were all in Hebrew?

Not a good analogy. People pay real money for the tech specs, and there's
no alternative. The gemfont program is for free, and if I don't like it,
I can look around the net for a better solution, write my own, or hire
someone else to write it (in order of preference ;-)).

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4520. Re: ICD Pro Utilities question

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 04:44:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2lgvr5$d1d@golem.wcc.govt.nz>
Source record: 191520

In article <CMApFp.79z@lincoln.gpsemi.com>, mkite@lincoln.gpsemi.com (Martin Kite) writes:
>Just a thought - if ICD are an American company - how come the ADSCSI.CPX has
>got German text in the buttons ?
>
>Any ideas ? (Mega Ste, 2 Mb, TOS 2.06, 105 Mb internal HD)
>
>Martin

> == Internet e-mail - mkite@lincoln.gpsemi.com ========================

Martin get a Disk/File editor and have a look at the booter, 1/2 of the Text is
in German...

ICD has a German section on GEnie as well, may be there software is writen in
Germany....

Germany were all good software comes from.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4521. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 04:52:48 UTC
From: walra@moacs11
Message-ID: <gthk7qf55ec@moacs11>
Source record: 191521

In <CMBJEo.IE1@cix.compulink.co.uk>, "Ofir Gal" wrote:

> In message <8jznpil&q0k@moacs11>, walra@moacs11 said:
> >The dutch market for atari programs is very small, and there ain't many
> >people besides the Dutch and some Belgians that understand the language.
>
> There aren't many people that besides the German that understand German.

Go to Belgium, Holland, Luxembourg, Finland, Sweden, Poland, Yugoslavia,
Greece, Czechoslowakia, etc. and you'll find out that you're wrong about
this.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4522. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 05:18:22 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.0yip@outb.wimsey.bc.ca>
Source record: 191522

There's a device called a Heatseeker - it'll allow a SLM 804 to be connected to a Falcon. I believe it's made in Germany & it's worth about $110. Sorry, I don't have the phone number handy, but somebody else probably does.

4523. Christian Limpach: IRC Loser...

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 06:01:45 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <2lh4ca$psu@news.mic.ucla.edu>
Source record: 191524

Anyone on here tried to use IRC channel #atari lately? If you've had trouble, it's because Christian Limpach (chris@nice.ethz.ch) has arbitrarily decided to ban you from the channel or make the channel invite only...

I have no memory of ever speaking with the guy before or doing something mean to him or the channel. All I know is that because of this hairy-palmed IRC geek, I can't use this channel anymore.

If you're having trouble with using #atari, why not send him some friendly email about what you think of these practices...

4524. 1040 STE For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 06:09:23 UTC
From: rhodes@tatertot.com
Message-ID: <03071994.220923@tatertot.com>
Source record: 191525

For immediate sale:

1040 STe w/ 2 megabytes of memory
Alpha Data Opto-Mechanical Mouse
Atari SC1224 Monitor w/ Tilt/Swivel Pedestal

$500.00 OBO

Please leave reply here or call:

Day: (415) 396-4877
Eve: (415) 334-4481

4525. Re: help

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 06:09:29 UTC
From: Willem@rc.rug.nl
Message-ID: <Willem.52.763106969@rc.rug.nl>
Source record: 191526

In article <Willem.51.763049642@rc.rug.nl> Willem@rc.rug.nl (Willem Koster) writes:
>From: Willem@rc.rug.nl (Willem Koster)
>Subject: help
>Date: Mon, 7 Mar 1994 14:14:02 GMT
>G'day,
>
>I have an Atari 1040 STf (B&W) at home, but I work here on a PC.
>The Atari has problems, (can't open documents with 1st wordplus among
>others). I suspect the disk drive to cripple my disketes, but maybe there
>are other possibilities (like hardware problems, virus ?)
>
>Could somebody tell me how i can check the system out myself (1st how do I
>download the info, can I use 720Kb DOS diskettes, should I dis-arc and uue)
>them on my PC, etc.)
>
>T.I.A.
>Willem.
>
>P.S.
> Please answer to me directly.

PPS

I've also got an Apple Macintosh, since that's another 68000
machine, maybe that can be of any help ???

4526. MegaSTE for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 06:24:04 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2lh5m4$6v5@darkstar.UCSC.EDU>
Source record: 191528

Well, with people waxing poetic about the virtues of the MegaSTE, I
guess it's time to post my forsale ad.

MEGA STE with Crazy Dots 15 card.

I won't post the specs for the MegaSTE, but here are the specifics for mine.

4 Megs Ram
Hard Drive Host Adaptor (No drive, but plug in any SCSI and it will work)
1.44 Meg Floppy Drive
TOS 2.06

Crazy Dots 15 VME Video Card
32,000 colors at up to 800 x 600
256 colors (24 buit palette) at 1200 x 800
16 colors & less at up to 1600 x 1200

(for $25 can be upgraded to a Crazy Dots II card, which is 24 bit ready,
just needs an upgrade to the driver software not available yet)

NVDI/ET4000 screen acceleration software - Specifically for the Crazy Dots
card, this speeds up screen redraws dramatically.

I'm asking $1000 shipping included for the set, and I'd rather not sell it
individually. Price is negotiable.

For Sale!
\
__ /\ __ | Christopher Taylor Oates | Atari: MegaSTE
__\/__\/__ | C.Oates2@GEnie.GEIS.com Aspect@CATS.UCSC.edu | Falcon 030
_||_/ | "You're fighting the weight of the world and | Jaguar
/__||__\ | and no one can save you this time. Close your | Lynx
// \ | \\ | eyes, you can find all you need in your mind" | Portfolio
\| | -Dream Theater, Take the Time | and a 2600 :)

4527. Re: Processor Direct mag?

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 06:27:40 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2lh5ss$701@darkstar.UCSC.EDU>
Source record: 191530

In <2lfbve$ii4@news.ysu.edu> ad533@yfn.ysu.edu (Kevin Boyer) writes:

>I recently became aware of a new magazine that supposedly started
>publishing, I think called Processor Direct or something close
>to that. It was going to be Falcon specific, but then I read it
>was going to cover all Atari products. Does anyone have an
>address or phone number for it as I am interested in subscribing.
>Thanks for the information. Kevin

Processor Direct is going to press with its first issue shortly. It
is an All Atari mag. (not just Falcon)

The Most recent Address & Phone I have is:

Two Worlds Publishing
3837 Northdale Blvd. #225
Tampa FL 33624
(813) 969-1632

And they can also be reached at P-DIRECT@GENIE.GEIS.COM which will get
you Sean Dougherty, the publisher.

~Chris

4528. Re: Frontier - Elite II - Copy Protection Help!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 06:40:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2lh6km$h43@uqcspe.cs.uq.oz.au>
Source record: 191531

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>You must include ALL headers! Even chapter headers!

BUT, I don't think it include the "Elite ...." small-print header that
is printed on every page. At least, I've never included it, and the
frequency of asking got less and less.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

4529. Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 07:42:42 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMC5F7.5t2@cix.compulink.co.uk>
Source record: 191532

Has anyone had any problems in linking a TOS 4.02 14Mb memory, 65mb internal IDE, falcon to an external SCSI drive?

I'm asking as I've just purchased one from System Solutions, 170mb, and I'm having big problems. I've tried using both the Atari hard disk drivers and the ICD Pro 6.4.2 utils without any success.

Symptoms include data just vanishing in and becoming lost clusters, and file names getting corrupted on copying.

Converting GIF files to JPG format is impossible as they commonly get corrupted, approximately 1 in 6 files. Files which have sucessfully been converted fail to load later as tehy have corrupted.

The internal IDE drive works flawlessly and has given no problems at all.

I'm using the following AUTO programs; Bootkill, Rsetmem, X-Boot, Flop_fix, Jar100, Foldrfix100, Romspeed, Winx, Environ, Fpatch2, Bmapfix2, Snd2Ste, NVDI, NVDI-Fix, Slecrtic, Dmirror, Silkmouse, SHBuf, SAM, LetEmFly, JpegD, AM, blowboot, and LEDPanel.

ACC's: BlowAcc, FalconSX, Harlegp, Jpeg, SAMCNFIG, Xcontrol.

CPX's: COLORVDI, CONFIG, FSOUND, HD_FREE, JPEGCONV, LET_CONF, MULTITOS, NVDICONF, SLCTCONF, SMCWCOLOURS, and WINX.

I'm trying to work out whether the drive is deficient (has been retested by System Solutions and then back to me, supposedly perfect), or whether some software I'm running is causing the problem, or whether there is a bug in TOS 4.02, or finally that the Falcon is broken somehow.

One clue is that formatting the drive with AHDI works perfectly, but if formatting with ICD Pro it comes up with a lot of bad sectors (1 in 15 approx), and then after about 20 minutes the ICD software reports that it is timing out on sector $FF, or $FFF, or something similar, and then says I should try reformatting the drive, which is of course no use at all!

I would be interested in contacting any other Falcon owners who have had similar problems, and hopefully know how to fix them, or anyone who knows of any good hard disk test program that can be tried.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4530. Re: .LHZ files - I am stupid!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 07:58:47 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.100.763113527@rog1.rog.rwth-aachen.de>
Source record: 191533

In article <2lfdk2$4df@wmwap1.math.Uni-Wuppertal.DE> fpf@wmwap1.uni-wuppertal.de (Peter Feuerstein) writes:
>ftp.uni-paderborn.de (131.234.2.32), path atari/tools/packer. There you
>will find arc6_02.ttp for .ARC files, lha_232.tos for .LZH/.LHA files,

The latest version of LHarc for .LZH/.LHA files is LHARC299.TOS,
featuring a GEMish GUI and being a self-extracting archive. It can be
downloaded from most atari ftp sites; Paderborn: /atari/tools/packer/lharc.

GRTX Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

4531. ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 08:05:00 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.101.763113900@rog1.rog.rwth-aachen.de>
Source record: 191534

Hello, everybody!

Some of you will remember that there has been an AI-program called ELIZA trying to imitate human behaviour in the seventies. Recently, I've found a simple version for the ZX Spectrum. Is there an Atari version available anywhere (ftp preferred) ?

GRTX & TNX

Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

4532. Re: Another newbie question re: terminals

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 08:28:45 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <63NMB03S@math.fu-berlin.de>
Source record: 191535

In article <2kukbc$j58@telerama.lm.com>, raver909@telerama.lm.com (Joe LeSesne) writes:
>Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
>: You might be able to find a copy of STalker 1 somewhere, I seem to
>: remember that this was released as shareware/PD several years ago - I know
>: I saw and used a copy for a short time. As for where you'd get it - sorry,
>: can't help.
>
>Thanks Graeme. I'll try and hunt a copy down.

If you find a copy, please let us know where. I might be interested in such a
puppy to add to my collection.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

4533. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 08:35:50 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-ECIWDBUQ@albemuth.equinox.gen.nz>
Source record: 191536

In <eutrjlcyram@moacs11> Waldi Ravens wrote :

>If you were really interested in the software you could always learn a bit
>of german.

Well I admit that I try to understand some where possible, e.g. I
figured out an earlier version of UPoint where everything was in german.
The problem comes with some of the more technical software. Gemfont is
one example where I found it fairly heavy going to figure out. Another
one which is really difficult to understand is Chaos Studio the Fractal
program. All the mathematical and scientific terms are really tricky to
work out.

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

4534. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 08:40:58 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-ECIWDBUT@albemuth.equinox.gen.nz>
Source record: 191537

In <M8KMBBBB@isys-hh.hanse.de> Edmund Ramm wrote :

> If anyone is interested in JOE (Joe's Own Editor, has WordStar controls),
>I've ported it to TOS.

Is your port available for anonymous FTP anywhere?? If so can you tell
us where??

Cheers,

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

4535. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 08:50:35 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <x+7qPFb.biblinski@delphi.com>
Source record: 191538

Marco Boldt <mboldt@kn.pacbell.com> writes:

>What are the planned changes that will be in version 2.30?
>

Aaron hadn't finalized his plans the last time I spoke with him about FzDT. But, he was going to eliminate some features that either didn't work out the way he'd intended, or had become undesirable. (His script language and the IGS compatibility, specifically.) He was going to try to add internal ZModem protocol if he had time, and VT-x00 emulations. Whether he gets those added depends on how much time he has to work on it.

And, finally, he was considering changing the key format, so old keys wouldn't work with v2.30 or future versions (if he does any). If that happens, the doc file will explain what existing users' options will be. FzDT v2.30 will still be shareware, and freely distributable in the usual ways.

--Gordie Meyer
biblinski@delphi.com
ATARI UNITED! SoftWareHouse

4536. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 08:58:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMC8wu.802@cix.compulink.co.uk>
Source record: 191539

In message <6tybhp2vfss@moacs11>, walra@moacs11 said:
>
>Anyway, to get back to where it all started: IMO it is ridiculous to
>demand special language versions of PD-software. If you really need it,
>and you don't understand the original, hire someone to translate it. If
>one is not willing to pay the price, one shouldn't complain either.

I am willing to pay for English versions. I have already paid for German
shareware programs like Selectric which are available in English.
There are many more like me.

Ofir ogal@cix.compulink.co.uk

4537. Re: A new ST game, coming soon

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 08:58:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2lhen5$luc@uqcspe.cs.uq.oz.au>
Source record: 191540

trevor@ccc.govt.nz (Trevor Ingham) writes:

>Will you be having an 'Original Spacewars' mode, for us notalgia freaks? A PC
>port of the original Spacewars was posted on alt.folklore.computers some time
>ago, but only a binary.

Hmm... I've got a monochrome-only Spacewars I wrote many moons ago.

(About my first ST program - anyone ever seen my 8-bit version?)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

4538. Re: VT emulation specs

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 09:05:22 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-ECIWDBUW@albemuth.equinox.gen.nz>
Source record: 191541

In <1654@usdtsg.DaytonOH.NCR.COM> anisko wrote :

>In article <h2-pfIh.biblinski@delphi.com> biblinski@delphi.com (Gordie Meyer ATARI UNITED cofounder) writes:
>>Can anyone point me to where I might find the 'guts' of how the different
>>VT-x00 emulations work? Aaron Hopkins would like to add them to a future
>>version of FzDT, and hasn't been able to locate them. And, as he doesn't
>>have access to c.s.a.s, I thought I'd give him a hand and post a message
>>about it.
>
>
> Check the Uniterm 2.0e archive - I'm pretty sure one of the docs has
>the VT100 codes and descriptions (which I used at one time to make a
>little VT100 movie)...

(I didn't see the original posting sorry, so I'm answering this one.)

There is a book called "Using MS-DOS Kermit" by Christine M. Gianone
ISBN 1-55558-082-3, (published by the Digital press) which has an
extensive appendix covering escape codes for various VT-x00 protocols.
Worth looking at.

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

4539. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 09:14:08 UTC
From: iqbal@sys6626.bison.mb.ca
Message-ID: <0H4uic4w165w@sys6626.bison.mb.ca>
Source record: 191543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

system@cyberden.sf.ca.us writes:

> anyone@cyberden.sf.ca.us writes:
>
> > ps - it mentions about using it under Windows, straight MSDOS, and Unix.
> > What DOS do you use on you ma<hine, anyways?
>
> 386/33, but not for music...

4540. Packer

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 09:17:29 UTC
From: erikves@sci.kun.nl
Message-ID: <CMC9t6.FEv@sci.kun.nl>
Source record: 191544

Hi,

I was wondering if there is some public domain programm like stacker
for the Atari ST. If so, could you please mail me ?
email: erikves@sci.kun.nl

Thanx,

Erik van Esch

4541. Re: Which Desktop Publishing Package ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 09:42:21 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMCAyL.774@barclays.co.uk>
Source record: 191545

It depends on what you do with it really. Calamus can be got for 89GBP or so if you send in mast disks of your existing DTP package, Timeworks 2 is nice but doesn't add all that much more over 1 but can be got very cheaply through various routes ie about 40GBP.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4542. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 09:58:21 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMCBpA.8wp@barclays.co.uk>
Source record: 191546

In article <1994Mar7.160547.1@acad.drake.edu>, awt001@acad.drake.edu writes:
|> 1. What is it?
A 16Mhz 68030 computer with a 56001 Digital Signal Processor, built in sampling. Can sample direct to HD. Multitasking (pre-emptive) OS, fully programmable graphics modes with upto 65000 colors on screen and high res (I have been upto 1400x1000).

|> 2. Why do people want one (ie: What is it mainly used for? Games, etc..?)
I use mine for the same as I used my ST for but with more color, speed etc. Basically, I use it for DTP, WP, database, spreadsheets, music, sampling, programming, graphics and the odd game.

|> 3. Why is it compared to the A1200 all the time?
They're similar in basic spec but the 1200 is a lot cheaper. On the other hand, the Falcon has a lot mor ebuilt in stuff like the DSP, SCSI 2, 16bit audio and a lot more. The arguments are do you want a basic machine you can add to ie 1200 or do you get a fully integrated system with potentially bits you don't want/need ie falcon.

|> 4. What does it look like?
Exactly the same as An Atari ST ie similar to an Amiga 1200/500 wedge.

|> 5. What kind of a processor does it run?
16Mhz 68030 with cache. You can add a co-pro and a 32Mhz 68030 with Fast RAM. A 68040 is due RSN and you can also add a PC processor into a slot inside. This enable you to run Windows in color under emulation.

|> 6. Related to this, can it be accelerated?
See above.

|> 7. What peripherals exists for it? (Can it be conencted to a regular VGA/SVGA
|> monitor and such?)
Uses TV, RGB, VGA, SVGA or multisyncs. Standard types with standard connectors. SCSI 1/2 with standard connectors, Internal IDE slot for HD. Standard MIDI, RS232 and centronics connectors.

|> 8. Where the heck does anyone get ANY software of any kind? (ie: Non PD/share
|> ware stuff, that is...) Does a commercial market even exist?
Yes it does! I have load s of real commercial software for it. Up until about 1990, the ST, the Falcons forerunner, was almost outselling PCs in Germany. Most really good Atari software comes from there. There is photo retouching software that is as good as the Mac, Superbase Pro, loads of MIDI - the Atari line aree the premier MIDI computers and used in pretty much every studio. I can't list what else there is as there is so much of it. Ataris mainly sold in Europe though so that's where the action is. In the US they are hardly heard of.
I'm about to buy a video digitiser and update my HD backup software. There are

lots of firms producing lots of great hardware and software for the ST and Falcon.

|> 9. Is the OS capatible with anything out there?
Well, it uses the MSDOS disk format and internally looks very like Unix but really, no. Like the AMiga, Mac, PC it has it's own proprietry OS called MultiTOS. I like it myself :-)

|> Personally, I'm VERY surprised that the number of users in relation to the
|> costs of running a corporation haven't sunk Atari yet, and here in the U.S.
|> there is literally no promotion whatsoever with that Jaguar CD thing.
I heard the Jag was being very heavily advertised. The Jag newspaper add won an award at the CES for best ad!

As I said, the US is dead for Atari computers. In Europe, they sold millions. You would even see them in the background being used on news programs. There was a very healthy Atari DTP market in Germany with chains of Atari specialist DTP bureaus. I have 465Mb of HD and it's full of software both comercial & PD.

|> In any case, any help/comments/advice would be greatly appreciated. As I said
|> I had no clue Atari was still around so I hope I haven't offended anyone -- I'm
|> just trying to find out more stuff. (BTW, does a FAQ exist for Atari systems?)
There is a monthly series of FAQs posted here. Wait a while and they'll appear again.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4543. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 10:00:02 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2lhib2$brk@vishnu.jussieu.fr>
Source record: 191547

In article 1@acad.drake.edu, awt001@acad.drake.edu () writes:
> Hi:
>
> Um, I am COMPLETELY new to Atari computers and have absolutely no idea that
> it still even existed. (I owned a vintage 2600 a LOOOONG time ago...) Anyways,
> I curious as to what exists on the market for an Atari, and am interested to
> know more about the "Falcon" computer, specifically:
>
> 1. What is it?

The last computer by Atari. It's a ST, with lotsa improvements, for
example:
1) a 68030 at 16 Mhz, on a 16bits bus.
2) a BLiTTER at 16 Mhz too.
3) Fully programmable and very flexible video processor (VIDEL), which allows
fantastic video modes: from 640x200x2c to 1664x608ix16c (i for interleaved,
c for colors), with >800x600ix65536c, 256c modes with a palette of 256K colors,
etc....
4) Hardware scrolling and overscan (once again, fully programmable)
5) Sound : 8 voices, stereo, 50 KHz-16bits, DMA.
6) 2 jacks for sound input/output : you can record whatever you want in
direct-to-disk with very little efforts: some PD programs do it perfectly.
7) Internal IDE hard-disk (optionnal, but the IDE port is there however)
8) Ports: SCSI-2, serial port (RS232 or more, I don't remember), parallel
port, MIDI in/out/thru, DSP port, 2 mouse/joystick port, 2 paddle/light-guns/
etc ports, jacks for sound input/output, video output (U can plug either a
TV, an RGB monitor, or a VGA/SVGA/multisync monitor), another video output that
can be send data directly to your video-tape recorder, if I'm not wrong !!!
9) A DSP: a wonderful but still not very, very used processor: in theory, it
can do intensive maths calculations, sound transformations, modem, etc... What
you can get actually which uses the DSP is however a bit limited: some sound-
tracker replay routines, fractals programs, some demos... But still a huge
potential
10) Quite good compatibility with ST softwares, in fact, well written ones:
good GEM applications, games without too stupid protections, etc...

> 2. Why do people want one (ie: What is it mainly used for? Games, etc..?)

Because it's a very good machine. Let's compare it with a PC : for
the same price, you can get:
a Falcon: a wonderful machine, very pleasant to use, enormous potential, but
very few specific software.
a PC: a shitty machine, unpleaseant to use, but really more powerful than a
Falcon, and with a lot of software. However, it's power tends to disappear when
you use Windows.... :-)

The Falcon is mainly used for coding, enjoying computers, etc... But in
a near future, it should also be used for playing and morphing...

> 3. Why is it compared to the A1200 all the time?

Because the ST and the Amiga were always compared (which was quite
stupid). It's at least as stupid to compare them than to compare the ST and
the Amiga: they are absolutely not at the same price, one has got a DSP, the
other doesn't, etc...

> 4. What does it look like?

It's exactly like a ST: it is in an ST box, the only difference is the
color which is a little bit darker, with a dark grey keyboard, and a colorful
ATARI logo.

> 5. What kind of a processor does it run?

a 68030, and it features a math coprocessor support. You buy it, you
plug it.

> 6. Related to this, can it be accelerated?

Yes, you can buy accelerator cards, with 68040.

> 7. What peripherals exists for it? (Can it be connected to a regular VGA/SVGA
> monitor and such?)

You can plug almost everything on it, since it includes SCSI-2 port.
Now, you need appropriates drivers... But CD-ROMS, printers, scanners, etc...,
everything is accepted. Monitors, see above. You can also buy little external
hardware extensions, which push the video beyond its normal limits: you can
get 1024x768x256 colors on a good monitor..., or 1280x960x2 (4?) colors...

> 8. Where the heck does anyone get ANY software of any kind? (ie: Non PD/share
> ware stuff, that is...) Does a commercial market even exist?

Hem...In France, you can get some..

> 9. Is the OS capatible with anything out there?

With the ST, yes

>
> Personally, I'm VERY surprised that the number of users in relation to the
> costs of running a corporation haven't sunk Atari yet, and here in the U.S.
> there is literally no promotion whatsoever with that Jaguar CD thing.

No promotion anywhere. However, Atari is mainly a make which survives
because of its machines, which please to some people so much that they wouldn't
change for anything. However, these people are not the majority, and if Atari
doesn't do some promotion, it will sink...

>
> In any case, any help/comments/advice would be greatly appreciated. As I said
> I had no clue Atari was still around so I hope I haven't offended anyone -- I'm

> just trying to find out more stuff. (BTW, does a FAQ exist for Atari systems?)

It's a good step...

>
> Thanks!
>
>
> -Al.
>

MB.

4544. TOS needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 10:58:53 UTC
From: donq@cip.e-technik.uni-erlangen.de
Message-ID: <2lhlpdEgs3@uni-erlangen.de>
Source record: 191549

hello, all,
i need a TOS in ROM, and it should be a version, not older than 1.4, likely
2.0 or so...
if there`s anybody interested in selling his old one, please mail me
my address:
donq@cip.e-technik.uni-erlangen.de
thanks

4545. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 11:05:27 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CMCEt4.Ctn@cix.compulink.co.uk>
Source record: 191550

>It should be ready once I sort out the Chinese version. I'm happy to say
>that the Eskimo version is fully working and is available from
>ftp.greenland.igloo.ice.cold

[g]

>Seriously though: English *is* the International language, a fact that
>Germany chooses to ignore. You only need to watch German TV for 5 minutes
>to understand this.

[FIGURES DELETED]

This is all true, of course, except for the very important fact that
although a lot of German's do understand English (at least, a lot better
than the average Englishman understands German) they may not be able to
write it. As someone said in here, reading a language and writing a
language are two different things.

Which is why I can't blame a German programmer for not releasing his
product in English.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4546. Re: Frontier - Elite II - Copy Protection Help!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 11:05:30 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CMCEt6.Cu8@cix.compulink.co.uk>
Source record: 191401

```
>>You must include ALL headers! Even chapter headers!
>
>Are you sure? I include all the bold type headings, but *not* the tiny
>chapter headings at the top. I am careful about case though.

This is *exactly* right... count all lines except the top of page header
and follow case exactly.

Graeme

-----------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-----------------------------------------------------
```

4547. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 11:14:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2lhmmh$ein@golem.wcc.govt.nz>
Source record: 191402

In article <Up-ECGOBHUU@asharak.apana.org.au>, miff@asharak.apana.org.au (michael smith) writes:
>In <142450@hydra.gatech.EDU> David Forrai wrote :
>
>But it's a crock compared to Edith 8)
>
>For those still listening to this most typical of threads, Edith is
>a fully gem-based text editor which runs either as a DA or program. It
>has all of the basic features (search & replace, _fast_ GDOS fonts,
>--
>mike smith : silicon grease monkey | If you think it can't be done, |

EDITH..

This sounds like you are refering to your Girl Friend..:-)

Or is it just feminine software....!!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4548. DVIPS-available for ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 12:11:19 UTC
From: freund@IHT0.iht.e-technik.th-darmstadt.de
Message-ID: <2lhq17$6pq@rs18.hrz.th-darmstadt.de>
Source record: 191404

Hello,

I would be interested in including POSTSCRIPT-pictures to Latex.
From UNIX, I know that there is an epsf-style, who knows more
on that topic with regard to the ATARI ?

Besides that, is there a dvips program available for the ST on any
FTP-site?

Greetings, Dirk

4549. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 12:17:51 UTC
From: c.mother@tbag.tscs.com
Message-ID: <c.mother.0f9o@tbag.tscs.com>
Source record: 191405

I like both the color monitor and the Monochrome. But Color isn't just for games. And if you use the computer just for games a TV still wont look as good as a monitor. Not even a big screen S-video TV. There is just something about the Atari Monitors. They are very crisp and clear. Also there are some great programs that only run in color. Just like there are some great programs that run only in Mono. Look at Photo-Chrome 3, and Octalyser STe. Both of them will not work in Mono. And on a TV they look bad.

BTW have you ever checked out AnsiTerm 1.90. If so how do you like it. I know you hate color programs. But I know the programer personally. And I'm one of the beta-testers. He has a newer 1.91 which has some extra features. Also is there any chance that Atari ST Review or any other UK-Mags would put AnsiTerm 1.90 on the cover disk. The reason is simple as AnsiTerm is the only 16 color Ansi term program for all ST's it even works on the Falcon/030 in the Low-res Compat. mode, A friend of mine uses both Ansi-Term and Connect on his Falcon. It seems that Ansi term will have some stuff that non of the other term programs will have. Underline, Blinking and other neat effects.

Actually I have Connect, Teddy-Term, Stalker 3.02, FZDT, Interlink and some others but I always go back to AnsiTerm. It also works good on HS-modems.

Clifton Mothershed

Also Ansi-Term isn't that big in size. In both PRG and LZH form. And it is very easy to use and to the point.

Clifton Mothershed!

4550. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 12:24:46 UTC
From: c.mother@tbag.tscs.com
Message-ID: <c.mother.0f9u@tbag.tscs.com>
Source record: 191406

On Tue 1-Mar-1994 11:43p, Steve Wells wrote:
SW>] >2. Connect supports med-res (but you can't use 80*25 with the system
SW> font)
SW>]
SW>] Ofir, set the font to "System Font 9pt" (instead of 10pt) and turn off
SW>] the scrollbars - you should get 80x25 on screen then...

SW> I hope he's got good glasses....

Actually 9pt. Text is the normal text for Med. Res, 8pt Text is the smallest you can get and you do need glasses to see it. But 10pt text is too big for me. Actually I use AnsiTerm and I have come accustomed to the small text. But 8pt is even smaller then Ansiterms text.

9pt is Standard on ALL ST-Med resolutions.

Clifton Mothershed

Clifton Mothershed!

4551. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 12:25:46 UTC
From: balu@jaguar.oche.de
Message-ID: <2d7c717888b56@jaguar.oche.de>
Source record: 191403

sinclap2954@cobra (sinclap2954@cobra.uni.edu) wrote in comp.sys.atari.st:

>Alwin Stumpf is now head of Commodore Germany. Probably jumped ship when he
>realized that the Amiga was a better product and had to act onhis conscious.

Well it looks to me, like Alwin Stumpf is a "jumpy" guy!

He jumped ship, when the Tramiels abandoned Commodore and he left ATARI under obscure circumstances. But his jump back to Commodore wasn't all that direct. If I recall correctly, he started on another company. Either they fired him, he "left" again, or Commodore needs someone to start a new series of PC compatible computers ;-)

Ciao,
Arne
--

EMail to: balu@jaguar.oche.de	Arne Rudolph
or: Arne_Rudolph@ac.maus.de	Salvatorstrasse 2
	52070 Aachen Germany

4552. Re: Stereogram generators.

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 12:26:59 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2lhquj$ou@unicorn.ccc.nottingham.ac.uk>
Source record: 191407

In article <d93rkr.763075254@txfs1.hfb.se>, d93rkr@t.hfb.se (Robert Krenn) writes:
> In <2l595f$4k@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>
> >>>> Does anybody know of a program for the ST that can generate
> >>>> stereograms, and where I can FTP it?
>
> >Or how about a program that would generate one of those 3-D pictures?
> >You know, the ones that just look like a mess of dots until your eyes
> >relax and a floating image appears?
>
> That was what the guy before you asked about!!
>
> A program that would generate SIRDs
> (Stereo Image R-something D-something(Dots, I think!!))

Well, its _Single_ Image Random Dot Stereograms in fact - as opposed
to common or garden stereograms that use one image for each eye and
converging lenses or the ability to squint strangely.

If you're interested in these, there's a FAQ on them that appears in
alt.3d every once in a while. This lists sites for gifs and code -
perhaps somebody could compile some c-sources for the ST ? Trying to
view these in something like Photochrome is nearly impossible though,
I'd recommend a higher res than ST colour.

regards,

Sam

4553. HELP! NetDeal Gone Sour.

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 12:36:46 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2lhrgu$35b@samba.oit.unc.edu>
Source record: 191408
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.mac,comp.sys.amiga.marketplace

Net-Sale Gone Bad
I need Legal Help in Berkeley???

I need some help from someone who knows the small claims court system in Berkeley, CA or US Mail fraud law. A Net-sale deal went sour on me. I sent $2000 worth of Atari computers, laserprinter, harddrives, software,etc. via UPS (C. O. D.) to an individual named Emerson Mei, at 2528 Regent Street, Berkeley CA, in December. If anybody wants to verify the facts, call him at 510-549-0532.

He received the shipment, paid $625 and immediately placed a "STOP PAYMENT" on the second large personal check, without telling me. I found out in January when I tried to cash his check! He says I misrepresented one item (out of 16 items) - one computer had only 2 MB RAM, not 4 MB as he thought - and is using the money he owes me to upgrade it!!! I did tell him it had 2 Mb on the phone and described all of the items in detail, in a letter sent before he received the stuff, so he is simply screwing me. In three months he has not returned anything for a refund (I gave him 30 day return on anything not working!) and has not paid me. I have sent numerous letters and made dozens of phone calls to him attempting to resolve this situation. Yesterday (3/7/94) he said he does not even have all of my equipment anymore, to send back. Like he sold it, WHOA !!!!! He apparently wants me to sue him.

I want to nail this con artist for big bucks.

Please give me specific info on the California or US law on this situation, or tell me someone to contact who might know.

I am in Hillsborough, NC.-- Not exactly convenient for a court case in Berkeley. If this is akin to mail fraud maybe I can get a judgement against him in Federal court.

Or is this claim too small potatoes? to worry about.

HELP!

Don Nelson, 5024 Orange Grove Road, Hillsborough, NC 27278
Tel. 919-942-2764(H) 919-315-4331(W)
Internet email, don.nelson@launchpad.unc.edu

See my earlier post on Safe C. O. D.

--
****
* The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *

****

4554. Be On Lookout For My Equipment!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 12:51:05 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2lhsbp$3j3@samba.oit.unc.edu>
Source record: 191409
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.mac,comp.sys.amiga.marketplace,misc.forsale.computers

March 8, 1994.

Please be on the lookout for my Atari equipment.

I "sold" it to Mr. Emerson Mei in Berkely, CA in December and he has not
paid me for it.

He may be trying to sell or trade it - an illegal act - since I am sueing
him for recovery at the moment.

The list of equipment and serial nos. are as follows.
==========

Atari Hardware FOR SALE Nov. 27, 1993.

Itemized list with serial numbers.

Atari MegaST2 with keyboard , A17B1008401, A1941001052MB
Atari MegaST2 (+2=4MB), +ADSpeed 16MHz, A17B1006409, A1921012013
Supra HardDrive, 85Mb, ext. disk and Manual, 120787077
Custom HD 2 bay under monitor case, power
supply IDC controller, 65Mb drive doesn't work,
Atari SLM804 Laser Printer, disks + manual,W1815007113, V17C1000642
extra drum and toner cart

Golden Image Mouse GI 250

SpectreGCR Macintosh Emulator with 128KROMS, # 0190312, disk S 12708
and another, " # 04917902, disk T14032
Atari floppy drive, SF314 d/d

Atari Mono Monitor, SM124, N1561003381

==========

If anyone sees this equipment offered or has already bought it, please
contact me immediately. IT IS HOT, not stolen, but definitely not paid for.

Don Nelson, 5024 Orange Grove Road, Hillsborough, NC 27278
Tel. 919-942-2764
Internet email, don.nelson@launchpad.unc.edu

--
****
* The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
****

4555. Help find my equipment in Bay Area

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 12:55:06 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2lhsja$3l8@samba.oit.unc.edu>
Source record: 191411
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale.computers.mac,comp.sys.amiga.marketplace

HELP! ATARI DEALERS IN BAY AREA.

Please send me the names of all the Atari Dealers and Repair shops, AND
music (MIDI) shops in the Berkeley CA area.

A person named Emerson Mei may be trying to trade my unpaid for equipment
with them.

Don Nelson, 5024 Orange Grove Road, Hillsborough, NC 27278
Tel. 919-942-2764(H) 919-315-4331(W)
Internet email, don.nelson@launchpad.unc.edu

See my earlier post on Safe C. O. D.

--
****
* The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
****

4556. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 13:05:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7c77fe@secom.ct.se>
Source record: 191412

In a message of 07 Mar 94 13:44:24, Martijn Dekker wrote:

MD> When you want to make a great program, you should start with an english
MD> version, don't bother about a german version. If you put a lot of work
MD> into
MD> a program make sure that your work will be appreciated by other people in
MD> the
MD> atari community otherwise it is a bit of a waste. I am from holland, but
MD> all my program/docs/manuals are written in english, I never make a version
MD> with dutch texts.

Seconded! I'm from Sweden - I even comment my own programs in English!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4557. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 13:10:43 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1660@usdtsg.DaytonOH.NCR.COM>
Source record: 191413

In article <A2714@W.maus.de> Arndt_Baecker@w.maus.de (Arndt Baecker) writes:
>In Msg A29467@AC2, ac382@FreeNet.Carleton.CA wrote:
>
>JK>Does anyone have an English version of EVERES3, QED310 or 7UP210? All
>JK>of these seem like decent editors but like the tittle says they are
>JK>all in German.
>
>how about learning german? :-)
>here in germany we have to learn english in school. which language did you
>learn? french? russian? japanese? :-)

Personally, I learned Spanish. I can see it being quite useful,
but had I realized that so much good stuff came out of Germany, perhaps
I would've went for that instead. Sometimes ya can never
win...

Besides, ya know how long it takes to translate a program, even
just some text in a RSC file, when all ya have is a little pocket
German2English dictionary? ;-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4558. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 13:13:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7c79f0@secom.ct.se>
Source record: 191414

In a message of 08 Mar 94 05:52:48, Waldi Ravens wrote:

WR> > There aren't many people that besides the German that understand German.
WR>
WR> Go to Belgium, Holland, Luxembourg, Finland, Sweden, Poland, Yugoslavia,
WR> Greece, Czechoslowakia, etc. and you'll find out that you're wrong about
WR> this.

Umm .. in Sweden EVERYONE learns English for ATLEAST 6 years (I did for 8), but
you can CHOOSE between French/German/NOTHING as a third language ... (and those
you only HAVE to read for 3 years .... I did 4 .. :-) .... German ..)

Bad example ... English IS the universal language. Period.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4559. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 13:41:57 UTC
From: hoosier@rider.cactus.org
Message-ID: <7502@rider.UUCP>
Source record: 191416

boyd@math.fsu.edu (Mickey Boyd) writes:
]Arndt Baecker (Arndt_Baecker@w.maus.de) wrote:
]>
]> how about learning german? :-)
]
]In the States, one is lucky to learn English :-).

Have you ever noticed how many postings from the U.S. exhibit poorer
English usage than postings from Germany or Slovenia? We can't even
teach our offspring OUR language, much less anyone else's.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

4560. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 14:37:53 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <2li2k1$n92@cc_sysk.coventry.ac.uk>
Source record: 191417

In article <CM7v44.7ut@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <2d78337e@secom.ct.se>, rickard.troedsson@secom.ct.se said:
>>RS> 90% of all Ataris world wide would be Colour ones, even in the UK...
>>RS>
>>Forget it! I'd say it's more 50-50, atleast here in Sweden!
>
>50/50 in the UK according to a readers' survey, in case you've missed my
>first post. All Cubase and Notator users have monochrome monitors as well
>as anyone using the ST for DTP. There is nobody on CIX running in
>med-res as a prefernce. As I said before med-res support will gradually

I ran an STFM for about 6 years on a mono-monitor as most of what I do
does not require colour (I mostly run a C compiler, DTP, or TeX).
Besides which I found it impossible to read any text in med-res
(although I suppose a decent monitor would have helped).

Currently, though I am using a Falcon with something called a
ultra-VGA monitor attached (what is that supposed to mean?) at
800x600. The colour is nice to have as a novelty, but I still
don't really require colour for most of what I do.

4561. Re: A new ST game, coming so

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 14:54:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A19076@BI.maus.de>
Source record: 191418

Hello!

>I've uploaded Space wars 2000 onto atari.

What is Space War 2000?

MfG
Olaf

Olaf_Kaiser@bi.maus.de
!!No Mail >16kB please!!

4562. Re: football manager to falcon??

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 14:54:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A19077@BI.maus.de>
Source record: 191419

Hello Anders!

>Does anyone know if there's any football manager game that will
>work on falcon with or without backwards or magi?

"Bundesliga Manager Professional" works together with Backward on your F030.

Olaf_Kaiser@bi.maus.de
!!No Mail >16kB please!!

4563. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 14:57:01 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CMCpJ6.6KL@brunel.ac.uk>
Source record: 191420

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <1994Feb24.154429.6378@bradford.ac.uk>, Steve Taylor writes:
: >
: > Just recently, files have started appearing in Comp.binaries.atari.st,
: > namely Masterbrowse, RDD3 and UnZip.
: > I had always assumed I knew what to do but when I tried a few things, I
: > ended up with garbage. Can someone echo these (as real archives) to an ftp
: > site, please?

: unzip, at least, is available for ftp from atari.archive.umich.edu, as
: well as quite a few other sites (including quest.jpl.nasa.gov, and at
: least half a dozen in Europe)...
or a much faster site is

src.doc.uc.ac.uk

in the directory
pub/computing/systems/atari/umich

: --
: ------------------==------------------
: cherborth@semprini.waterloo-rdp.on.ca
: Chris Herborth
--

Gareth Blades

ee90grb@brunel.ac.uk

4564. Re: HELP! NetDeal Gone Sour.

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 15:08:44 UTC
From: jgull@world.std.com
Message-ID: <CMCq2M.AH8@world.std.com>
Source record: 191421
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.mac,comp.sys.amiga.marketplace

[Don Nelson writes about getting screwed in a deal for $2000 worth of Atari computers by Emerson Mei, of Berkeley, CA...]

I didn't know there were still $2000 worth of Atari computers in existence!

Sorry to hear about your sour deal, though. Why not report this incident to the Postmasters in both NC and Berkeley. Also, if you know any lawyers, just have them write a good letter to Mr. Mei, asking for his prompt payment, or return of any equipment not paid for in full. Lawyers are good for that sort of thing, and it might demonstrate you are serious about getting you money back.

-Jason

4565. Re: Falcon Debugger

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 15:40:00 UTC
From: mdw@box-34.liv.ac.uk
Message-ID: <CMCrIp.92L@liverpool.ac.uk>
Source record: 191422

In article <CM07BG.MJJ@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
> I think there is a Falcon screen driver available on my home system, cix.
>
The current version of XDebug works out of the box on a falcon

Kev

4566. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 15:46:46 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CMCrty.GwM@watserv2.uwaterloo.ca>
Source record: 191423

I just bought Warp 9 3.81 and it has provision to change the system
font. It includes tons 'o fonts. The only problem I have is that
it does not have a way to edit the fonts and they don't seem to be
GDOS compatible format (or even GEM compatible), ie. none of the
font editors I've tried work on them. Most of the fonts do not
have decent characters for special things like window gadgets
and checkmarks. Does anyone know of an font editor to change
these things?

Thanks,
Sam

+--+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+
| A lie to say "Oh my mine gave a diamond big as a fist", but with every gem |
| in his pocket the jewels he has missed. A lie to say, "Oh my garden is |
| growing taller by the day", he only eats the best and tosses the rest away |
| Oh no never will he believe that his greed is a blinding ray... |
| - 10,000 Maniacs, _A Campfire Song_ |
+--+

4567. Re: Circu-it (was Re: Drawing schematics?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 16:51:26 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-080394175156@128.141.55.213>
Source record: 191424

In article <2ldgprEmer@uni-erlangen.de>,
mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) wrote:

> I'm the author ;-) I didn't get the original message, just this reply, so
> I'm not quite shure what Ivo wants to do. just send me a mail...
>
> Yes, it's possible to get a demo of circu it! (only in German - sorry). But
> the real version is not PD or shareware.
>
> --

Is it possible for you to put it on a ftp server ? (I think uni-erlangen
have one)

I would like to have a try on it.

Thanks.

4568. Re: MiNT library, Patchlevel 44

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 16:54:14 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2liajm$b2o@percy.cs.bham.ac.uk>
Source record: 191425

nagel_e@cecehv.enet.dec.com (Besiktas...) writes:
>
>In article <ENTROPY.94Mar4231158@hill.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu (maximum entropy) writes...
>>Patchlevel 44 of the MiNT library is now on atari.archive.umich.edu in
>>atari/Mint/Lib.
>>
>>*.zoo: assorted files...
>
>Why is it that there are never any updated docs. The only docs I have found are
>the docs in mntdoc01.zoo and these are old and incomplete. I'd very much
>appreciate it if anyone could point me to an updated version of these docs,
>because I find it cumbersome to have to guess from a few borrowed Unix
>manualpages.

Probably 'cuz the mntdoc files are for the low-level Mint calls, not the actual Mint library!

The Mint library is more-or-less a Posix library, so if you do understand the Posix/Unix calls, you're Ok. But yes, some sort of documentation would be great. I was thinking of doing something in 1st Guide (hypertext).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4569. Re: comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 16:55:50 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMCv13.3o9@barclays.co.uk>
Source record: 191426

In article <CMCpJ6.6KL@brunel.ac.uk>, ee90grb@brunel.ac.uk (Gareth R Blades) writes:
|> src.doc.uc.ac.uk
Should be src.doc.ic.ac.uk

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4570. Texas Atari Fest ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 17:11:00 UTC
From: gruber@austin.ibm.com
Message-ID: <CMCvqD.3qIK@austin.ibm.com>
Source record: 191427

Does anyone know where in Texas the Atari fest for
June 4,5 will take place ?

Also, How can I get a subscription for the mag :
"Processor Direct" ??

Thanks,
Scott
Austin, TX

Disclaimer : The views of the poster are not necessarily that of IBM

4571. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 17:19:18 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <143798@hydra.gatech.EDU>
Source record: 191428

In article <LANCER.94Mar6131229@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

>Anyone know about this? I'll probably go ahead and get AW1.0 but I
>hope Atari will have a decent upgrade policy!

When I bought Atari Works, it came with a coupon that says I can get AW 2.0 for $5 when (if?) it becomes available. I think the current version of AW is 1.2.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

4572. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 17:24:49 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2licd1$e6u@charm.magnus.acs.ohio-state.edu>
Source record: 191429

You also have to factor in the development system cost of $1000, to program on the DSP in the AV macs. Quite a boost in cost for your average hacker.

Dan

4573. Re: HELP! NetDeal Gone Sour.

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 17:33:47 UTC
From: bowler@eisner.decus.org
Message-ID: <1994Mar8.123347.2566@eisner>
Source record: 191430
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.mac,comp.sys.amiga.marketplace

> I need some help from someone who knows the small claims court system in
> Berkeley, CA or US Mail fraud law. A Net-sale deal went sour on me. I
> sent $2000 worth of Atari computers, laserprinter, harddrives,
> software,etc. via UPS (C. O. D.) to an individual named Emerson Mei, at
> 2528 Regent Street, Berkeley CA, in December. If anybody wants to verify
> the facts, call him at 510-549-0532.
>

I am truly sorry you got screwed, I really am.

IANAL (nor would I want to be) but since you didn't send via USMAIL, Mail fraud laws don't apply. That's what many of the current scams involve lines like "We'll send a courier to pick it up" or "FEDEX us your money". Mail fraud laws are tough but only if you use the mail.

4574. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 18:33:47 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMCzKC.70x@cix.compulink.co.uk>
Source record: 191431

>Some of you will remember that there has been an AI-program called ELIZA
>trying to imitate human behaviour in the seventies. Recently, I've found a
>simple version for the ZX Spectrum. Is there an Atari version available
>anywhere (ftp preferred) ?

That's two of us that are interested in such a program,. I've been searching for a decent copy for a long long time, with no luck so far. I have seen custom routines on a friends BBS though that will make your eyes water, it has characters popping up from time to time and you can have long conversations with them. The author of the programs will not release the source code though.. a pity.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4575. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 18:33:51 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMCzKF.71J@cix.compulink.co.uk>
Source record: 191432

>I am willing to pay for English versions. I have already paid for German
>shareware programs like Selectric which are available in English.
>There are many more like me.

I agree 100% with that Ofir, if a good program comes along I'll quite
happily register it but only if I can understand it, and that means in
English. After all it is the current international language.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4576. Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 18:36:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d7cc8c6@p2.stacken.ct.se>
Source record: 191433

Whenever I try to use the Atari standard clipboard with either Everest or MasterBrowse, they will always complain about "clipboard not installed" although I do have a \CLIPBRD folder in my boot partion and the environment variable CLIPBOARD points to the same path and this works perfectly with all other programs that support the clipboard. Is this a bug in these two programs or am I doing something wrong here? The problem seems to go away if I install MultiTOS, but I seldom use it so that's not a very good option.

System used: Falcon + 4meg + internal HD + TOS 4.01

_ _ _/ _ . /. fidonet 2:204/419.2
/_)(_\ / / / /\ nest 90:1100/110.2
/ patrik.sanfridsson@p2.stacken.ct.se

4577. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 19:15:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7ccee8@secom.ct.se>
Source record: 191434

In a message of 08 Mar 94 11:00:02, Marc Bourlon wrote:

MB> The last computer by Atari. It's a ST, with lotsa improvements, for
MB> example:
MB> 1) a 68030 at 16 Mhz, on a 16bits bus.

That has been debated for a long time now, but the fact is that code executes faster if you use move.l instead of move.w instructions .. the Falcons bus seems to use 16 datalines, but either multiplexed or dealt with in some way to speed up processing.

(My texturemapping routs became faster when doing move.l instead of move.w ..)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4578. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 19:49:34 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2likseINN11lp@sat.ipp-garching.mpg.de>
Source record: 191435

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

: Seriously though: English *is* the International language, a fact that
: Germany chooses to ignore. You only need to watch German TV for 5 minutes
: to understand this.

Um, maybe you should watch French TV instead :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4579. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 19:51:12 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Mar8.195112.5336@solaris.rz.tu-clausthal.de>
Source record: 191436

Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:

> Does anyone have an English version of EVERES3, QED310 or 7UP210?
> All of these seem like decent editors but like the tittle says they are
> all in German.

There is an english version of Everest 3.0 available (the german version is
up to 3.1). Get it from ftp.tu-clausthal.de (13.174.2.1)
/pub/atari/editors/evrst30e.lzh. Access via FTP, FSP (port 21) or Email
("mail-server@ftp.tu-clausthal.de").

Bye,
Wolfgang.
--

Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

4580. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 20:15:26 UTC
From: swhatley@blkbox.COM
Message-ID: <2limcu$qmn@blkbox.blkbox.COM>
Source record: 191437

KUERSCH@rog1.rog.rwth-aachen.de (Juergen Kuersch) writes:
>Hello, everybody!
>
>Some of you will remember that there has been an AI-program called ELIZA
>trying to imitate human behaviour in the seventies. Recently, I've found a
>simple version for the ZX Spectrum. Is there an Atari version available
>anywhere (ftp preferred) ?
>
>GRTX & TNX
>
>Juergen
>
>--
>Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de
>--

I would be interested in this too.

Thanks,
Steven Whatley

4581. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 20:19:59 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CMD4HB.5p6@uqac.uquebec.ca>
Source record: 191438

In article <6tybhp2vfss@moacs11> walra%moacs11@NL.net writes:
>In <CMBGyD.G6G@cix.compulink.co.uk>, "Ofir Gal" wrote:
>
>> Seriously though: English *is* the International language, a fact that
>> Germany chooses to ignore. You only need to watch German TV for 5 minutes
>> to understand this.
>
>Have you been watching french, italian, spanish, japanese etc. television
>lately? Same story over there, they all ignore your international language.

I know for a fact that in a few of these countries that you say
ignore the 'international languages, they indeed have radio stations
and TV stations dedicated to English. No, in daily life in these
countries, it might not be English, but it is flying all around. I am
not saying this to say that programs must be written in english, as you
can give me a program in french(not too many I know) and I will not
have a problem(Go Le Redacteur!!!!). Look around the world before you
say that english is not where you say it is. It seems to invade even
the most unlikely places...

>
>
>Regards,
> Waldi (walra%moacs11@nl.net)
>--
>A C program is like a fast dance on a newly waxed dance floor
> by people carrying razors.

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

4582. posting to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 20:20:40 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMD4IH.Cu7@freenet.carleton.ca>
Source record: 191439

Is it ok for anyone to post PD stuff in comp.binaries.atari.st?

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4583. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 20:21:23 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CMD4Jn.E1H@cix.compulink.co.uk>
Source record: 191440

>I agree 100% with that Ofir, if a good program comes along I'll quite
>happily register it but only if I can understand it, and that means in
>English. After all it is the current international language.

I'm still not happy with this emphasis - although I agree wholeheartedly with the sentiments of registering software I understand. I think this debate would go a little more smoothly if a) the international language thing was dropped, and we all recognised that most countries have their own languages and that people living there are more likely to speak them than English and b) that there was some recognition that shareware authors are usually operating on a amateur basis (marketing and distribution wise) and may not have the necessary knowledge, contacts or will to write multi-language versions of their software.

This isn't a go at you, Daron - it's more a message responding to all the previous messages on this subject.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4584. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 21:00:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2lip15$i0n@golem.wcc.govt.nz>
Source record: 191441

] Also, what's the word on the updated version of Geneva? I heard it'll
] work with MiNT and/or PowerDos... Anyone have any news? And what's
] the deal with NeoDesk 4?

Neodesk 4 is supposed to be released sometime this month.

The current version of Geneva (AFAIK) is v1.4 (Could only be v1.3), and
fromm what I could make out, I suspect that MiNT compatibility will
probably only be added in a 'major' upgrade. (v2.x or something)

4585. Re: VT emulation specs

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 21:02:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2lip4h$i0n@golem.wcc.govt.nz>
Source record: 191442

```
] >Can anyone point me to where I might find the 'guts' of how the different
] >VT-x00 emulations work? Aaron Hopkins would like to add them to a future
] >version of FzDT, and hasn't been able to locate them. And, as he doesn't
] >have access to c.s.a.s, I thought I'd give him a hand and post a message
] >about it.

I sent the entire VT emulation set to him over a year ago, I found the
code on atari-archive somewhere....
```

4586. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 21:16:31 UTC
From: wilsont@rahul.net
Message-ID: <CMD73J.L66@rahul.net>
Source record: 191443

In <1994Mar7.160547.1@acad.drake.edu> awt001@acad.drake.edu writes:

>Hi:

>know more about the "Falcon" computer, specifically:

>1. What is it?

Atari pegs it as a multi-media machine.

>2. Why do people want one (ie: What is it mainly used for? Games, etc..?)

Lots of atari owners are music makers. :)
Cubase Audio, MIDI sequencing etc.

The falcon also has pretty good graphics modes and a 56001 (A DSP)

>3. Why is it compared to the A1200 all the time?

Commodore and the amiga is kinda the 'arch-enemy' of the Atari and
ST world. the A1200 was released at a similar time, and is priced in
about the same range.

>4. What does it look like?

Like an ST, but with darker keys.

>5. What kind of a processor does it run?

Two of em. 16Mhz 68030, 32mhz 56001

>6. Related to this, can it be accelerated?

Yup, 32 mhz 030 boards and an almost ready 040 board.

>7. What peripherals exists for it? (Can it be conencted to a regular VGA/SVGA
> monitor and such?)

Yep, Composite, VGA, TV, RGB, the whole shabang.

>8. Where the heck does anyone get ANY software of any kind? (ie: Non PD/share
> ware stuff, that is...) Does a commercial market even exist?

I drive down to a Atari store and buy stuff. But thats the bay
area for you.

>9. Is the OS capatible with anything out there?

OS'es are inherently incompatible with 'other' ones.
The falcon reads and writes IBM format 3.5" disks however.

>Personally, I'm VERY surprised that the number of users in relation to the
>costs of running a corporation haven't sunk Atari yet, and here in the U.S.
>there is literally no promotion whatsoever with that Jaguar CD thing.

Take a look in a gaming magazine, you'll see jaguar ads.
BTW, "that Jaguar CD thing", doesn't have a CD (yet).

The jaguar is primarily a cartridge game console. If you were 'into'
games, you'd know that it existed, what it does.. etc.

>In any case, any help/comments/advice would be greatly appreciated. As I said
>I had no clue Atari was still around so I hope I haven't offended anyone
>just trying to find out more stuff. (BTW, does a FAQ exist for Atari systems?)

Yes, a FAQ is posted here monthly (?).

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~TOS, Unix and MS-DOS.

4587. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 21:20:57 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.0yo0@outb.wimsey.bc.ca>
Source record: 191444

Gordie, if you're in contact with AAron, then could you please ask him to increase the speed of his port select stuff. 19,200 is fine for some modems, but with 28.8 about to become fairly common, well you understand how a faster baud select option will be nice in 2.30

Ciao

Alimony: bounty of the mutiny

4588. Re: Atari Still Exists? Tell me mo

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 21:32:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A10539@LA.maus.de>
Source record: 191445

>Hi:
> Um, I am COMPLETELY new to Atari computers and have absolutely no idea
>that it still even existed. (I owned a vintage 2600 a LOOOONG time
>ago...) Anyways, I curious as to what exists on the market for an Atari,
>and am interested to know more about the "Falcon" computer, specifically:
> 1. What is it?

It is a computer in a keyboard casing just like A1200, but it features a 'real' 68030 Processor with MMU and 16 MHz even on board. It also features a DSP processor running at 32 Mhz (rated at 16 MIPS) with 96 KB SRAM. Sound is 16 Bit digital sterosound with over 50 Khz. The Falcon has a VERY flexible graphicprocessor, which allows lots of different resolutions. It features 256 colour graphic as well as 65536 coloured ones. These DC graphic mode needs little processing time, so you can easily write games in 65536 colour mode. This is not possible on A1200 in HAM8. The Falcon has internal 2,5" Harddrive (standard: 85 MB) and 4 MB. It also features an internal 1.44 MB HD-diskdrive, and it also features an audio-in port so you can just plug in your stereo and beginn to sample or doing karaoke with your standard music CD's.

>2. Why do people want one (ie: What is it mainly used for? Games, etc..?)

Because its a good computer especially for musicians, because it features standard MIDI socket, direct to disc recording with realtimeeffects done bei the DSP-Processor. (eg. Cubase Audio). It's also well prepared for genlock und it would be also quite good for games. The FALCON is compatible to the ATARI ST series of computer, so many people step up to the next generation.

>3. Why is it compared to the A1200 all the time?

Because shortly after Atari announced the Falcon, Commodore came up with the A1200. It's comparable but it features only a smaller and slightly slower processor, without DSP, and still 8 Bit sound. At the end the A1200 is nothing else than a Amiga 500 with turbocard, new graphicprocessor and harddrive. There is only one conclusion: the Falcon is better.

>4. What does it look like?

It is a keyboard-computer with grey casing, and dark grey keys. Floppy is on the right, most of the connections on the back. MIDI, catrigeport and the 15-pin extended joystickports are at the left. Standard joystick/mouse port is a the front.

>5. What kind of a processor does it run?

A Motorola MC68030 with 16 Mhz. There is a socket for a optional MC68882 FPU.
A Motorola DSP56001 is used as coprocessor working at 32 Mhz.

>6. Related to this, can it be accelerated?

Shure, there are lot's of different acceleratorboards available (in germany), Relativly cheap accelerators, which speed up the processor, or more expensiv ones also speeing FPU and the systembus and having fastram. There is also a new 68040 accelerator board available.

>7. What peripherals exists for it? (Can it be conencted to a regular
>VGA/SVGA monitor and such?)

The Falcon can be connect with nearly all monitors, VGA/Multiscan/RGB. You only need to buy the right adapter (not that expensive) or build it yourself. It is also possible to conect it to the TV via antenna cable.
There are some periphials available: external SCSI2 hardrives, a videodigitizer card, a PC emulator, some small cards which you plug between Falcon and your monitor to get higher resolutions, and all standard printer and stuff.

>8. Where the heck does anyone get ANY software of any kind? (ie: Non
>PD/share ware stuff, that is...) Does a commercial market even exist?

Yes there is a commercial Market. Cubase Audio a very professional musicprogram was just released. There are some paint or morphingprograms (Chroma Studio) using the Falcons graphicmodes and DSP, some sound/music effect programs,...
Lot's of professionel software written for the privious range of Atari computers ist compatible and often they are resolution indpended and can take advantage of the Falcon graphic modes.
You will get software from registrated Atari dealers.

>9. Is the OS capatible with anything out there?

OS: Atari uses TOS as in their previous computers (ATARI ST(E)/TT series). There is a single task version built in and a multitasking version (MultiTOS) can be loaded as addition. Without the PC/MAC emulator the Falcon isn't compatible to other computers except the Atari ST(E)/TT line. But the Falcon writtes its disk the same way than the PCs so it's no problem to exchange data with PCs.

Most of the Atari sales were done in Europe not in the USA. Atari is busy now selling the Jaguar, but there are rumours that there will be a 32 MHz Falcon with desktop casing this year. But who knows except Jack Tramiel ?!?

Holger

4589. Re: TE KOOP ATARI TT

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 21:52:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A5888@PB2.maus.de>
Source record: 191446

```
r> ATARI TT tekoop met 2 Mb geheugen (st) en een maxtor 210 Mb
r> SCSI disk.
r> De TT heeft een 1.44 Mb floppydisk en tos 3.01.
r> Vraagprijs Fl 2250,-.

Do I hear anybody complain about another foreign language ;-)

Read U L8er
Hendrik_Mylius@pb2.maus.de
```

4590. Re: HELP! NetDeal Gone Sour.

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 22:00:59 UTC
From: pesk@netcom.com
Message-ID: <peskCMD95q.CBu@netcom.com>
Source record: 191447
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.mac,comp.sys.amiga.marketplace

Donald J. Nelson (Don.Nelson@launchpad.unc.edu) wrote:
: Net-Sale Gone Bad
: I need Legal Help in Berkeley???

: I need some help from someone who knows the small claims court system in
: Berkeley, CA or US Mail fraud law. A Net-sale deal went sour on me. I
: sent $2000 worth of Atari computers, laserprinter, harddrives,
: software,etc. via UPS (C. O. D.) to an individual named Emerson Mei, at
: 2528 Regent Street, Berkeley CA, in December. If anybody wants to verify
: the facts, call him at 510-549-0532.

Here is an interesting option.
Judging from the address, He is near UC Berkeley. In all likelyhood, he
is a UC Berkeley student. Perhaps you should write a searing letter to
the administration of the UCBerkeley, (after finding out whether he is
attending) Let the guy know exactly what you are doing. Send them all
your documents, along with the copy of the check. It's playing dirty,
but he started first..... :)

Good luck nailing this idiot......

Peter

: He received the shipment, paid $625 and
immediately placed a "STOP
: PAYMENT" on the second large personal check, without telling me. I found
: out in January when I tried to cash his check! He says I misrepresented
: one item (out of 16 items) - one computer had only 2 MB RAM, not 4 MB as
: he thought - and is using the money he owes me to upgrade it!!! I did tell
: him it had 2 Mb on the phone and described all of the items in detail, in
: a letter sent before he received the stuff, so he is simply screwing me.
: In three months he has not returned anything for a refund (I gave him 30
: day return on anything not working!) and has not paid me. I have sent
: numerous letters and made dozens of phone calls to him attempting to
: resolve this situation. Yesterday (3/7/94) he said he does not even have
: all of my equipment anymore, to send back. Like he sold it, WHOA !!!!! He
: apparently wants me to sue him.

: I want to nail this con artist for big bucks.

: Please give me specific info on the California or US law on this
: situation, or tell me someone to contact who might know.

: I am in Hillsborough, NC.-- Not exactly convenient for a court case in
: Berkeley. If this is akin to mail fraud maybe I can get a judgement
: against him in Federal court.

: Or is this claim too small potatoes? to worry about.

: HELP!

: Don Nelson, 5024 Orange Grove Road, Hillsborough, NC 27278
: Tel. 919-942-2764(H) 919-315-4331(W)
: Internet email, don.nelson@launchpad.unc.edu

: See my earlier post on Safe C. O. D.

: --
: **
: * The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
: **
--
****
* pesk@netcom.com Teranan *
* (408)894-9110 home/fax Box 1 *
* (408)577-1500 voice Alviso, CA 95002 *
****

4591. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 23:05:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2lj0bf$3et@uqcspe.cs.uq.oz.au>
Source record: 191448

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>I am willing to pay for English versions. I have already paid for German
>shareware programs like Selectric which are available in English.
>There are many more like me.

I think this is the key point. If German authors feel they'll get more
registrations if they support English versions, then it is in their
interests to do so. It is a three sided coin: German authors may also
feel that English support is not worth it; English authors might feel
that German versions are worth it (I intend to make a multi-lingual
version of my current project).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

4592. 1st Word Plus 4...

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 23:20:02 UTC
From: vij@vnet.ibm.com
Message-ID: <2lj172$ona@tornews.torolab.ibm.com>
Source record: 191449

I've seen a few posts mentioning 1st Word Plus 4.
Anyone have any first impressions?

Thanks,

VIJ...

4593. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-08 23:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A5113@M4.maus.de>
Source record: 191450

>>>My Falcon sometimes chrashes(2 Bombs) when i change resolution.
>>>Is there someone else who has the same problem!
>>
>>Are you using DeskPic 1.05 by any chance?
>
>This also happens if I up my blowup (soft) resolution too far.

Note: In order to have a working "text" mode, the vertical resolution must be a multiple of 16. If it isn't, any resolution change, file view, TOS/TTP program or similar will crash the machine.

bye, Peter

4594. Re: Processor Direct mag?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 00:25:46 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1661@usdtsg.DaytonOH.NCR.COM>
Source record: 191351

In article <2lfbve$ii4@news.ysu.edu> ad533@yfn.ysu.edu (Kevin Boyer) writes:
>
>I recently became aware of a new magazine that supposedly started
>publishing, I think called Processor Direct or something close
>to that. It was going to be Falcon specific, but then I read it
>was going to cover all Atari products. Does anyone have an
>address or phone number for it as I am interested in subscribing.

There was a text file or two uploaded to GEnie about this
upcoming magazine (which I'll kick up to atari.archive when I get the
chance) but you might try leaving email to either
P-DIRECT@genie.geis.com or P-DIRECT2@genie.geis.com.
You might even see a familiar name as a writer :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4595. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 00:31:24 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1662@usdtsg.DaytonOH.NCR.COM>
Source record: 191352

In article <2lfb33$hvf@delphinium.cig.mot.com> whitema@rtsg.mot.com (Michael A. White) writes:
>I've currently got a 1040 STe with an AdSpeed STe, and was
>thinking of buying a used Mega STe. Is there a way to
>manually switch the Mega to 8 MHz like the AdSpeed? How
>compatible is it compared to the AdSpeed (I lost very few
>games when I upgraded to the AdSpeed)? Will I lose any due
>to the high density floppy drive? The reason I want a Mega
>is for the expansion slot (I need more screen space).

You can switch between 8mhz, 16mhz (no cache), and 16mhz (cache) as simple as running a small program (see the atari/Ste directory at atari.archive.umich.edu), or just using XControl 1.31 (you can switch the speed in the GENERAL.CPX). There's no *physical* switch to throw.

I dunno about the games. Some things (games with copy protection in particular) may work under 8mhz, etc (since some protection is timing sensitive). But for most things, the MegaSTe is quite nice (and the external keyboard makes it worth it :-) As well as the high density drive...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4596. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 00:43:00 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2lj62k$kd2@titan.ucs.umass.edu>
Source record: 191353

In article <2lip15$i0n@golem.wcc.govt.nz>,
Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:
>
>Neodesk 4 is supposed to be released sometime this month.

NeoDesk 4 is _supposed_ to be released this month, and we're still trying hard to make that deadline, though we might end up sliding into April before we start shipping.

>The current version of Geneva (AFAIK) is v1.4 (Could only be v1.3), and
>fromm what I could make out, I suspect that MiNT compatibility will
>probably only be added in a 'major' upgrade. (v2.x or something)

Actually, the current version of Geneva is 1.02. (Release 003 is what is says in the program. Why Dan made the version and release numbers different, I'll never understand... :) We plan on adding MiNT/PowerDos compatibility in the next version of Geneva. Whether or not that version is going to be available as a patch remains to be seen, proobably mostly dependant on just how big a change there is to the executable file. It probably won't be version 2.x, 1.10 at the most, maybe even 1.03.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

4597. Re: Stereogram generators.

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 00:48:37 UTC
From: mpark@u.washington.edu
Message-ID: <2lj6d5$gm@news.u.washington.edu>
Source record: 191354

d93rkr@t.hfb.se (Robert Krenn) writes:

...SIRDs
>(Stereo Image R-something D-something(Dots, I think!!))

Single Image Random Dot Stereograms.

They're not that hard to make (in monochrome, at least!)

--m

4598. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 01:07:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMDHt5.46B@cix.compulink.co.uk>
Source record: 191355

In message <c.mother.0f9o@tbag.tscs.com>, c.mother@tbag.tscs.com said:
>
>BTW have you ever checked out AnsiTerm 1.90. If so how do you like it. I know
>you hate color programs. But I know the programer personally. And I'm one of
>the beta-testers. He has a newer 1.91 which has some extra features. Also is
>there any chance that Atari ST Review or any other UK-Mags would put AnsiTerm
>1.90 on the cover disk. The reason is simple as AnsiTerm is the only 16 color
>Ansi term program for all ST's it even works on the Falcon/030 in the Low-res
>Compat. mode, A friend of mine uses both Ansi-Term and Connect on his Falcon.
>It seems that Ansi term will have some stuff that non of the other term
>programs will have. Underline, Blinking and other neat effects.

I haven't tried AnsiTerm, but Connect also does underlines, blinking and
other VTxxx effects.

Ofir ogal@cix.compulink.co.uk

4599. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 01:07:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMDHt9.46z@cix.compulink.co.uk>
Source record: 191356

In message <CMD4Jn.E1H@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk said:
>
>I'm still not happy with this emphasis - although I agree wholeheartedly
>with the sentiments of registering software I understand. I think this
>debate would go a little more smoothly if a) the international language
>thing was dropped, and we all recognised that most countries have their
>own languages and that people living there are more likely to speak them
>than English and b) that there was some recognition that shareware authors
>are usually operating on a amateur basis (marketing and distribution wise)
>and may not have the necessary knowledge, contacts or will to write
>multi-language versions of their software.

I was born in Israel, people there speak Hebrew and are very proud of this rich and poetic language (the bible was originally written in Hebrew). Yet, every Israeli will happily admit that English is the international language. This is very evident when it comes to modern technology. RAM is RAM in Israel and not ZA which is the Hebrew equivalent.

A more important point is that the German programmers are writing superb stuff, but most English and US users are stuck with old, dated programs and a feeling that the Atari software scene is dead. This is a contributing factor to the decline of our beloved platform. If more programs like Connect, Selectric, Everest, and many others were available to English speaking users - things would certainly look on the brighter side.

So the Germans, by insisting on using their own language, are unknowingly contributing to this decline.

Ofir ogal@cix.compulink.co.uk

4600. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 02:16:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d7d3207@p2.stacken.ct.se>
Source record: 191357

In a message of <07 Mar 94 23:05:47>, awt001 writes:

a> From: awt001@acad.drake.edu
a> Um, I am COMPLETELY new to Atari computers and have absolutely no idea
a> that it still even existed. (I owned a vintage 2600 a LOOOONG time
a> ago...) Anyways, I curious as to what exists on the market for an
a> Atari, and am interested to know more about the "Falcon" computer,
a> specifically:
a> 1. What is it?

It's a 32bit computer with either 1, 4 (standard configuration) or 14 megabytes of memory mounted in a plastic case with keyboard on top and an optional 2.5" harddisk fitted inside. It features a fast, efficient and user friendly graphical user interface with optional multitasking capabilities. Display modes range from 320x200 to 640x480 pixels
(depending on monitor type) in 2-256 colors from a palette of 262144 or (using a special 16bit "true color" mode) up to 65536 colors on screen at the same time. 3rd party software and simple low-cost hardware can expand this to 800x600x256, 1024x768x16, 1280x960x2 etc. Sound is very good, up to 8 channels in 16bit/50kHz stereo-hifi quality.

a> 2. Why do people want one (ie: What is it mainly used for?

It is mostly wanted for its professional and semi-professional music and MIDI applications but it is also very strong on graphics. The most common use is probably as a programming platform for hobbyists and hackers and for general computing needs. There's not many games for it I'm afraid.

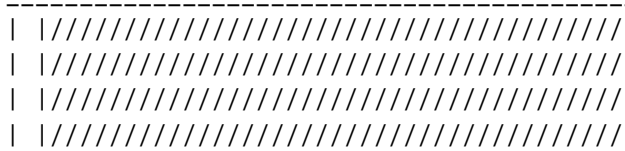
a> 3. Why is it compared to the A1200 all the time?

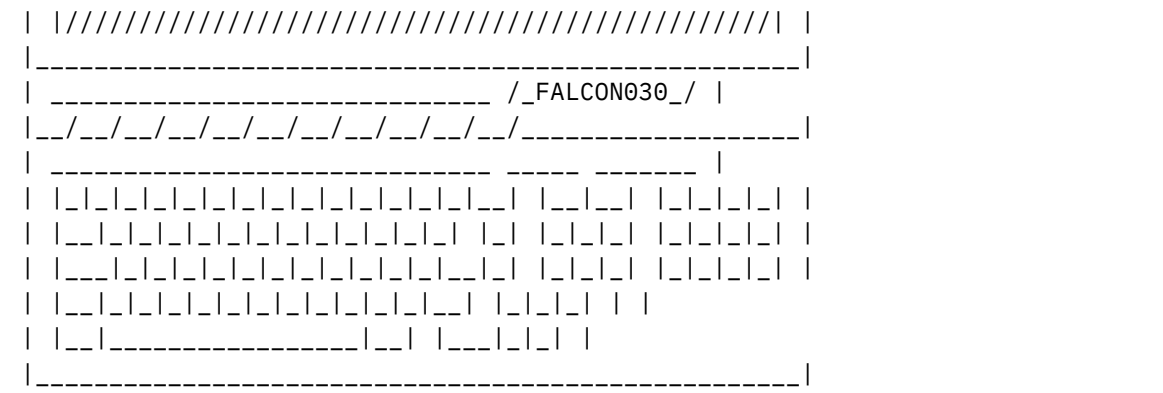
Not sure, but I guess it's part of the old Commodore vs Atari battle that's been raging since the days of the C64 and 800XL. The Falcon is more expensive than the Amiga 1200 but it is also technically superior in all but a few areas.

a> 4. What does it look like?

Is looks like those typical mid-80s cheap looking "all-in-one" home computer consoles. Frankly. it's damn ugly. :-) Luckily, the things hidden inside makes up for its poor appearance.

Here is an ASCII-picture resembling the Falcon:





a> 5. What kind of a processor does it run?

The main processor is a 32bit Motorola 68030 running at 16MHz but sitting on a 16bit wide bus to memory. Therefor I like to think of it as an 030SX. :-) In addition to that, it has a digital signal processor (DSP), a Motorola 56001 running at 32MHz. Its main purpose is to add real time effects in music recording but it is also a very good general co-processor capable of very fast calculations. There are other special custom chips including a 16MHz blitter to speed up graphic operations. There's also an empty socket for a plug-in 68881/2 maths co-processor.

a> 6. Related to this, can it be accelerated?

Yes, there are some 3rd party accelarators available or in development.

a> 7. What peripherals exists for it? (Can it be conencted to a regular
a> VGA/SVGA monitor and such?)

It can use any standard VGA/SVGA monitor, as well as RGB and multisync monitors and even regular TVs. It has also a standard interface for connecting SCSI peripherals including CD-ROMs, harddisks etc.

a> 8. Where the heck does anyone get ANY software of any kind? (ie: Non
a> PD/share ware stuff, that is...) Does a commercial market even exist?

There are some excellent commercial software available, but you have to look long and hard to find it. Mailorder is often the only option and most stuff originates from Europe, mainly from Germany, France and the UK.

a> 9. Is the OS capatible with anything out there?

Well, it is of course compatible with 99% of all TOS software for the Atari ST and TT computers apart from some poorly written stuff and many old games. It is also file compatible with standard MS-DOS disks in both 720KB and 1.44MB HD format. You can even add some limited Unix
compatibility with MiNT/MultiTOS and MinixFS. There are currently a hardware PC-emulator available based on the Intel 80286 running at 16MHz and both 486SX and Macintosh emulators are in development.

a> Personally, I'm VERY surprised that the number of users in relation to
a> the costs of running a corporation haven't sunk Atari yet, and here in
a> the U.S. there is literally no promotion whatsoever with that Jaguar

a> CD thing.

I'm sure you will see great improvements as the national launch of the Jaguar
is gradually progressing throughout the US. We poor Europeans are still waiting
for it to be officially released over here.

a> In any case, any help/comments/advice would be greatly appreciated. As
a> I said I had no clue Atari was still around so I hope I haven't
a> offended anyone -- I'm just trying to find out more stuff. (BTW, does
a> a FAQ exist for Atari systems?)

Yes, there's a FAQ posted here once in a while but I haven't seen it lately.

a> Thanks!

You're welcome!

_ _ _/ _ . /. fidonet 2:204/419.2 ___
/_)(_\ / / / /\ nest 90:1100/110.2 / (0)__ FALCON O3O
/ patrik.sanfridsson@p2.stacken.ct.se /,,,,|--\ 4/63

4601. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 02:18:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d7d325a@p2.stacken.ct.se>
Source record: 191358

In a message of <08 Mar 94 00:47:12>, Ofir Gal writes:

OG> From: ogal@cix.compulink.co.uk ("Ofir Gal")
OG>
OG> There aren't many people that besides the German that understand
OG> German.

How about Austria, Switzerland, Luxemburg, northern Italy, parts of
Czechoslovakia, Poland, Hungary etc. Although I agree English should be used as
a first language whenever possible.

_ _ _/ _ . /. fidonet 2:204/419.2 ___
/_)(_\ / / / /\ nest 90:1100/110.2 / (0)__ FALCON O3O
/ patrik.sanfridsson@p2.stacken.ct.se /,,,,|--\ 4/63

4602. Re: Gnu C help needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 02:55:35 UTC
From: norway@ionews.io.org
Message-ID: <2ljdr7$l5b@ionews.io.org>
Source record: 191359

I want to thank:

am136@FreeNet.Carleton.CA (Stephen Mulrine)
aeg03@rrz.uni-koeln.de (Jan T. Kim)
knarf@nasim.sta.sub.org (Frank Bartels)

for help with setting up Gnu C on my Falcon. I mistakenly typed GNUEXEC
instead of GCCEXEC, and should have had gulam set to UNIXMODE.

I'm now able to compile my programs without any problems.

4603. Re: NEW UPLOAD: HD_FREE CPX (BOAST)

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 03:04:54 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <7XOMBSZW@math.fu-berlin.de>
Source record: 191360

In article <LANCER.94Mar3141734@parrot.WPI.EDU>, lancer@parrot.WPI.EDU (Stephe Lewis Foskett) writes:
>Steve> That said, I am very grateful for what you are doing. Is it
>Steve> possible to request ones which we think should be translated?
>
>Sure! Just tell me what you want to see!

I'd like to see the RSVE upgrade docs translated. The German version is on ftp.uni-erlangen.de. That is unless someone knows where there is an english version already...

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

4604. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 03:05:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ljeei$mi8@mailer.fsu.edu>
Source record: 191361

Juergen Kuersch (KUERSCH@rog1.rog.rwth-aachen.de) wrote:
> Some of you will remember that there has been an AI-program called ELIZA
> trying to imitate human behaviour in the seventies. Recently, I've found a
> simple version for the ZX Spectrum. Is there an Atari version available
> anywhere (ftp preferred) ?

I believe the ST port of GNU EMACS is complete. If so, try running
doctor.el. Even better, make a macro so yow.el talks to doctor.el (doctor
is an Eliza clone, yow is a weird sentance generator). For the truly
bored, there is an ASCII "Towers of Hanoi" simulation. Hell, it's rumored
that you can even edit text files with the thing :-)

The easiest way to execute a .el file is to use <meta>-x /path/whatever.el.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4605. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 03:47:38 UTC
From: walra@moacs11
Message-ID: <1gnxtsk8opa@moacs11>
Source record: 191362

In <CMCzKF.71J@cix.compulink.co.uk>, "Daron Brewood" wrote:

> >I am willing to pay for English versions. I have already paid for German
> >shareware programs like Selectric which are available in English.
> >There are many more like me.
>
> I agree 100% with that Ofir, if a good program comes along I'll quite
> happily register it but only if I can understand it, and that means in
> English.

The only criterion for registration is whether or not one is *using* the
software. If I were using a shareware program without understanding the
docs and online text (some GEM programs are quite straightforward), I
would still pay the shareware fee.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4606. GUI SLIP for ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 04:37:35 UTC
From: jmax@panix.com
Message-ID: <2ljjqf$6h1@panix.com>
Source record: 191363

Does anyone know of a GUI SLIP program for the ST?

Thanks,

jmax@panix.com

4607. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 04:42:28 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar8.224228.24093@cobra.uni.edu>
Source record: 191364

In article <2licd1$e6u@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
> You also have to factor in the development system cost of $1000, to
> program on the DSP in the AV macs. Quite a boost in cost for your average
> hacker.

Development system cost of $1000? Can you elaborate before you generalize the
cost with out facts.

>
> Dan

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

4608. Atari Info Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 05:04:52 UTC
From: tlrsidp@nmt.edu
Message-ID: <1994Mar9.050452.1882@nmt.edu>
Source record: 191365

Ok, I'm selling my Mac LCIII and will probably buy another Mac, but I'm always curious as to my options. (No flames as to my computer of choice I had an Atari 800 and 1040st in the past....) I'd like to purchase a system w/ an '040 standard (i don't want to have to upgrade to one) and possibly DSP's onboard. (The 660av mac is the system I'm serious looking at) I'm not too critical as to available software, but I'd like to know the status of commerical software in the Atari Market. So, does Atari make any computer that would satisfy what I want. I'd like info on prices, standard configs, video display options (ie vram/accelerator chips).

thanks in advance

tlrsidp@black.nmt.edu
email info or post (i check both regularly)

ps i also would like to know if there was a way for me to connect my HP 550c (AppleTalk Connector) to an Atari.

4609. re: Eliza

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 05:19:37 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Mar9.051937.15339@kn.PacBell.COM>
Source record: 191366

>Some of you will remember that there has been an AI-program called ELIZA
>
>trying to imitate human behaviour in the seventies. Recently, I've found a
>
>simple version for the ZX Spectrum. Is there an Atari version available
>
>anywhere (ftp preferred) ?

i once had a copy of this program for the ST. i shall try to find it and
i will UUencode it to you!

4610. High-res mono on a TV

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 05:31:42 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <763359300.0@mettav.royle>
Source record: 191367

It was none other than Mike Garrish that wrote on 1 Mar 94 that ,

MG> I am abut to buy an Atari 1040 for a cheap MIDI setup, and before
I
MG> splash out on an SM124 monitor to run Cubase and Avalon, is it
MG> possible to buy emulators which will allow these programs to work
on
MG> a normal TV? I have heard about these products, but I imagine
there
MG> must be some sort of speed/clarity penalty. Any advice would
be
MG> appreciated.

Both work with 'Sebra' (PD mono emulator but the best)on Color Monitor's but are pretty hard work and If you are serious .....and if you are buying Qbase and Avalon YOU are serious !!! then small extra cost for a mono monitor when compared to the outlay for the software is going to be desirable in the long run . Clarity isn't _too_ much of a problem (on a monitor anyway ..on a TV I can imagine some problem's) if you double the screen size but speed is since you have to scroll about the screen AND there is some processor overhead's on top of
that.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

4611. Re: Revenge Document Displayer

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 05:54:56 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <763359300.1@mettav.royle>
Source record: 191368

It was none other than Christian Perle that wrote on 2 Mar 94 that ,
CP> wrote: : I couldn't start it anyway!
CP> : It hangs while starting :-(
CP>
CP> : Greetings ...Patrick.
CP> Hangs on my Falcon also :-/

Is this RDD3.1 ? Install it as a GEM program not as a TTP ,the later causing hanging problem's and a loss of mousey control.

Also the install program doesn't seem to agree with NEWDESK. (At least this was the case with V3) .Install it into the desk manually and it work's OK.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

4612. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 06:11:34 UTC
From: oracle@iastate.edu
Message-ID: <oracle.763193494@pv0555.vincent.iastate.edu>
Source record: 191369

In <1994Mar8.224228.24093@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>In article <2licd1$e6u@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>> You also have to factor in the development system cost of $1000, to
>> program on the DSP in the AV macs. Quite a boost in cost for your average
>> hacker.

>Development system cost of $1000? Can you elaborate before you generalize the
>cost with out facts.

You should talk... You constantly spew out Mac educational prices as if they
are street prices (they are not anything near street price). I don't even
know whey you read this news group since you have nothing valuable to contribute.

>>
>> Dan

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

4613. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 06:11:51 UTC
From: divapd@delphi.com
Message-ID: <pKxoXJv.divapd@delphi.com>
Source record: 191370

Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> writes:

>font. It includes tons 'o fonts. The only problem I have is that
>it does not have a way to edit the fonts and they don't seem to be
>GDOS compatible format (or even GEM compatible), ie. none of the
>font editors I've tried work on them. Most of the fonts do not
>have decent characters for special things like window gadgets
>and checkmarks. Does anyone know of an font editor to change

I have Warp9 3.7x and theres a font editor right on the Warp9 disk, Sam. If theres not a WARP9CST.PRG / WARP9CST.RSC on your disk I think you should give the codeheads a call... its a great little editing program for warp 9!!!

Later, Andy

4614. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 06:15:55 UTC
From: divapd@delphi.com
Message-ID: <ho5rXHj.divapd@delphi.com>
Source record: 191371

<divapd@delphi.com> writes:

>Bjorn Eriksson <d91-ber@nada.kth.se> writes:

>>Hello, I'd like to change the systemfont on my falcon to one
>>of those macintosh-looking fonts. Do I have to buy some com-
>>mercial software to do this or is there a cheaper way? It's
>>not as if I think any of this is important or anything, I
>
>//Warp 9 will do it for you... and theres a little font installer program that

atari.archive.umich.edu has a program that'll do this for a mono st, its
"Utilities/chcgofnt.lzh"

(oops - this is to myself - duh!) Andy :)

4615. DON'T YELL AT ME!! 1040ST-$100

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 06:38:35 UTC
From: MIWHC@CUNYVM.CUNY.EDU
Message-ID: <94068.013835MIWHC@CUNYVM.CUNY.EDU>
Source record: 191372

I know I'm supposed to put this not in the marketplace section, but
I've already tried twice with nary a whisper.

1040ST, Monochrome monitor, SMPTE Interface, SMPTE Track software,
all the manuals, mouse, parts, and various electronic spitle.

all of this for $100

I bought it to put some sound effects into a public service tv commercial
a few years ago, and I haven't used it for more than about 5 hours total.

I live in Manhattan (East 65th Street) and would love not to have to mail
this thing, so please pick it up from me. I would be wildly grateful.

Write, or preferably call my machine.

212-472-3847 Michael.

Again, I apologize for wasting your bandwidth, but I'm leaving for a
three-month vacation in a week or so, and couldn't wait any longer.

4616. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 08:19:00 UTC
From: Sven_Spreier@hh.maus.de
Message-ID: <A30093@HH.maus.de>
Source record: 191373

ogal@cix.compulink.co.uk wrote:

OG>A question: What percentage of Atari users understand English? Answer:
OG>99.99999%

But not everyone is able to write docs in english.

4617. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 08:25:00 UTC
From: Sven_Spreier@hh.maus.de
Message-ID: <A30094@HH.maus.de>
Source record: 191374

ogal@cix.compulink.co.uk wrote:

OG>I am willing to pay for English versions.

But german users prefer to pay for software with german docs.

4618. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 09:02:16 UTC
From: kfason@csn.org
Message-ID: <CME3rt.IxA@csn.org>
Source record: 191375

Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:
: Has anyone had any problems in linking a TOS 4.02 14Mb memory, 65mb
: internal IDE, falcon to an external SCSI drive?

I use a IBM 1 gigabyte drive for D2D and such and it works fine. so
probs.. tons of writes and reads... I'm runnging TOS 4.04 (maybe thats
it?) 4megs RAM, and a 80meg IDE. using ICD v6.4.3

Auto folders are normal Mouse.PRG, BMAPFIX2,FPATCH, NVDI, UIS< Speedo...

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

4619. SIMM speeds

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 09:03:45 UTC
From: kfason@csn.org
Message-ID: <CME3u9.Izo@csn.org>
Source record: 191376

I'm curious what speed SIMMS I should use in ym Falcon030?? I jsut ordered teh RAMGizmo today, and I have some 80ns 4meg SIMMS that my dad is not using at the moment.. Are they too slow or workable??

thanx
-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

4620. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 09:36:20 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2lk5ak$s0v@vishnu.jussieu.fr>
Source record: 191377

Got a F030, 4/65, TOS 4.02, AHDI 6.061, external SCSI Syquest 44Mb. NO problem. Works really fine.

MB.

4621. Re: PageStream 3 for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 10:00:18 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2lk6ni$3kc@bronze.coil.com>
Source record: 191378

So I missed out on the beginning of the discussion -- is there in fact a PageStrem 3?? I'm still puttering around with v1.8!

-Matt

4622. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 10:22:45 UTC
From: petep@info.isbiel.ch
Message-ID: <2lk81l$m5s@vega.info.isbiel.ch>
Source record: 191379

```
> JF> Thanks for the suggestion. I have just done that so interested users can
> JF> try to ftp VOX-Mail from ftp.uni-kl.de soon. It is entitled
> JF> [voxmail.zip].

you can allready get it from ftp.isbiel.ch !!!
```

4623. 2.5 Megabytes of SIMMS on the STE

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 10:26:54 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <swordfish.763209769@minster.york.ac.uk>
Source record: 191380

I am about to upgrade my Atari 1040STE to 2.5 Megs
using 2x1meg SIMMS and 2x256k SIMMS.

I know that in order to use the full 2.5 megabytes, I
need a patch utility, but what happens when I have not
used the patch utility? Does the STE think it has
512k, 2megs, or something else. I will not be able to
use the patch on autobooting copy-protected software, and
would like to use 2 megs when the patch is not used.
Does this have something to do with the order in which I
install the SIMMS?

Ae.

4624. Good places to buy Atari related products in Amsterdam.

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 10:28:05 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <swordfish.763209793@minster.york.ac.uk>
Source record: 191381

Does anyone know of a shop in Amsterdam that specialises in the
Atari ST computers and accessories. All the shops that i know
that used to sell stuff for the ST have stopped.

Also, is there a shop in Amsterdam that is similar to Tandy
for selling hardware (Tandy closed down in 1991)

Thanks in advance.

AE.

4625. Re: Socket Library for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 10:34:31 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2lk8nn$8rv@nasim.sta.sub.org>
Source record: 191382

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

> That might be very slow, depending on how your shell handles
> redirection; why not just:

> gzip -d -c net-xxx.tgz | tar -xovf -

gzip -cd is similar to zcat. Just make a hardlink and use zcat in the
future, if you want to extract gzip'd files to stdout. If your shell
supports ARGV, gzip will see it's called with zcat and knows to add
"-cd".

NOTE: On a real UNIX box zcat may be a link to compress. compress
isn't able to handle gzip'd files, but gzip can handle compressed
files. Just make sure the gzip-zcat (usually in /usr/local/bin) is
found before the compress-zcat (usually in /usr/ucb) in your PATH.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

4626. REQ: CASE tools for Atari???

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 10:44:00 UTC
From: u3d69@cc.keele.ac.uk
Message-ID: <2lk99g$gec@gabriel.keele.ac.uk>
Source record: 191383

I just saw a review of THOUGHT in STRev.Mar , are there any other CASE tools available that will run on a standard Atari??
Please Email me if possible and I will post a summary of all replies I receive.

Thanks.. Ste\/e..

--
+===+
u3d69@teach.cs.keele.ac.uk /// spcaple@gn.apc.org
Steve Caple ... snailmail : 82 Broad Street, Crewe, UK CW1 3DJ

```
_ _ __ __ _ _ _
| | | |___ ___ \ \ / /__ _ _ _ __ | | | | ___ __ _ __| |
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\___/|___/\___| |_|\___/ \__,_|_| |_| |_|\___|\__,_|\__,_|
```

+===+

4627. Re: **_Really_fast_** com ports...

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 10:51:09 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lk9mu$dv1@aggedor.rmit.EDU.AU>
Source record: 191384

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
: In article <wz.762016940@echo>, wz@echo.chem.TU-Berlin.DE (Wolfgang Zweygart) writes:
: >There are some board's, hardware extensions and other things available:
: >1. RSVE --> 38400, 57600, and 115200 bps for the standard MFP chip.
: >for the 115200 the ST should be really accelerated. TT's will handle it.
: >2. ESCC --> enhanced SCC chip board fot ST.

: BTW, I think I found info on RSVE. While searching ftp sites, I came upon a
: file named RSVE_1.LZH on ftp.uni-erlangen.de. It appears to be the docs for
: the upgrade, but since it is entirely in German, I am not sure.

Yeah I too found RSVE info... all in german (and all the german I know is
from watching TV like Hogans Hero's.. I know nufink... nufink)

Still no info for ESCC.. anyone?????

Rob.

4628. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 11:01:26 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Mar9.110126.28546@gumby.cc.wmich.edu>
Source record: 191385

Is your external drive terminated (either with an internal SIP or external block)? If it's not, you'll get exactly the type of data corruption you're reporting. And the ICD software will tell you that you have problems, but AHDI won't.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4629. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 11:03:15 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lkadj$dv1@aggedor.rmit.EDU.AU>
Source record: 191386

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In message <eutrjlcyram@moacs11>, walra@moacs11 said:
: >> Yes Gerd I have found out, but I think one thing you Germans should find
: >> out the most of the world speakes English, so how about a English version.

I know I'm being a tad pedantic here, but the most commonly spoken language
in the world is Cantonese, the second is English (I believe). Where
German comes I do not know...

: >It's not relevant which language is spoken by `most of the world'. I think
: >that the majority of *Atarians* understands german well enough to figure
: >out some program documentation.

: Of course it is relevant. Get real, the majority do not understand German.

I understand maybe a dozen words of German (tops), I cant even count to 10
in German...

: >If you were really interested in the software you could always learn a bit
: >of german.

: As soon as you learn Hebrew :-)

or Cajun / Indonesian / Phillipino / .....

: Ofir ogal@cix.compulink.co.uk

Rob roba@nutmeg.ntu.edu.au

4630. Re: good text editors?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 11:03:36 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar9.120336.952@cathy.ijs.si>
Source record: 191387

```
In article <CM4Jy2.CAH@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>
>
>I just tried out the Revenge Document Displayer 3.1 and liked it a lot but
>it is not really MTOS 'friendly' (it becomes 'unrully' sometimes and has
>to be Killed )
>
And it _really_ dislikes select110e on my Falcon. If select is present
when you try to save a file, the whole thing freezes so solid you
need a crowbar just to reset the machine.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
```

4631. Re: German Text Editors, ARGHHH!

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 11:15:00 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lkb3k$dv1@aggedor.rmit.EDU.AU>
Source record: 191388

Arndt Baecker (Arndt_Baecker@w.maus.de) wrote:
: In Msg A29467@AC2, ac382@FreeNet.Carleton.CA wrote:

: JK>Does anyone have an English version of EVERES3, QED310 or 7UP210? All
: JK>of these seem like decent editors but like the tittle says they are
: JK>all in German.

: how about learning german? :-)
: here in germany we have to learn english in school. which language did you
: learn? french? russian? japanese? :-)

Here in the North of Australia the children are taught Indonesian as a second language. Why you ask? Because Indonesia is only 400 kilometrtes away and everyone else is further...

BTW if german is such a good language why is the language of aviation english????

: Ciao, Arndt.

Rob roba@nutmeg.ntu.edu.au

4632. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 11:21:23 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lkbfj$dv1@aggedor.rmit.EDU.AU>
Source record: 191389

Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:

: >VOX-Mail is a voice mail system that I designed for the Falcon. It has a
: >hardware interface to the phone lines as well as a fully GEMmed software
: >to recording/playback messages. At present, it functions fully as an
: >anwering machine with incoming messages directly recorded to hard disk.
: >I am working on adding touch-tone detection and other nifty stuff to
: >VOX-Mail.

: Sounds good, I located the file on the site, but it's not yet set to allow
: it to be downloaded.

Maybe its just me but isnt AU$2000 a bit expensive for an answering machine?

:)

BTW Hey Michael.. you planning on any work on FED.. like allowing for PGP
sigs to be appended if the right security/flag is set..??

Rob. (roba@nutmeg.ntu.edu.au)

4633. Re: Xcontrol.acc rez change

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 11:38:41 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lkcg1$dv1@aggedor.rmit.EDU.AU>
Source record: 191390

John Richardson (richardson@vaxr.sscl.uwo.ca) wrote:
: I remember when ST Format magazine had a copy of the xcontrol panel on its
: cover disk, they said rez changes were a problem on earlier TOS
: versions...before 1.4 as I remember. As I had TOS 1.0 at the time I never
: tried any rez changes to be on the safe side, since then I have had NO need
: for xcontrol...I prefer my neodesk/harlekin/maxifile set-up :^)
: --
: T.T.F.N.
: JR.

STformat Issue 26 (sep 91) page 26... [(c) Future Publishing]

XControl is the newest version of the Atari Control Panel Accessory which is designed to take advantages of features available in the latest (above V2.0) versions of TOS.
All STs can use XControl, but if you dont have a Mega STe, TT030, or later machine, you must use the shutdown feature of XControl whenever changing resolutions (See note under Shutdown).

S H U T D O W N

Whenever you change resolution you must shut down the Control Panel. If you don't perform the shut down, unexpected results may occur during other applications. This option only appears if your version of TOS does not support the proper shutdown procedures.

4634. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 12:02:43 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lkdt3$dv1@aggedor.rmit.EDU.AU>
Source record: 191391

Waldi Ravens (walra@moacs11) wrote:
: In <2lf7j8$alj@turing.fwi.uva.nl>, Martijn Dekker wrote:

: The german atari market is large enough to justify german-only versions,
: and you shouldn't assume that everyone is capable of writing docs in
: english (there is a difference between `being able to write' and `being
: able to read' a certain language). I prefer reading docs, well written in
: the programmer's native language, over reading poorly written english.

: > I am from holland, but
: > all my program/docs/manuals are written in english, I never make a version
: > with dutch texts.

: The dutch market for atari programs is very small, and there ain't many
: people besides the Dutch and some Belgians that understand the language.

Interestingly tho, I find that after 1/2 an hour I can discern 90% of what
Dutch documentation is talking about... German is a complete puzzle....

Rob. (roba@nutmeg.ntu.edu.au)

4635. Re: Populous II and Octalyser

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 12:17:33 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CMECt9.DDw@cen.ex.ac.uk>
Source record: 191392

In article <2lgsj5$5pc@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

> 2. Has anyone gotten Octalyser to work on a MegaSTE? It is an 8-track
> module file player.

Works fine on my Falcon. In what way doesn't it work?
(Have you got the latest version?)
--
+-------------+
| {{{ Dan }}} |
+-------------+

4636. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 12:45:01 UTC
From: avg@cwi.nl
Message-ID: <CMEE32.BE9@cwi.nl>
Source record: 191393

walra@moacs11 (Waldi Ravens) writes:

>In <CMBJEo.IE1@cix.compulink.co.uk>, "Ofir Gal" wrote:

>Go to Belgium, Holland, Luxembourg, Finland, Sweden, Poland, Yugoslavia,
>Greece, Czechoslowakia, etc. and you'll find out that you're wrong about
>this.

I am fine with German, but whenever I demonstrate my computer running
Gemini to other Dutchpeople, their first reaction is: `whuh, it's in
German'. The stupidity of this sort of encourages me to stick with the
German software.

BTW, it isn't that hard, is it? To try and understand the menu bar of
a German application. I mean, Close window is where it should be, so
everybody knows that the German word for 'close' is ^U.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

4637. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 12:50:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.E&1euyzssYk@semprini.waterloo-rdp.on.ca>
Source record: 191394

In <1994Mar1.200147.9216@ucon.gun.de>, Don Maple writes:
> All this is true, however, due to IBM's predominant (*monopoly*)
> position it is blatanly unconcerned with users. This is what makes
> it particularly dangerous and unpalatable and, therefore, subject
> to much closer scrutiny. And I'm affraid IBM is a monolith which is
> why it finds itself in such a precarious situation right now. Since
> Ackers was let go IBM has been trying to reform but I'm affraid its
> addiction to monopolistic mode might be unsurmountable.

I'd really like to know what IBM's *monopoly* is in?

I mean, really... the mainframe and mini market is *gone*. They have a monopoly in OS/2, but hey, unlike Microsoft, IBM publishes the complete API; no funny stuff where IBM applications programmers get to use better, undocumented functions to make their software faster/more compatible/whatever than the competitions (unlike Microsoft, IMHO the true villain in the PC marketplace; IBM's fangs were removed as soon as the clone market exploded).

Motorola's got a monopoly on 68k chips as far as I know; they're also a giant, but mostly because they're diversified. Is Intel better than Motorola because there are Intel clones (ie, they don't technically have a monopoly; IMHO, effectively they do, thanks to the FUD they spread about Cyrix, AMD, etc).

Not that I'm suggesting IBM is blameless. Things *are* different now because they *have* to act differently... The market demands it. IBM's also got to do lots of extra things (like _detailed_ lists of what a bugfix actually does; unlike Microsoft's Windows 3.1->3.11 "update", which seems to do just one thing... break OS/2) that "smaller" companies don't have to do because they were involved in anti-trust suits many, many years ago.

All companies don't give a hoot about their users/customers/etc. They just want to make money. That's all. Customer and employee satisfaction can be a tool used to get that goal, but some companies (ex, the PC graphics board manufacturer, Diamond) don't even need customer satisfaction to keep going.

Hey, neither does Atari.

Just curious about your hatred of IBM; I don't particularly trust a company that large either, but I have a good feeling about PowerPC. If PowerPC doesn't do anything else, at least it should drop the price of other RISC workstations....

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4638. Re: good text editors?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 12:58:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5A5Kb_SYemE@semprini.waterloo-rdp.on.ca>
Source record: 191395

In <CM4Jy2.CAH@freenet.carleton.ca>, Jack Kitowicz writes:
>
>
> Can anyone recomend some good text editors? It will have to be compatible
> with MTOS (preferably a TOS program) , be reasonablty fast and provide
> basic file editing capabilities. I am looking for a replacement of the
> VIEWER.APP that was provided with my Falcon. I would love to have a
> program like that but with basic editing capabilities.

I've built a version of MicroEMACS 3.12 that works great in a window,
since it just uses termcap calls; I'm pretty sure I put it on
atari.archive some time ago.

Something like JOVE or Elvis would also work well in a window; JOVE is
an EMACS clone, and Elvis is a 'vi' clone.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4639. Re: English docs for LinderTex?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:08:23 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Mar9.090823.21724@dal1>
Source record: 191396

In article <H.eg.JpJuUO_PRmg@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
> I am looking for any english docs (or help) with linderTeX. Thanks in advance
>
> --- eric
> --
> HOME: esj@harvee.billerica.ma.us HAM ka1eec
> WORK: esj@temerity.polaroid.com 617.386.4687
> source of the public's fear of the unknown since 1956

Please post if you get a response on this!

John

4640. Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:18:18 UTC
From: ant@mks.com
Message-ID: <1994Mar9.131818.1731@mks.com>
Source record: 191397

Are they any ST games similar to Wolf-3D or the new one Doom??
Dungeon Master and Chaos are excellent but they lack that real-time
race against the clock fear of death quality. Are the older ST
machines capable or do you need a Falcon to do the graphics?

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

4641. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:22:23 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMEFtC.1p9@newcastle.ac.uk>
Source record: 191398

In article <2d7ccee8@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 08 Mar 94 11:00:02, Marc Bourlon wrote:
>
>MB> The last computer by Atari. It's a ST, with lotsa improvements, for
>MB> example:
>MB> 1) a 68030 at 16 Mhz, on a 16bits bus.
>
>That has been debated for a long time now, but the fact is that code executes
>faster if you use move.l instead of move.w instructions .. the Falcons bus
>seems to use 16 datalines, but either multiplexed or dealt with in some way to
>speed up processing.
>
>(My texturemapping routs became faster when doing move.l instead of move.w ..)

Could this be accounted for by the lower instruction fetch cycle overhead
when using move.l ? If using 2 move.w instructions to fetch data as opposed
to one move.l, an extra instruction fetch will be required.....adding a time
overhead.......

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

CRaig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\---
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4642. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:26:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMEFzn.Ho@cix.compulink.co.uk>
Source record: 191399

In message <2d7c79f0@secom.ct.se>, rickard.troedsson@secom.ct.se said:
>In a message of 08 Mar 94 05:52:48, Waldi Ravens wrote:
>
>WR> > There aren't many people that besides the German that understand German.
>WR>
>WR> Go to Belgium, Holland, Luxembourg, Finland, Sweden, Poland, Yugoslavia,
>WR> Greece, Czechoslowakia, etc. and you'll find out that you're wrong about
>WR> this.
>
>Umm .. in Sweden EVERYONE learns English for ATLEAST 6 years (I did for 8), but
>you can CHOOSE between French/German/NOTHING as a third language ... (and those
>you only HAVE to read for 3 years .... I did 4 .. :-) .... German ..)
>
>Bad example ... English IS the universal language. Period.

Of course, if English was not *the* international language we wouldn't be
using it here, would we?

Ofir ogal@cix.compulink.co.uk

4643. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:26:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMEFzp.IG@cix.compulink.co.uk>
Source record: 191400

In message <2d7cc8c6@p2.stacken.ct.se>, patrik.sanfridsson@p2.stacken.ct.se said:
>
>Whenever I try to use the Atari standard clipboard with either Everest or
>MasterBrowse, they will always complain about "clipboard not installed"
>although I do have a \CLIPBRD folder in my boot partion and the
>environment variable CLIPBOARD points to the same path and this works perfectly
>with all other programs that support the clipboard. Is this a bug in these two
>programs or am I doing something wrong here? The problem seems to go away if I
>install MultiTOS, but I seldom use it so that's not a very good option.

You need the clipbrd.cpx

Ofir ogal@cix.compulink.co.uk

4644. FOR SALE ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:27:22 UTC
From: njf@doc.ic.ac.uk
Message-ID: <2lkirq$hjh@oak42.doc.ic.ac.uk>
Source record: 191301

Keywords:
ATARI STfm for sale. Has 1Mb of memory. Loads of games,

Looking for a quick sale.

4645. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:28:47 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMEG3z.1x3@newcastle.ac.uk>
Source record: 191302

In article <2d7c79f0@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>Bad example ... English IS the universal language. Period.
>

I'm english, and I don't speak another language (I understand a little written German, a little french & a small amount of spoken Cantonese).

I find it very embaressing to have to admit that, but most people in english speaking countries don't have any real pressure to learn another language. This is arrogance on our part, and we should try to improve it.

Point.....

Working through loads of german software has improved my understanding of german greatly.....which is a GOOD THING.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4646. Re: CBM/Atari Stock Speculatio

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:29:17 UTC
From: ma92jls@cen.ex.ac.uk
Message-ID: <CMEG4u.JM@cen.ex.ac.uk>
Source record: 191303

>
> Hmmm, many companies are developing new videogamesystems: SEGA, NINTENDO, SONY,
> NEC, ATARI. They all have one thing together: they want to do a extremly
> powerfull machine using high-perfmormance RISC processors (20 MIPS and more),
> DSP's, highspeed-graphicprocessors, 16 bit CD quality sound, 16.7 Mio colours,
> etc.

The difference is that the CD32 is out NOW, those with 'high performance RISC
etc...' aren't out yet , and may never come out at all ....(haven't Sony
developed a console before that never made it onto the market?)

> Yeah, even Atari they talked about a faster Jaguar II (40-50 Mhz).

Yeah , Atari seem good at that ......Talking , ...but not doing

And
> you'll think that the CD32 with max. of 256 colours, a 68020 processor with 2.5
> MIPS, the old amiga-sound-system, an the old blitter is cool ?

It's a damn sight better than anything else currently on the market . YES ,
those 'old' amiga chips etc still are better than most 'new' stuff.
I'll admit that the CD32 will be overtaken by more advanced machines,
but not for a while yet.

I hear you say:
> But the CD32 can display 16.7 Mio. colours simultanously ! Yes it can, but then
> there is nearly 0% processortime left for other tasks. The CD32 has a databus
> of about 7 MB/s the Jag has a maximum transferrate of 106.4 MB, so even
> extremly fast games in 16.7 Mio colour mode are possible and done. Don't expect
> to see games like Cybermorph, Alien vs. Predator or Doom on the CD32, the
> Amiga/CD32 is to slow.

Ermmmm actually I don't want games like Cybermorph on the CD32 . This is
because the reviews of it (in games magazines) weren't favourable. Come
to think of it , none of the Jaguar games reveiwed got decent marks.

I hope that BOTH the CD32 and Jaguar do well .

CD32 Good points Bad points

1 CD = massive storage Slower access than carts
2 easy to create games Ugly design
for
3 Quite a lot of games Few are gobsmacking
4 FMV (MPEG 1) Movies come on two discs
(I think?)
5 Games are cheap no FAST RAM

6 Expandable No CD32 expansion for A1200
(yet??!!??)
7 ?????????? Made by Commodore

Jaguar Good points Bad points
1 large storage carts Uses Carts
2 VERY fast access Carts are EXPENSIVE
3 VERY fast processor etc not so easy to create/convert
games
4 Niceish design not many games
5 Potential no CD drive yet
6 CD drive coming soon no FMV yet
7 ????????????? Made by Atari

Jonathan Sears - Exeter University maths student

4647. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:32:13 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMEG9q.24r@newcastle.ac.uk>
Source record: 191304

```
You need a small accessory or CPX which will issue a scrp_write(char*)
to set the AES scrap directory.

Craig.
```

4648. Falcon newsgroups?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 13:58:18 UTC
From: mortene@stud.unit.no
Message-ID: <2lkklq$gmn@ugle.unit.no>
Source record: 191305

Does any exist?

Morten
--
--
| M. Eriksen, student at NTH, Norway. Email to mortene@stud.unit.no |
--
| High-level languages are for low-level programmers. And vice versa. |
--

4649. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 14:26:49 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2lkmb9lNNtn4@sat.ipp-garching.mpg.de>
Source record: 191306

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: Yet, every Israeli will happily admit that English is the international
: language. This is very evident when it comes to modern technology. RAM is
: RAM in Israel and not ZA which is the Hebrew equivalent.

So will every German, and I am happy to tell you that RAM is RAM in German
as well and not LZS :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4650. Re: 32 mMB minix partition psossible?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 14:30:14 UTC
From: erlingh@idt.unit.no
Message-ID: <2lkmhm$h4d@ugle.unit.no>
Source record: 191307

I have a 192 Mb hard drive with only 1 minix partition that works great.
32 Mb partitions should be no problem.

Note: Get the newest version of minixfs from atari.archive.umich.edu. I don't
know what version is in the MDK, but some of the earlier versions supposedly had
trouble with large partitions.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

4651. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 14:33:31 UTC
From: jeq@lachman.com
Message-ID: <1994Mar09.143331.27349@i88.isc.com>
Source record: 191308

In article <CMBJEo.IE1@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <8jznpil&q0k@moacs11>, walra@moacs11 said:
>>
>>The dutch market for atari programs is very small, and there ain't many
>>people besides the Dutch and some Belgians that understand the language.
>
>There aren't many people that besides the German that understand German.

Oh, I don't know...

With the exception of a few phrases picked up from schoolmates,
and a few words picked up while learning to phonetically
sing some German choral music, I have never studied the language.

When I picked up one of the utilities a while back
(possibly GDOS?) and found the documentation in German,
I spent a little time skimming through it, and found that
I was able to get by. If that can be done without intentionally
learning the language, what could be accomplished with
a little bit of effort.

The real problem is that, regardless of which language is
most commonly used, most languages have some national
connotations; to be truly international, we should be
programming in Esperanto. (Or, perhaps to be
truly universal, in Klingon. Who's got that font, again?)
--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ There's nothing quite like the pitter-patter of little feet,
\/ followed by the words "Daddy! Yay!"

4652. Re: MultiTOS first impressions

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 14:42:13 UTC
From: erlingh@idt.unit.no
Message-ID: <2lkn85$h4d@ugle.unit.no>
Source record: 191309

In article <CM4J9H.62y@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:

|> Yes, but it is now being pirated. There are several people I know who use
|> it and are not registered developers. Beta or not, it is much better than
|> AES 4.0, Atari should have made it available a long time ago.

Yes, I know.
I heard about pirated versions even *BEFORE* I got my red envelope...
And I agree that AES 4.1 should indeed be sold to users.

|> Ofir ogal@cix.compulink.co.uk

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

4653. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 15:36:33 UTC
From: erlingh@idt.unit.no
Message-ID: <2lkqe1$h4d@ugle.unit.no>
Source record: 191310

```
In article <KUERSCH.101.763113900@rog1.rog.rwth-aachen.de>,
KUERSCH@rog1.rog.rwth-aachen.de (Juergen Kuersch) writes:
|> Hello, everybody!
|>
|> Some of you will remember that there has been an AI-program called ELIZA
|> trying to imitate human behaviour in the seventies. Recently, I've found a
|> simple version for the ZX Spectrum. Is there an Atari version available
|> anywhere (ftp preferred) ?
|>
|> GRTX & TNX
|>
|> Juergen
|>
|> ------------------------------------------------------------------------
|> Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de
|> ------------------------------------------------------------------------

There is an emacs-lisp version (at least it feels the same as Eliza).
Try ESC-X doctor in emacs. The lisp file is (of course) doctor.el[c]

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Oh well.
```

4654. Transcendence BBS Software

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 15:44:55 UTC
From: mkosk@freenet.hut.fi
Message-ID: <2lkqtn$j7h@freenet.hut.fi>
Source record: 191311

I would like to know if the Freeware version of Transcendence is
available on any FTP sites... and if it isn't, could someone
lucky enough to have a GEnie account upload it to, say,
atari.archive.umich.edu? Pretty please...

(apparently my last message didn't, for some strange reason,
reach here :(...)

Matti Koskimies
(mkosk@freenet.hut.fi, or alternatively matti.koskimies@mpoli.fi)

4655. Some More Frontier / Elite II Quesions

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 15:57:40 UTC
From: ma31gw@ee.surrey.ac.uk
Message-ID: <1994Mar9.155740.2431@ee.surrey.ac.uk>
Source record: 191312

Does Anyone else have problems with

1. A Large hard disk cache making Fontier Bomb out?

2. Running the program of the hard disk means that some times the start menu
"1. Start from Ross ..... etc" does not appear?

If so, has anybody found a cure?

Thanks

Gaz

```
,,,
(o o)
----------------------------oOO--(_)--OOo-----------------------------
```

Gary Whitbread E-Mail: ma31gw@mcs.surrey.ac.uk

Univ Address: Battersea Court, Univ. of Surrey, Guildford, Surrey.

4656. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 16:21:43 UTC
From: i3160506@ws.rz.tu-bs.de
Message-ID: <1994Mar9.162143.11458@ibr.cs.tu-bs.de>
Source record: 191313

Hi, everybody !
I've been following the discussion on German programmes with(out) English documentation for a while now, and IMHO most of the contributers missed the point.
It's useless (and doesn't belong to this group) to discuss the importancy of several more or less common languages.

Personally I'd like every author to produce two versions of his software: one in his native language and one in English for the benefit of the rest of the world.
But this puts an additional task on the non-English-speaking people and one (Hi, Ofir) shouldn't demand this, but you may of course ask the authors of the programs you like to release an English version.
BUT it is the choice of the author - remember he or she is the one who sacrifies his time -, which languages he'd like to support and you'd respect his personal decision !!!

Another not mentioned point is that the atari has by it's graphical user interface the image of an "easy to operate" computer. That would be damaged if only English versions were published. Besides, I've been very disappointed by programs that don't support the national umlauts, so I enjoyed pure German programs because there's no trouble int that respect - a problem most English speaking authors seem not to have recognized so far.

Try to remember that we internet users are not representative for the average citizen, most of us have an academical education. In every country - except the English speaking ones, of course - the majority of the people isn't able to understand more English than maybe "yes" and "no". So - no matter how small the "market" may be - native language versions are always welcome.

And you've always a lot of choices encountering a program in a foreign language:
1. persuade the author to release an English (French, Cantonese or whatever) version
2. ignore the program and look for another
3. write one on your own - of course with only documentation in Swahili !
4. BUY A DICTIONARY AND USE YOUR BRAIN !!!
...

By, Rainer

Rainer Kaluscha email: Private address:
Inst. of Psychology i3160506@ws.rz.tu-bs.de Wilhelm-Bode-Str. 51
Technical University or 38106 Braunschweig

Braunschweig i3160506@dbstu1.bitnet Germany
38106 Braunschweig
Germany Phone: +49 531 339304

4657. Re: Circu-it (was Re: Drawing schematics?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 16:43:41 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-090394174451@128.141.55.213>
Source record: 191314

In article <2ldgprEmer@uni-erlangen.de>,
mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) wrote:

> I'm the author ;-) I didn't get the original message, just this reply, so
> I'm not quite shure what Ivo wants to do. just send me a mail...
>
> Yes, it's possible to get a demo of circu it! (only in German - sorry). But
> the real version is not PD or shareware.
>

Can you put it (the demo) on a FTP Server ? (I think uni-erlangen have one)

I would like to try it.

Thanks.

4658. Re: Atari Still Exists? Tell me

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 16:52:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A19121@BI.maus.de>
Source record: 191315

Hello Al!

>1. What is it?

It's the newest ATARI Computer.

>2. Why do people want one (ie: What is it mainly used for? Games, etc..?)

That's a difficult question. You can use it for all the things you can use
ATARIs for: music, dtp, games etc.. And you can use it for HD-recording!!!!

>3. Why is it compared to the A1200 all the time?

I don't no. Perhaps it is working with DC (direct colour)?

>4. What does it look like?

It looks like computers of the 1040 series of ATARI.

>5. What kind of a processor does it run?

MC68030 with 16 MHz and a MC56001 DSP.

>7. What peripherals exists for it? (Can it be conencted to a regular VGA/SVGA
monitor and such?)

You can connect it to a regular VGA/SVGA, RGB and TV.
There are a lot of peripherals for the Falcon (in Germany):
- S/DIF Interface
- Genlock
- Mighty Sonic (32 Mhz accelerator with a real MC68030 and fast-RAM card)
- Eagle Sonic (same as Mighty Sonic without fast-RAM)
- Highspeeder 40 (40 Mhz accelerator)
- Power up 2 and Skunk (32 Mhz accelerators)
- Falcon Speed (286 DOS emulator)
- Screeneye (video-digitizer)
- Black Mail (voice mail system)
- Afterburner 040 (MC68040 board with 33 MHz and fast-RAM card / Comming soon)
- 486 Emulator (coming soon)

8. Where the heck does anyone get ANY software of any kind? (ie: Non PD/share
ware stuff, that is...) Does a commercial market even exist?

Yes! A commercial market exists. Now, there is a lot of special software for
the F030. You can get special games (Ishar, Transarctica etc.), special music
soft (Cubase Audio, Digitape etc.), special picture viewer (JPG-View [with
DSP-support] etc.)

9. Is the OS capatible with anything out there?

The OS is a new TOS (4.01 - 4.04).

Bye
Olaf

Olaf_Kaiser@bi.maus.de

4659. Re: REQ: CASE tools for Atari???

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 17:00:51 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMEpxG.EB6@newcastle.ac.uk>
Source record: 191316

In article <2lk99g$gec@gabriel.keele.ac.uk>, u3d69@cc.keele.ac.uk (SP Caple) writes:
>I just saw a review of THOUGHT in STRev.Mar , are there any other CASE tools
>available that will run on a standard Atari??
>Please Email me if possible and I will post a summary of all replies I
>receive.
>
>Thanks.. Ste\/e..
>
>--

I don't know if it's still around, but Maxon Application Construction Set used to be sort of a case tool. If anything it was a bit like DevGuide on the Sun or Visual C on the PC.

As to proper case tools? I would be very suprised. They go for big bucks on other platforms, and the money just isn't in it to build an atari version.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4660. Re: Geneva and Neodesk

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 17:15:25 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0z2o@outb.wimsey.bc.ca>
Source record: 191317

I see by your previous post that you don't use Neodesk with Geneva either? That's not a slam against Neodesk, but high praise for Geneva! :-) The extensive hot key system(even on the file selector!) makes a desktop virtually unnecessary, IMHO. When I first got Geneva last fall, I tried using Gemini and Terradesk for traditional desktop functions. However, I soon unloaded them as they were only taking up hd space. BTW-have you got Calamus SL up and running under Geneva? I have tried, but even changing flags doesnt help. (I use a 4 meg STE). Lastly, I am running Stalker, Harlekin, Lattice C and Superbase together, makes for a nice integrated system! :-) What do you use Geneva for, if I might ask?
Doug

4661. Re: 2.5 Megabytes of SIMMS on the STE

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 17:16:31 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Mar9.171631.136@t.hfb.se>
Source record: 191318

> I am about to upgrade my Atari 1040STE to 2.5 Megs
> using 2x1meg SIMMS and 2x256k SIMMS.
>
> I know that in order to use the full 2.5 megabytes, I
> need a patch utility, but what happens when I have not
> used the patch utility?

The computer thinks that it has got 4Mb RAM. But if you
access the non-existing RAM you will infact access some of
the existing RAM.

The 2.5 Mb patch is active until next cold boot. So if you want
to play an autobooting game, just run the patch, insert the game
disk in the drive and press reset. Most games works without
the patch because they only use the lower 512kb.

/
/ Daniel

4662. Re: tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 17:30:34 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2ll13qINNoog@sat.ipp-garching.mpg.de>
Source record: 191319

Axel Kielhorn (c0031098@ws.rz.tu-bs.de) wrote:
: In article <CM4yo8.BK5@westminster.ac.uk>, richara@westminster.ac.uk (Alan Richardson)
writes:
: |> I'm just wondering if there are any demos of Tempus Word,
: |> I realise it's a German program and everything, but I'd like
: |> to see what I'm missing.

: There is a Tempus Word Junior Demo around.
: I got it with the (german) TOS-magazin in Dec 92 if i remember
: right.

I don't believe that the TW Junior demo is in the PD (although it was sold as
part of one issue of the TOS magazine). You might contact Uwe Seimet (who
works for CCD) at seimet@chemie.uni-kl.de for more information; maybe
he can put up a demo version somewhere.

: It's a little like Word for Windows on a good 386 computer.

It's much faster, at least on a MegaSTE with 16 MHz.

Usual disclaimers apply.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4663. Sample format converter needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 17:44:25 UTC
From: qu94003@black.ox.ac.uk
Message-ID: <1994Mar9.174425.6326@black.ox.ac.uk>
Source record: 191320

Hi

I want to take some of my samples over to be system sounds on a Macintosh. I have a program for the Mac which will convert Amiga IFF samples to the format I require, so what I need is something that will convert ST samples (AVR etc) to IFF samples. Can anyone oblige?

Cam
--

==
| Cameron Marshall, The Queen's College, Oxford, OX1 4AW, England |
| E-mail : Cameron.Marshall@queens.oxford.ac.uk |
==

4664. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 18:29:17 UTC
From: rm03@cscmgb
Message-ID: <1994Mar9.182917.28147@cc.ic.ac.uk>
Source record: 191321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article <2d7cc8c6@p2.stacken.ct.se>, Patrik Sanfridsson
(patrik.sanfridsson@p2.stacken.ct.se) wrote:
:Whenever I try to use the Atari standard clipboard with either Everest or
:MasterBrowse, they will always complain about "clipboard not installed"
:although I do have a \CLIPBRD folder in my boot partion and the
:environment variable CLIPBOARD points to the same path and this works perfectly
:with all other programs that support the clipboard.

Try using setting the env. variable SCRAPDIR instead (or as well as) CLIPBOARD
I've seen programs that use this; in fact I think that SCRAPDIR is the
correct one to use.
An alternative is to use the Atari Clipboard CPX, which I presume does a
scrap_write() to set the clipboard directory at bootup.

Incidently, does anyone know for sure whether CLIPBOARD or SCRAPDIR should
be used? What do the Atari developer docs say? I think the Compendium says
SCRAPDIR.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4665. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 19:53:16 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMExwu.FE6@cix.compulink.co.uk>
Source record: 191322

>I use a IBM 1 gigabyte drive for D2D and such and it works fine. so
>probs.. tons of writes and reads... I'm runnging TOS 4.04 (maybe thats
>it?) 4megs RAM, and a 80meg IDE. using ICD v6.4.3
>
>Auto folders are normal Mouse.PRG, BMAPFIX2,FPATCH, NVDI, UIS< Speedo...

Hmmm... I should not be having any problems in that case, although I am
becoming surer that the problem is with the drive, as the Atari HDX utility
will format the drive, but the ICD Pro utils will just lock up on me.

= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4666. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 19:53:21 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMExwx.FEr@cix.compulink.co.uk>
Source record: 191323

> Got a F030, 4/65, TOS 4.02, AHDI 6.061, external SCSI Syquest 44Mb. NO
>problem. Works really fine.

Thanks for that, am almost identical set-up to mine, so that knocks out
the TOS 4.02 bug theory. What size is your biggest partition?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4667. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 19:53:23 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMExx0.FFE@cix.compulink.co.uk>
Source record: 191324

>Is your external drive terminated (either with an internal SIP or
>external block)? If it's not, you'll get exactly the type of data
>corruption you're reporting. And the ICD software will tell you
>that you have problems, but AHDI won't.

Ah ha, no ideas at all, as far as I can see there are just SCSI in/out
connectors on the back of the drive, and I can't see anything internally,
so this could be it. I'll drop a message to System Solutions tonight to
see if that could be it. here's hoping you have solved the problem.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4668. Re: Sample format converter needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 20:55:21 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2lld3p$lc9@mailer.fsu.edu>
Source record: 191325

Cameron Marshall (qu94003@black.ox.ac.uk) wrote:
> Hi

> I want to take some of my samples over to be system sounds on a Macintosh. I
> have a program for the Mac which will convert Amiga IFF samples to the format
> I require, so what I need is something that will convert ST samples (AVR etc)
> to IFF samples. Can anyone oblige?

I believe there is an ST port of the program SOX, which can convert between
many different sample types. If not, there are numerious UNIX versions.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4669. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 21:21:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A14812@MS.maus.de>
Source record: 191326

In article <CMBGyD.G6G@cix.compulink.co.uk>, Ofir Gal
(ogal@cix.compulink.co.uk) wrote:
>Seriously though: English *is* the International language, a fact that
>Germany chooses to ignore. You only need to watch German TV for 5 minutes
>to understand this.

Please explain that. I don't think that Germany has problems with accepting
English (compare to France). In fact, Germany accepts that German is not
`official language' of the European Union (French and English are, although
more people in the EU speak German then French as native language).

However, most German users prefer German program texts and documentation.
There are around ~100 Million German speaking people (Germany, Austria,
parts of Swiss), and in the past, a very large percentage of Atari machines
has been sold to this market.

BTW: Most dutch users understand English, but many among them understand
German, too. That's what I call good education.

>A question: What percentage of Atari users understand English?
>Answer: 99.99999%

That would be nice, but fact is: a lot of users in Germany can handle english
program texts, but they won't read english documentation.

>A question: What percentage understands German?
>Answer: maybe 30%
>
>Conclusion:...

Well.

(1) My non-commercial programs come with english and german program texts,
but I just don't have the time to write english docs. Besides, I don't think
that my English is good enough for writing english docs. If someone is willing
to do that for me, fine.
(2) Would you care to support an english version of a shareware program
if the number of registered users from *Swiss* is five times higher than
all registrations from english speaking countries? I wouldn't.

4670. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 21:22:40 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-ECKJCFWI@albemuth.equinox.gen.nz>
Source record: 191327

In <CMB7xq.6Kx@cix.compulink.co.uk> "Graeme Rutt" wrote :

>>If you were really interested in the software you could always learn a bit
>>of german.
>
>Or alternatively, do something even more positive - like proving to German
>programmers that their products are *worth* supporting in English (for
>example) through shareware registrations. This is the reasoning behind the
>CIX supported shareware registration scheme that I (GEMVIEW) and Joe
>Connor (EVEREST, KANDINSKY & SELECTRIC) have been running for some months
>now - in fact, without this scheme it's unlikely that any of the programs
>Joe has under his wing would have been in English at all.

I applaud schemes like this definitely. But I personally couldn't
register a German program that I wouldn't use because of language
difficulties; just on the off chance that the author might create
an English version, no matter how good the software might turn out
to be. If German programmers want English speaking users to use
their program, they should consider providing an English version. I
know this is a bit like the Chicken and the Egg problem, which
should come first: an English speaking user base or an English
version of the program???

I'm not a linguist but I _can_ understand (with help from a
dictionary) a little German, but I'm not ever _comfortable_ in
using a program in another language. If I'm not comfortable with a
program, I don't end up using it! It is a pity as there definitely
seems to be a lot of very good German software. I only wish I could
use more of it!

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

4671. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 21:23:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2llenv$qeb@golem.wcc.govt.nz>
Source record: 191328

In article <CMB7xq.6Kx@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>> Yes Gerd I have found out, but I think one thing you Germans should find out
>>> the most of the world speakes English, so how about a English version....
>
>Or alternatively, do something even more positive - like proving to German
>programmers that their products are *worth* supporting in English (for
>example) through shareware registrations. This is the reasoning behind the
>CIX supported shareware registration scheme that I (GEMVIEW) and Joe
>Connor (EVEREST, KANDINSKY & SELECTRIC) have been running for some months
>now - in fact, without this scheme it's unlikely that any of the programs
>Joe has under his wing would have been in English at all.
>
> sabbath@cix.compulink.co.uk (Graeme Rutt)

The VERY BIG PROBLEM WITH GERMAN SHAREWARE is the PRICE..!!!!

I was looking at the Shareware price I think for Kabold_2, some thing
like 110DM, gee this is even dearer than Codeheads MaxiFile..

From what I have been told here by a German friend, wages are Very Very high
in Germany, this also must reflect into the Shareware prices asked...

In most cases I have look at, German shareware prices are even higher than
Commercial software...

Or could it be that because there is no English version, then they don't sell
that many and that ends up with higher prices..:-)...

Food for thought...!!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4672. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 21:30:06 UTC
From: walra@moacs11
Message-ID: <bstnr&9z&r_@moacs11>
Source record: 191329

In <CMEE32.BE9@cwi.nl>, A.V. Groenink wrote:

> I am fine with German, but whenever I demonstrate my computer running
> Gemini to other Dutchpeople, their first reaction is: `whuh, it's in
> German'. The stupidity of this sort of encourages me to stick with the
> German software.

Have you ever asked them if they have a desktop in dutch on their
machines? Even Teradesk (made in NL) is in a foreign language :).

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4673. Re: tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 21:30:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2llf5o$qeb@golem.wcc.govt.nz>
Source record: 191330

In article <CM4yo8.BK5@westminster.ac.uk>, richara@westminster.ac.uk (Alan Richardson) writes:
>Hi,
>
>I'm just wondering if there are any demos of Tempus Word,
>I realise it's a German program and everything, but I'd like
>to see what I'm missing.
>
>Thanks
>
>Alan

I do have what could be a beta version, but I don't think its PD...

What I think is Great is Script III, very very nice, its a shame its German, I do have version 1 of Script......
>
>Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4674. Re: METADOS : Where ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 21:52:12 UTC
From: walra@moacs11
Message-ID: <vttus74a2am@moacs11>
Source record: 191331
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

In <yt-etAVGBh107h@pern.frmug.fr.net>, Jean-Michel MERCIER wrote:

> I am looking for METADOS to plug an CDROM to my
> AdSCSI+ card.

AFAIK Metados will only support the CDAR 504 on the ACSI bus. Third party
CD-ROM drives are supported on the TT/Falcon SCSI bus.

> Where can I find it ? (please -for ftp sites- try to include the
> full pathname as I have only acces to ftp-mail which make it
> painfull to search across directories :-((

ftp.uni-muenster.de:/pub/atari/Atari/metads23.zip (MetaDOS Release 2.3)

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4675. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 22:10:32 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar9171032@wpi.WPI.EDU>
Source record: 191332

0{{ "Bob" == Bob Stewart <stewart@titan.ucs.umass.edu> writes:
In article <2lj62k$kd2@titan.ucs.umass.edu> stewart@titan.ucs.umass.edu (Bob Stewart) writes:
Bob> release numbers different, I'll never understand... :) We plan on
Bob> adding MiNT/PowerDos compatibility in the next version of Geneva.
Bob> Whether or not that version is going to be available as a patch
Bob> remains to be seen, proobably mostly dependant on just how big a
Bob> change there is to the executable file. It probably won't be
Bob> version 2.x, 1.10 at the most, maybe even 1.03.

Well, then, you just made a sale. As long as the MiNT/PowerDOS version will be a free/cheap upgrade, I'll ring up Toad (or maybe STeve's) and buy it this week. I was resolved to not buy it until that compatibility was at least planned...

I like NeoDesk, personally. I only have version 2, but it's a great little program... Until I get Geneva, though, I'm using NewDesk!

One quick Geneva question: If I use geneva with Teradesk, will I only be able to launch one application from Teradesk as ST Format implies? I haven't been able to find any other reviews of Geneva...

Also, is Geneva compatible with NVDI? That'd be cool... PowerDOS as the DOS, Geneva as the AES, NVDI as the VDI, NeoDesk as the desktop... Where'd TOS go? *grin*

And are there any plans for the cart-based version of Geneva that Dan talked about?

laters, all...

.s.

PS: I just got AtariWorks/SpeedoGDOS. AW is version 1.2... It seems rather incompatible with NVDI/TurboST. Also, the install programs were BOTH incompatible with Selectric (v1.10e)! And the disks all had identical serial numbers so TOS thought I hadn't changed disks!!! I finally had to install everything by hand...

But I have to say, AW/SG is a DAMN FINE package for general work!

--
- lancer@wpi.wpi.edu - - When I see the future I close my eyes -

4676. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 22:39:13 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <YhTZ0Fy00WB44PVttU@andrew.cmu.edu>
Source record: 191333

Excerpts from netnews.comp.sys.atari.st: 9-Mar-94 Re: VOX-Mail voice-mail sys.. by Patrick Peter@info.isbie
> you can allready get it from ftp.isbiel.ch !!!

Great! Seems like it is spreading well. BTW, if anyone knows anything about the characteristics of the UK/Europe phone lines, please respond to my post in the tech bboard. I just need to reconfirm a couple of details.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

4677. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 22:42:54 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <AhTZ3iq00WB4IPVupe@andrew.cmu.edu>
Source record: 191334

Excerpts from netnews.comp.sys.atari.st: 9-Mar-94 Re: VOX-Mail
voice-mail sys.. by Rob Adams TopFM@nutmeg.n
> Maybe its just me but isnt AU$2000 a bit expensive for an answering machine?

I think it's just you :-) I mean what does your Falcon do when you are
not at home?? Process some huge 24-bit color picture in Studio Photo?

> BTW Hey Michael.. you planning on any work on FED.. like allowing for PGP
> sigs to be appended if the right security/flag is set..??

Hmm... that sounds very possible. Could you email me (privately) on the
workings of PGP, like how I should read the sig file from etc. and I
will update fED.

Thanks!

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

4678. Re: SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 22:45:03 UTC
From: benkeen@aol.com
Message-ID: <2lljhf$912@search01.news.aol.com>
Source record: 191335

What with the common diskette formats and the existance of FalconSpeed and the great performance hit of emulating a foreign processor I think that SoftPC for Atari will never show. Most importantly, the raw cpu power of the 16 mhz 68030 will translate **UNDER SOFTWARE EMULATION to perhaps a 8 mhz 8086 A 386 can emulate an 8 mhz 68000, too. There is a big hit involved here; the only way software emulation might be tolerable is under a RISC archetecture or a egg-fryer (Pentium, Alpha, 68060) environment.

-Ben Keen

4679. Re: Xcontrol.acc rez change problem (was Re: Falcon res problem)

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 22:47:50 UTC
From: cpbs@ukc.ac.uk
Message-ID: <8702@falcon.ukc.ac.uk>
Source record: 191336

I wrote:
> [...about Xcontrol...] I think it mentioned
> about 2.something as being the first version where "shut down"
> wasn't needed.

In article <LANCER.94Mar6133626@wpi.wpi.edu>,
Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
>Ummmm... IS there a version of Xcontrol above 1.31??? I've only ever
>seen 1.31...
>
>anyone? anyone?

Sorry... I meant version 2 of TOS, not Xcontrol!

(Oops.)

--
Charles Briscoe-Smith
2nd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.

4680. AtariWorks: bug?

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 23:24:13 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <2lllqt$b2q@bigboote.WPI.EDU>
Source record: 191337

According to the latest Atari Explorer Online (304), there is a BUG in
the newer versions of AtariWorks called "the Blank Page Syndrome"!
Has anyone heard of this? Can anyone post more information? I'm SURE
it'll be VERY interesting for those of us who use it!!!

Also, can anyone point out a source for some more Bitstream fonts for
SpeedoGDOS? I hear there is a PC font package with Bitstream fonts in
it...

Maybe there are some available online?

Thanks,
.s.

--
- lancer@wpi.wpi.edu - - The Beautiful South: -
- With a choice between lonliness and lovesick QE2s -
- Well, tonight I choose self abuse -

4681. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-09 23:32:00 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar9183200@wpi.WPI.EDU>
Source record: 191338

0{{ "anisko" == anisko <anisko@usdtsg.DaytonOH.NCR.COM> writes:
anisko> You can switch between 8mhz, 16mhz (no cache), and 16mhz
anisko> (cache) as simple as running a small program (see the
anisko> atari/Ste directory at atari.archive.umich.edu), or just using
anisko> XControl 1.31 (you can switch the speed in the GENERAL.CPX).
anisko> There's no *physical* switch to throw.

I use a little auto program called "speed". It sets the MSTE to
16/cache when it runs. Thereafter it allows you to switch between
8/no cache and 16/cache by pressing ctrl-alt-keypad+ or -... Also it
lets you type "special characters" like on a PC with alt-keypad
combinations...

anisko> I dunno about the games. Some things (games with copy
anisko> protection in particular) may work under 8mhz, etc (since some
anisko> protection is timing sensitive). But for most things, the
anisko> MegaSTe is quite nice (and the external keyboard makes it
anisko> worth it :-) As well as the high density drive...

I've only had some problems with copy-protection which relies either
on the 8 MHz clock or the old floppy controller. I have the AJAX/1.44
drive and some games refuse to run... Also, of course, non-STE games
like Populous don't run...

In general, I LOVE my MegaSTE! It's basically an ST with all the
goodies, whereas the TT and Falcon are different computers entirely,
IMHO. Nice MSTE things:
The keyboard (yesyesyesyes!!!)
the speed (about 170% faster)
the BLiTTER (I had an STf before...)
The 1.44 meg drive
the internal hard drive
DMA sound
TOS 2.06
GOOD serial ports (I use HSMODA02 on Serial 2)
can't beat the prices! (thanks, Bry!)

just get one!!!

.s.
--
- lancer@wpi.wpi.edu - - The Beautiful South: -
- With a choice between lonliness and lovesick QE2s -
- Well, tonight I choose self abuse -

4682. Re: DAME author

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 01:27:56 UTC
From: bondservant@delphi.com
Message-ID: <JOwLXn8.bondservant@delphi.com>
Source record: 191340

<bondservant@delphi.com> writes:

>Anyone know more about the pro versions of DAME or how to reach the author
>e-mail?
>
> Bondservant

I should have given more info on what program I mean D.A.M.E is for:
Digital Audio Multilayer recorder & editor I believe.I don't seem to be able to
figure out the SW ver. It does look like a Powerful prog so trying to find out
info like price, and what the pro version can do. Cubase is out of my budget
for a while and I trying to find an alternative that I can use.
Bondservant

4683. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 01:32:55 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.0915@temptation.alphanet.ch>
Source record: 191339

> If you want DSP, you get the Quadra 660 AV 8/230 for $1700. Still
cheaper than
> the falcon.

What a chance...buy a Mac!!!

just have a think for us,pooor europeans: here in switzerland,an AV660
HD 230MB,CD,8MB RAM,keyboard,SYS 7.1 is 7000.- SFr (around 5000 $)

you can make yourself money by sending them in europe ;-)

-- Via DLG Pro v0.995

Greets,
Lol

------------------+----------------------------+--------------------
Laurent Zimmerli | paw-pp@cultnet.ch | CH-VTX: 039.267037
PARANORMAL | | Tel +41 39.26.70.37
Grafix/Video/Music|paw-pp@alphanet.ch (Randomly)| Fax +41 39.28.00.77
------------------+----------------------------+--------------------
/// We have to shout above the din of our rice crispies. (Sting) \\\

4684. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 01:38:19 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2lltmb$t0h@darkstar.UCSC.EDU>
Source record: 191341

I haven't downloaded this yet, since I am wondering how tyhe demo can be of use without the hardware interface to connect the phone line to the Falcon via the DSP port.

~Chris

4685. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 02:17:42 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar9.201743.24154@cobra.uni.edu>
Source record: 191342

In article <oracle.763193494@pv0555.vincent.iastate.edu>, oracle@iastate.edu (Jason Brunken) writes:
> In <1994Mar8.224228.24093@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>In article <2licd1$e6u@charm.magnus.acs.ohio-state.edu>, dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>>> You also have to factor in the development system cost of $1000, to
>>> program on the DSP in the AV macs. Quite a boost in cost for your average
>>> hacker.
>
>>Development system cost of $1000? Can you elaborate before you generalize the
>>cost with out facts.
>
> You should talk... You constantly spew out Mac educational prices as if they
> are street prices (they are not anything near street price). I don't even
> know whey you read this news group since you have nothing valuable to contribute.
>

hate to burst your bubble. Educational and street prices are about the same.
For example, the LC475 and the Q605 are the same cpu with different names and
disribution channels. The LC475 can be had for $823(UNI education) and the
Q605 has a street price of $849(J%R computer world).

I contribute when I can. I still get mail from atari owners who did not realise
that Power with out the price is in the Mac's corner.

Peter Sinclair-Day
University of Northern Iowa
Cedar falls, Iowa USA

>>>
>>> Dan
>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>
>
>
> --
> ==
> = Electrical Engineers do it with Power,= oracle@iastate.edu =
> = Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
> ==

4686. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 02:25:04 UTC
From: walra@moacs11
Message-ID: <n&lqx82c0my@moacs11>
Source record: 191343

In <2llenv$qeb@golem.wcc.govt.nz>, Roger Sheppard wrote:

> I was looking at the Shareware price I think for Kabold_2, some thing
> like 110DM, gee this is even dearer than Codeheads MaxiFile..

AFAIK Kobold 2 is *not* shareware, but payware. It used to be distributed
by Kaktus, not sure if that company still exists.

> In most cases I have look at, German shareware prices are even higher than
> Commercial software...

Than you haven't been looking at the prices of *german* payware, I suppose :-).

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4687. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 03:07:30 UTC
From: oracle@iastate.edu
Message-ID: <oracle.763268850@vincent2.iastate.edu>
Source record: 191344

In <1994Mar9.201743.24154@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>hate to burst your bubble. Educational and street prices are about the same.
>For example, the LC475 and the Q605 are the same cpu with different names and
>disribution channels. The LC475 can be had for $823(UNI education) and the
>Q605 has a street price of $849(J%R computer world).

>I contribute when I can. I still get mail from atari owners who did not realise
>that Power with out the price is in the Mac's corner.

Side stepping the issue again... Now post the street price of the DSP macs vs
the educational pricing. Since the Falcon has a DSP, and many of it's users
consider it a key feature of the machine, your drivel about LC and 605 pricing
is meaningless.

Have you even touched a Falcon or seen one operate Peter? I didn't think so.

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar falls, Iowa USA

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

4688. Tape Backup revisited

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 03:18:09 UTC
From: whitema@rtsg.mot.com
Message-ID: <2lm3hh$ai@delphinium.cig.mot.com>
Source record: 191345

A few months ago, I posted a request for information on tape drive backup programs and information. Well, from reading AEO and chance downloading a utility or two, I found a company that sells drivers, backup software, and tape drives:

Beckemeyer Development
P.O. Box 21575
Oakland, CA 94620

Voice: (510)530-9637
Fax: (510)530-0451
BBS: (510)530-9682

I received a letter from them today.
They sell a backup kit tool (US$49.95) or just the drivers (US$20).
These are for SCSI drives and claim to work with any adapter.
They also sell new and refurbished SCSI tape drives.

I'll probably give them a call tomorrow to place an order for the software, but may order the drive elsewhere (they're a little on the high side for new).

Michael
whitema@rtsg.mot.com

4689. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 04:01:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMFKI0.7oF@cix.compulink.co.uk>
Source record: 191346

>I was looking at the Shareware price I think for Kabold_2, some thing
>like 110DM, gee this is even dearer than Codeheads MaxiFile..

Yes but it is also *much* better than Maxifile. It can do backups,
optimisation, run scripts and it is very fast, probably 3-4 times faster
than Maxifile.

Ofir ogal@cix.compulink.co.uk

4690. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 04:01:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMFKI2.7p1@cix.compulink.co.uk>
Source record: 191347

In message <LANCER.94Mar9171032@wpi.WPI.EDU>, lancer@wpi.WPI.EDU said:
>
>Also, is Geneva compatible with NVDI? That'd be cool... PowerDOS as
>the DOS, Geneva as the AES, NVDI as the VDI, NeoDesk as the desktop...
>Where'd TOS go? *grin*

Geneva works with NVDI.

>PS: I just got AtariWorks/SpeedoGDOS. AW is version 1.2... It seems
>rather incompatible with NVDI/TurboST. Also, the install programs
>were BOTH incompatible with Selectric (v1.10e)! And the disks all had
>identical serial numbers so TOS thought I hadn't changed disks!!! I
>finally had to install everything by hand...
>
>But I have to say, AW/SG is a DAMN FINE package for general work!

AtariWorks and Speedo are compatible with NVDI, the only thing is that
NVDI must run BEFORE Speedo in the Auto folder.

Ofir ogal@cix.compulink.co.uk

4691. Re: Dungeon Master Editor

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 04:59:06 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2lm9eq$o6s@irz401.inf.tu-dresden.de>
Source record: 191348

A Dungeon Master Editor? What's this? I've never heard of such a tool.

Matthias
--

.----------------------+---.
| Matthias Rauhut > public mail:mr2@irz.inf.tu-dresden.de |
| > mail concerning ftp:ftp@irz.inf.tu-dresden.de |
| > IRC:st-guru |
| > BT-MUSE3056:Helmut |
+----------------------+---+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`--'

4692. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 05:40:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2lmbrg$mpe@uqcspe.cs.uq.oz.au>
Source record: 191349

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>You need a small accessory or CPX which will issue a scrp_write(char*)
>to set the AES scrap directory.

Actually, an application `should' create a clipboard if none exists.

Personally, I think programs should store the clip internally if no
clipboard is found. The clipboard is slower than insternal storage,
and if the user hasn't installed a clipboard, they probably aren't
going to be cut/pasting between applications anyway!

(Of course, the current version of GEM++ supports the clipboard)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

4693. Everest latest versions??

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 05:51:44 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-ECKTDGUY@albemuth.equinox.gen.nz>
Source record: 191350

Hi there,

Recently among the discussions of German text editors there was
mention of some upto date English versions of Everest around, version
3.XX or something.

What is the latest version?? and how can I get a copy to try out??

Are there any FTP sites with the English version 3.XX on??

Any help would be appreciated!

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

4694. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 06:55:08 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lmg8d$j65@aggedor.rmit.EDU.AU>
Source record: 191251

Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:

: The VERY BIG PROBLEM WITH GERMAN SHAREWARE is the PRICE..!!!!

: I was looking at the Shareware price I think for Kabold_2, some thing
: like 110DM, gee this is even dearer than Codeheads MaxiFile..

: From what I have been told here by a German friend, wages are Very Very high
: in Germany, this also must reflect into the Shareware prices asked...

: In most cases I have look at, German shareware prices are even higher than
: Commercial software...

: Or could it be that because there is no English version, then they don't sell
: that many and that ends up with higher prices..:-)...

: Food for thought...!!!!

Or my stunt some time ago (before the anglicised version) was to use a disk
editor and actually edit the non-english parts to english.. This was on
Questers Lharc...

Rob. (roba@nutmeg.ntu.edu.au)

4695. Re: Zmodem Support

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 07:39:45 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Mar10.073945.126344@zeus.aix.calpoly.edu>
Source record: 191252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Mar4.164756.192@isle.waterloo-rdp.on.ca>,
Kevin Tessner <ktessner@isle.waterloo-rdp.on.ca> wrote:
>
>Do you know if there's been any Zmodem source put into the public domain
>since 1987? I called Omen this morning, and they seem to want me to order
>a Zmodem Developer's Collection...
>
>I tried going through their BBS connection, TeleGodzilla, but the noise was
>incredible and I couldn't say connected for more than a minute at a time.
>Funny, their voice line is crystal clear ;-(

I just downloaded the latest PD szrz from Omen (Chuck Forsberg). I
found one place that has it.
oak.oakland.edu
in
/pub2/unix-c/xyzmodem
the file is rzsz9305.tar.Z

Happy Hunting!

-MikeB

>--
> | / Neat and Nify Creators of:
> | \EVIN TESSNER 43 Carwood Cres _____ __ _____
> Kitchener Ontario _ _// __ /
>ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\
>

4696. Re: Populous II and Octalyser

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 08:26:47 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Mar10.082647.148299@zeus.aix.calpoly.edu>
Source record: 191253

In article <2lgsj5$5pc@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Two questions:
>
>1. Has anyone gotten Populous II to work from hard disk? I tried the install
>program, and it did not work. I remember reading about this in c.s.a.st
>long ago, and seem to remember that there was some trick to success. Can
>anyone enlighten me?

Yes, I have. In fact, I can not only get it to run from hard disk on
my TT while MTOS is running, it even runs while my NOVA is installed (but the
output is still on the built-in video port as it apparently goes straight to
the hardware for its video, rather than using VDI...). Of course, I have it
installed on F10 for that quick-action load when I find the NEED ... :)
I didn't have any particular problem loading, and it is not in any
special directories. I presently have it in D:\GAMES\POPII .

>2. Has anyone gotten Octalyser to work on a MegaSTE? It is an 8-track
>module file player.

Would this happen to work on a TT? Do you have any 8track mods? Or
where I might get one?

>My system is a MegaSTE, 4mb, TOS 2.06. Thanks in advance.
>
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

-MikeB

4697. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 08:29:50 UTC
From: jhh@cwi.nl
Message-ID: <CMFwxr.3GB@cwi.nl>
Source record: 191254

roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:

>Waldi Ravens (walra@moacs11) wrote:
>: In <2lf7j8$alj@turing.fwi.uva.nl>, Martijn Dekker wrote:
>
>: > I am from holland, but
>: > all my program/docs/manuals are written in english, I never make a version
>: > with dutch texts.
>
>: The dutch market for atari programs is very small, and there ain't many
>: people besides the Dutch and some Belgians that understand the language.
>
>Interestingly tho, I find that after 1/2 an hour I can discern 90% of what
>Dutch documentation is talking about... German is a complete puzzle....
>
>Rob. (roba@nutmeg.ntu.edu.au)

This, my friend, I find very hard to believe. We, the Dutch, are usually
bragging about the fact that Dutch is a very difficult language to master:

vind je niet Martijn? Nou kan het natuurlijk zijn dat hij de 'manuals'
begrijpt omdat er zoveel engelse termen in voor komen. In dat geval zou hij
eens een Belgisch programma moeten proberen. De Belgen zijn wat vindingrijker
in het bedenken van Vlaamse woorden voor nieuwe technische begrippen.

Got that? :-) ... This man's a genius.

--
Jaap-Henk Hoepman CWI : Centre for Mathematics and Computer Science
Phone +31 20 5924078 Kruislaan 413
Email jhh@cwi.nl 1098 SJ Amsterdam

4698. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 08:34:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMFx63.D1C@cix.compulink.co.uk>
Source record: 191255

In message <2lmbrg$mpe@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au said:
>
>Personally, I think programs should store the clip internally if no
>clipboard is found. The clipboard is slower than insternal storage,
>and if the user hasn't installed a clipboard, they probably aren't
>going to be cut/pasting between applications anyway!

This is exactly what Everest does.

Ofir ogal@cix.compulink.co.uk

4699. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 08:34:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMFx65.D1z@cix.compulink.co.uk>
Source record: 191256

In message <A14812@MS.maus.de>, Julian_Reschke@ms.maus.de said:
>In article <CMBGyD.G6G@cix.compulink.co.uk>, Ofir Gal
>(ogal@cix.compulink.co.uk) wrote:
>>Seriously though: English *is* the International language, a fact that
>>Germany chooses to ignore. You only need to watch German TV for 5 minutes
>>to understand this.
>
>Please explain that. I don't think that Germany has problems with accepting
>English (compare to France). In fact, Germany accepts that German is not
>`official language' of the European Union (French and English are, although
>more people in the EU speak German then French as native language).

Yes, French TV is almost as bad. What I mean is that everything is dubbed.
If you had subtitles you (the Germans in general) will have a better grasp
of English and other languages.

>However, most German users prefer German program texts and documentation.
>There are around ~100 Million German speaking people (Germany, Austria,
>parts of Swiss), and in the past, a very large percentage of Atari machines
>has been sold to this market.
>
>BTW: Most dutch users understand English, but many among them understand
>German, too. That's what I call good education.
>
>>A question: What percentage of Atari users understand English?
>>Answer: 99.99999%
>
>That would be nice, but fact is: a lot of users in Germany can handle english
>program texts, but they won't read english documentation.
>
>>A question: What percentage understands German?
>>Answer: maybe 30%
>>
>>Conclusion:...
>
>Well.
>
>(1) My non-commercial programs come with english and german program texts,
>but I just don't have the time to write english docs. Besides, I don't think
>that my English is good enough for writing english docs. If someone is willing
>to do that for me, fine.
>(2) Would you care to support an english version of a shareware program
>if the number of registered users from *Swiss* is five times higher than
>all registrations from english speaking countries? I wouldn't.

I think the situation is changing in the UK. The magazine I write for is pushing shareware and we had some success with Selectric, Everest, GEMView and Kandinsky. All English versions of German software.

Maybe German authors should at least provide the program and resources in English if they can't/don't have the time to do the docs. That would be a start.

Take Gemini which is better than Neodesk in my opinion, but is not in English. Users would rather pay for Neodesk than battle with German dialogs.

Maybe there's no logic to what I am saying, but it is very frustrating for people like me to miss out on so much excellent software that comes from Germany.

Ofir ogal@cix.compulink.co.uk

4700. Re: Email subscription to Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 09:09:36 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <Rk2JnD4.biblinski@delphi.com>
Source record: 191257

Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> writes:

>Btw, why don't Atari set up their own subscription service? Not that Greg is

Atari no longer has any official ties with AEO. AEO is now a fully independent
publication. Now, why AEO doesn't have some kind of subscription service
of their own is the valid question. And, to be fair, AEO sometimes releases
an issue a bit late, so it may not be Greg's fault after all.

--Gordie
biblinski@delphi.com

4701. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 09:15:09 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <RE3q-H9.biblinski@delphi.com>
Source record: 191258

I'll convey your suggestion to Aaron, when I get a chance to talk with him again. If the serial port can deal with faster speeds, I don't think he'll have a problem implementing them.

--Gordie Meyer
biblinski@delphi.com
ATARI UNITED! SoftWareHouse

4702. Re: FalconPPC (was Re: Falcon/'040 board)

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 09:32:18 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2lmpf2$h9h@vishnu.jussieu.fr>
Source record: 191259

(...)
> 1) Graphics - the Falcon's "standard" resolutions are barely better than
> VGA; sure, more colours, but I need more _space_, at least 800x600x256
> out of the box, without software/hardware hacks

800x600ix256c (or even 65536c) is absolutely possible on an RGB monitor
Of course, you've got to "hack": but not in the way you hack to get overscan on
an ST. Here, if you can't get this mode on a Falcon, it's only beacuse Atari
didn't want to make it accessible, BUT IT IS REALLY EASY FOR THE VIDEL. Which
means that if Atari wanted, it could do it easily.

MB.

4703. Re: SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 09:45:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMG0GJ.Ctp@barclays.co.uk>
Source record: 191260

SoftPC on a Falcon gives a Norton rating of 0.8. On a TT it's about 1.4.
Not very fast.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4704. Re: tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 09:59:15 UTC
From: richara@westminster.ac.uk
Message-ID: <CMG12r.8L@westminster.ac.uk>
Source record: 191261

Thanks for all the info:

I did manage to get a demo of Tempus Word, circa 1990 or possibly '92,
I forget, version number was low.

It looked very fast and very pretty, with the ability to move from WYSIWYG
to text mode like tempus2. Since its all in german I couldn't do much more
with it, I also couldn't tell if it had a spell checker or a thesaurus.

It did have a little note pad that I liked and could use something like that
for off topic ideas when I'm writing stuff.

But it's all in German so its not much use to me. Sigh. And I don't want to
start the 'write all software in English' thread again, although that would
be nice :->

: What I think is Great is Script III, very very nice, its a shame its
: German, I do have version 1 of Script......

Hmmm, another program I haven't seen.

I did look at redacteur 3 though, and it looked fast. The demo screwed up
a little bit a few times though. I think it gets a lot of speed by changing
the keyboard repeat rate, and sometime it didn't change it to a normal
level, so in dialogue boxes text entry went >>>>>> WAY to fast.

But that was probably a problem with the demo. It also had a nice note taking
feature but unfortunately no English thesaurus, and according to those nice
people at the ST-Club no plans to make one, there were, but they have been
shelved.

So I guess its protext for me then.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

4705. World languages (Was: Re: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 10:09:09 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar10110910@issan.informatik.uni-dortmund.de>
Source record: 191262

In article <2lkadj$dv1@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:

|> Ofir Gal (ogal@cix.compulink.co.uk) wrote:
|> : In message <eutrjlcyram@moacs11>, walra@moacs11 said:
|> : >> Yes Gerd I have found out, but I think one thing you Germans should find
|> : >> out the most of the world speakes English, so how about a English version.

|> I know I'm being a tad pedantic here, but the most commonly spoken language
|> *in the world* is Cantonese, the second is English (I believe). Where
|> German comes I do not know...

I think the language spoken by the most people in the world (as native language) is Chinese...

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4706. GIF conversions

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 10:35:26 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Mar10.103526.5371@vax.sbu.ac.uk>
Source record: 191263

I've been converting GIF and JPEG files downloaded from the Internet, mainly using Gemview and PhotoChrome. The problem is that if the picture is less than 320 pixels across or 200 down, PhotoChrome stretches the image with blank lines.

Does anyone know of a utility or routine which will 'pad' GIF files to a given size with black borders to enable PhotoChrome to convert them correctly?

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

4707. STOS Fix 2.7 (was Re: new game upload)

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 10:39:02 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Mar10.103902.5372@vax.sbu.ac.uk>
Source record: 191264

This is a repost; sorry if you've seen it before, but our mailer has been down and I don't know if it got through.

In article <CM325B.E8y@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk (L J Greenhalgh) writes:
>
>>|> It *Should* if the latest version of STOS fix (2.7) really works.
>>You can get STOS working on a Falcon??? How?
>>
>
> Try stsfx27a.lzh avaliable from umich in either their programming
> or language directories.I dont know whether or not it works , but
> as its written by a falcon owner I would assume it would.
>
> Les
>

STOS fix 2.7 seems to take a different approach to previous fixes; instead of trying to fix a program to work on all TOS versions, it reads the system variables from the machine you are running it on and fixes the program to use those. This means that it's no good for making your own programs work on other machines, but very good for fixing other people's programs to work on your particular version of TOS. It was certainly better than BASICMJH at making STOS itself compatible with my TOS 2.06 machine.

I don't know about the Falcon, but as Les says, if it's written by a Falcon owner I would imagine it would work with Falcon versions of TOS, although programs which use extensions may still try to access system variables which aren't covered by the fix.

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk
--
--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

4708. The game TOPAS on ftp.uni-kl.de

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 10:39:39 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Mar10.103939.5373@vax.sbu.ac.uk>
Source record: 191265

This is a repost; sorry if you've seen it before, but our mailer has been down and I don't know if it got through.

Yesterday I downloaded an old game called Topas from ftp.uni-kl.de. It looks very good; elements of Archon, and some ideas which I was going to put into my own Archon variant (don't you just hate it when someone else has got there first!)

Anyway, this is the PD version, and it's in German, so my questions are:

Why have I never heard of this game before?!?

Was an English version ever written (if not, I guess that answers the first question)?

Are the original authors still around and willing to write an English version, or get someone else to translate it?

Most of the game is quite easy to understand, but from some of the filenames and my limited knowledge of German I get the impression that one of the options is a quiz element, which would definitely be beyond my translation abilities!

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk
--
--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

4709. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 10:54:16 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2lmu8o$20ss@info2.rus.uni-stuttgart.de>
Source record: 191266

In <2lkmb9INNtn4@sat.ipp-garching.mpg.de> krasel@alf.biochem.mpg.de writes:

> So will every German, and I am happy to tell you that RAM is RAM in German
> as well and not LZS :-)
Did you ever read a German manual from Microsoft (sorry, Kleinstweich)?
They translate each word.
It took me 15 Minutes to find the "Eingabe"-key on my keyboard (really).

Gerd

Eingabe = MicrosoftGerman("RETURN")

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4710. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:06:00 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2lmuuo$20ss@info2.rus.uni-stuttgart.de>
Source record: 191267

In <2llenv$qeb@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

> The VERY BIG PROBLEM WITH GERMAN SHAREWARE is the PRICE..!!!!
>
> I was looking at the Shareware price I think for Kabold_2, some thing
> like 110DM, gee this is even dearer than Codeheads MaxiFile..
Kobold_2 is commercial software, you get a manual and support for this price.

> Food for thought...!!!!

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4711. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:06:34 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CMG46z.Kuo@hermes.hrz.uni-bielefeld.de>
Source record: 191268

In article <...>, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

|> That's two of us that are interested in such a program,. I've been
|> searching for a decent copy for a long long time, with no luck so far. I
|> have seen custom routines on a friends BBS though that will make your eyes
|> water, it has characters popping up from time to time and you can have long
|> conversations with them. The author of the programs will not release the
|> source code though.. a pity.

As far as I remember, the original code was not much more than two pages of
BASIC, with data lines being the most of them. Shouldn't be hard to port...

TeSche
--
Torsten Scherer (Schiller, TeSche...),
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
use any of "finger itschere@129.70.131.2-15" for e/p-mail adresses and so...

4712. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:11:22 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CMG4Ez.JCw@cen.ex.ac.uk>
Source record: 191269

In article <CMCzKC.70x@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

>>Some of you will remember that there has been an AI-program called ELIZA
>>trying to imitate human behaviour in the seventies. Recently, I've found a

>That's two of us that are interested in such a program,. I've been
>searching for a decent copy for a long long time, with no luck so far. I

I have a very old version of ELIZA that runs on the ST. I'd be happy to mail it to anyone who asks, though IMHO it is nowhere near as good as the version I had for the Dragon 32...

--
+-------------+
| {{{ Dan }}} |
+-------------+

4713. Re: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:12:25 UTC
From: steve-j@teleport.com
Message-ID: <2lmvap$c92@elaine.teleport.com>
Source record: 191270

In article <H.eg.dm6ZaDnV4jg@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>
>But, that has nothing to do with the point I was making. _If_ the Jag
>were a computer instead of a games console, the 68k _would_ be the CPU,
>and it _would_ be inadequate for most computer tasks these days. And I

The Jaguar's TOM chip can VERY WELL be used as a computer CPU -- it's
NOT just a graphics co-processor, but can easily be used as a generic
RISC CPU.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4714. Re: SIMM speeds

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:17:06 UTC
From: steve-j@teleport.com
Message-ID: <2lmvji$cav@elaine.teleport.com>
Source record: 191271

In article <CME3u9.Izo@csn.org>, Kevin Fason <kfason@csn.org> wrote:
>
>I'm curious what speed SIMMS I should use in ym Falcon030?? I jsut
>ordered teh RAMGizmo today, and I have some 80ns 4meg SIMMS that my dad is
>not using at the moment.. Are they too slow or workable??

80ns SIMMs should be fast enough.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4715. Re: World languages (Was: Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:18:40 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2lmvmg$h9h@vishnu.jussieu.fr>
Source record: 191272

In article 94Mar10110910@issan.informatik.uni-dortmund.de,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
(...)
> |> I know I'm being a tad pedantic here, but the most commonly spoken language
> |> *in the world* is Cantonese, the second is English (I believe). Where
> |> German comes I do not know...
>
> I think the language spoken by the most people in the world (as native
> language) is Chinese...

Chinesse doesn't mean much: there are something like 50 different
dialects in China. Cantonese must be the most commonly spoken...

MB.

4716. Re: 2.5 Megabytes of SIMMS on the STE

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:24:18 UTC
From: steve-j@teleport.com
Message-ID: <2ln012$cep@elaine.teleport.com>
Source record: 191273

In article <swordfish.763209769@minster.york.ac.uk>,
ae-a <ae-a@minster.york.ac.uk> wrote:
>
>I am about to upgrade my Atari 1040STE to 2.5 Megs
>using 2x1meg SIMMS and 2x256k SIMMS.
>
>I know that in order to use the full 2.5 megabytes, I
>need a patch utility, but what happens when I have not
>used the patch utility? Does the STE think it has
>512k, 2megs, or something else. I will not be able to
>use the patch on autobooting copy-protected software, and
>would like to use 2 megs when the patch is not used.
>Does this have something to do with the order in which I
>install the SIMMS?

Without the patch utility, the STE will think it has either 4MB or
1MB, depending on the order in which SIMMs are installed the patch
documents should tell you the correct way to install them). The way
the patch works is that the hardware THINKS there's 4MB installed, but
the patch tells TOS that the upper 1.5MB isn't available. One problem
with the patch, though, is that it won't work with a number of games,
plus it can be a bit flakey at times.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4717. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:27:43 UTC
From: steve-j@teleport.com
Message-ID: <2ln07f$cgb@elaine.teleport.com>
Source record: 191274

In article <1994Mar9.131818.1731@mks.com>, Anthony Howe <ant@mks.com> wrote:
>
>Are they any ST games similar to Wolf-3D or the new one Doom??
>Dungeon Master and Chaos are excellent but they lack that real-time
>race against the clock fear of death quality. Are the older ST
>machines capable or do you need a Falcon to do the graphics?

A game like WOLFENSTEIN 3D or DOOM _should_ be doable on an ST (after
all, they have WOLFENSTEIN 3D for the vastly underpowered SNES!!!),
but I don't know of any ever developed. There IS a shareware one from
France for the Falcon in development, though.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4718. Re: tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:40:06 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.763299606@acp5>
Source record: 191275

krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:

>part of one issue of the TOS magazine). You might contact Uwe Seimet (who
>works for CCD) at seimet@chemie.uni-kl.de for more information; maybe

No, I don't work for CCD, they're only distributing one of my progams. I
can't help you. A phone call can help: 049-6123-1094

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4719. Re: AtariWorks: bug?

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 11:51:00 UTC
From: steve-j@teleport.com
Message-ID: <2ln1j4$cpn@elaine.teleport.com>
Source record: 191276

In article <2lllqt$b2q@bigboote.WPI.EDU>,
Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
>According to the latest Atari Explorer Online (304), there is a BUG in
>the newer versions of AtariWorks called "the Blank Page Syndrome"!
>Has anyone heard of this? Can anyone post more information? I'm SURE
>it'll be VERY interesting for those of us who use it!!!
>
>Also, can anyone point out a source for some more Bitstream fonts for
>SpeedoGDOS? I hear there is a PC font package with Bitstream fonts in
>it...
>
>Maybe there are some available online?

There don't seem to be any freeware Speedo fonts available. For more
Speedo fonts, there are a few different sources:

1) Bitstream
2) The Wordperfect 6.0 Font Pack for DOS (emphasis on "for DOS") by Bitstream
3) Font packs available through some dealers (Toad Computers/Compo/etc.).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4720. Re: Everest latest versions??

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 13:02:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMG9KJ.M4u@cix.compulink.co.uk>
Source record: 191277

In message <Up-ECKTDGUY@albemuth.equinox.gen.nz>, john@albemuth.equinox.gen.nz said:
>Hi there,
>
>Recently among the discussions of German text editors there was
>mention of some upto date English versions of Everest around, version
>3.XX or something.
>
>What is the latest version?? and how can I get a copy to try out??
>
>Are there any FTP sites with the English version 3.XX on??
>
>Any help would be appreciated!

Yes, it's on ftp.tu-clausthal.de pub/atari/Editors (I think).

Ofir ogal@cix.compulink.co.uk

4721. Re: Sample format converter needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 13:07:40 UTC
From: dsime@mcs.dundee.ac.uk
Message-ID: <2ln62s$423@dux.dundee.ac.uk>
Source record: 191278

Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
: Cameron Marshall (qu94003@black.ox.ac.uk) wrote:
: > Hi

: > I want to take some of my samples over to be system sounds on a Macintosh. I
: > have a program for the Mac which will convert Amiga IFF samples to the format
: > I require, so what I need is something that will convert ST samples (AVR etc)
: > to IFF samples. Can anyone oblige?

: I believe there is an ST port of the program SOX, which can convert between
: many different sample types. If not, there are numerious UNIX versions.

There is indeed an St version of Sox available, although it is a little unuser friendly and needs a shell such as gulam to run it. It should be in one of the bigger ST ftp sites, try src.doc.ic.ac.uk in packages/atari.

****
* e-mail: dsime@mcs.dund.ac.uk *
****
* 'Something Wonderful is about to Happen' *
****

4722. Re: Dungeon Master Editor

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 13:36:53 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1994Mar10.133653.18479@cs.joensuu.fi>
Source record: 191279

mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:

>A Dungeon Master Editor? What's this? I've never heard of such a tool.

If its PD then I want it too!!!

Ville

4723. Re: World languages (Was: Re: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 13:38:44 UTC
From: hoosier@rider.cactus.org
Message-ID: <7648@rider.UUCP>
Source record: 191280

bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
]In article 94Mar10110910@issan.informatik.uni-dortmund.de,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
](...)
]> |> I know I'm being a tad pedantic here, but the most commonly spoken language
]> |> *in the world* is Cantonese, the second is English (I believe). Where
]> |> German comes I do not know...
]>
]> I think the language spoken by the most people in the world (as native
]> language) is Chinese...
]
] Chinesse doesn't mean much: there are something like 50 different
]dialects in China. Cantonese must be the most commonly spoken...

Not that this is off the subject or anything, but you can get in quite an argument over whether a Chinese language actually exists. In fact, such an argument has been going on over on sci.lang for the past couple of months, with many oriental names involved on both sides of the argument. I don't think we'll settle it here.

For those who don't know, the problem is that the Chinese government claims that Chinese is one language with many dialects, pointing to the fact that all Chinese is basically written the same and can be read by any literate Chinese. Bear in mind that written Chinese carries meaning but not pronunciation information. As spoken, the various "dialects" of Chinese vary more than the "languages" derived from Latin in Europe, so how do you define "language" as opposed to "dialect"? I don't pretend to know the answer, and if the linguists over on sci.lang can't settle it a bunch of Atarians sure won't.

FWIW, the "official" dialect/language of China is Mandarin.

As for German vs. English, there's nothing "better" about either language. It's really just a marketing decision. To do well in the German market, you need to have a German version of your program. To do well in English-speaking (or mis-speaking, in some cases) countries, you need to have an English version of your program. Since those are the two largest Atari markets, a good marketing case can be made for expecting anyone in a country where neither is predominant to adapt or not buy and to heck with any lost sales. I would expect France to be the largest of the non-English-or-German markets to see greatly-reduced sales from this approach. If either a German or English speaker decides that it's not important to him to do well in the other market, then he accepts the results of that decision. Let's quit beating each other over the head with our native languages and go fix each other's Atari problems.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

4724. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 13:45:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1663@usdtsg.DaytonOH.NCR.COM>
Source record: 191281

In article <2lj62k$kd2@titan.ucs.umass.edu> stewart@titan.ucs.umass.edu (Bob Stewart) writes:
[STuff deleted]

>Actually, the current version of Geneva is 1.02. (Release 003 is what is says
>in the program. Why Dan made the version and release numbers different, I'll
>never understand... :) We plan on adding MiNT/PowerDos compatibility in the
>next version of Geneva. Whether or not that version is going to be available
>as a patch remains to be seen, proobably mostly dependant on just how big a
>change there is to the executable file. It probably won't be version 2.x,
>1.10 at the most, maybe even 1.03.

I can sort of see why he did the numbering convention, though it is
confusing. The first version would be 1.0 typically, but it's also
the 1st release (a la "release 001"). And the numbers keep incrementing
(perhaps he should have left the release # off altogether, or
maybe started inserting decimals, a la "Geneva 1.02.003").
Oh well, it's an awesome product regardless of numbering conventions :-)

MiNT compatibility is definitely a need for me (half my hard drive
is on minix partitions). I do have a question/suggestion though.
Will the Geneva file selector (and any other appropriate items)
be able to handle the "unixmode" extended filenames (such as
"This_File.here").

My basic setup is to have one partition (a minix one) used solely
for downloads (which is no problem outside of Geneva) which I can
set easily in CoNnect. With Geneva loaded, this is a no go
(I download to a regular partition, boot up with MiNT, and copy
everything over until I finally get around to dumping stuff out to
floppies)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4725. Info about 1,44MB floppy needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 13:45:56 UTC
From: forg@cent.gud.siemens.co.at
Message-ID: <1994Mar10.134556.16738@siemens.co.at>
Source record: 191282

Hi,

please can give me someone informations about attaching an additional
floopy drive on a Mega ST computer. - Not a "normal" Atari drive - I
would be interested in a 1,44 MB or even 2,.. MB drive. Of course I want
to store 1,44 MB on one disk, e.g. I don't want to attach a 1,44 MB
drive and format the disks only with 720 KB.

Are there some software changes necessary? (I think so,...???)

Any information or pointer to a ftp-site would be appreciated.
(I hope this is not a so called FAQ - I didn't found something in the
newsreader)

Gerald

--

****
Gerald Forthuber e-mail: forg@cent.gud.siemens.co.at
Siemens AG Austria phone: (+43-1) 601 71 - 6326
Gudrunstrasse 11 FAX: (+43-1) 601 71 - 6399
A-1100 Wien
****

4726. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 13:46:46 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMGBM0.M7L@freenet.carleton.ca>
Source record: 191283

In a previous article, aspect@cats.ucsc.edu (Christopher Taylor Oates) says:

>
>
>I haven't downloaded this yet, since I am wondering how tyhe demo can be
>of use without the hardware interface to connect the phone line to the
>Falcon via the DSP port.
>
> ~Chris
>

It can't be used but you can play around with the software and see what it
looks like. I can't wait to get mine :)

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4727. Re: atari communications progr. advic

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 13:47:57 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1664@usdtsg.DaytonOH.NCR.COM>
Source record: 191284

In article <CMDHt5.46B@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <c.mother.0f9o@tbag.tscs.com>, c.mother@tbag.tscs.com said:
[STuff deleted]

>I haven't tried AnsiTerm, but Connect also does underlines, blinking and
>other VTxxx effects.

True. The nice thing about Ansiterm (from when I tried it out)
was that you could get the full 16 color ANSI going on any ST
(I think it basically puts you in ST LOW mode, and uses custom fonts).
The fonts are a little small (anyone remember VT100 or Kermit-65 on
the Atari 8-bit?) but worked rather well. Ansiterm's not nearly
as sophisticated as CoNnect, but does the job it sets out to do...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4728. Re: good text editors?

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 13:52:20 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMGBv8.MHC@freenet.carleton.ca>
Source record: 191285

In a previous article, Olaf_Kaiser@bi.maus.de (Olaf Kaiser) says:

>Yes! Why don't you try 7up from Michael Th�nitz. The ATARI-magazine ST-
thanks
I got that one as well as a slew of other editors people recomended and
everest3 is my favourite so far.
--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4729. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 14:06:26 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1994Mar10.140626.19666@cs.joensuu.fi>
Source record: 191286

ant@mks.com (Anthony Howe) writes:

>Are they any ST games similar to Wolf-3D or the new one Doom??
>Dungeon Master and Chaos are excellent but they lack that real-time
>race against the clock fear of death quality. Are the older ST
>machines capable or do you need a Falcon to do the graphics?

I bet you do need an Falcon to do Good realtime texture mapping,
altough in Legends of Valour there was an decent texture mapping, but
an ST that was not what you were lookin' for. In Falcon there is
the Lasers and Men (or something like that) B-)

Ville

4730. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 14:52:33 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <ohTnElq00WB70lRcVX@andrew.cmu.edu>
Source record: 191287

Excerpts from netnews.comp.sys.atari.st: 10-Mar-94 Re: VOX-Mail voice-mail sys.. by Christopher T. Oates@cat

> I haven't downloaded this yet, since I am wondering how tyhe demo can be
> of use without the hardware interface to connect the phone line to the
> Falcon via the DSP port.

This is an evaluation version, so the user can have a look at the features and read the docs the understand how it will work. It will of course not be fully functional unless you have the hardware.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

4731. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 15:08:03 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2lnd4j$csd@nasim.sta.sub.org>
Source record: 191288

Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:

> Symptoms include data just vanishing in and becoming lost clusters, and file
> names getting corrupted on copying.

Seems to be the hardware-bug of some FALCONs. Ask your dealer to fix
it.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

4732. text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:02:36 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2lngas$2vp@sun2.ruf.uni-freiburg.de>
Source record: 191289

Hey,

try the new German Everest 3.1D ! It is new, it has all the features Edith has and even more and it is shareware. I used to use Edison which was the best you could imagine but now its Everest 3.1D !

--
****
* Andreas Bunkahle * bunka@mibm.ruf.uni-freiburg.de **********
* Cetero censeo televisionem videonemque esse delandam **********
****

4733. GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:03:09 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CMGHxA.D72@uqac.uquebec.ca>
Source record: 191290

Hello,

This might sound kind of silly, but I am interested in learning about
GDOS, as I have never dealt with it. I know there are programs that I
that will use it if it is available, so I would like to know where to
get GDOS. Wasn't it released for everyone to use? If so, where
can I get it. I did pick up the GDOS FAQ that was released earlier.
Also, where does one get fonts for it?

Thanks,

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

4734. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:08:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7f4610@secom.ct.se>
Source record: 191291

In a message of 09 Mar 94 04:47:38, Waldi Ravens wrote:

WR> The only criterion for registration is whether or not one is *using* the
WR> software. If I were using a shareware program without understanding the
WR> docs and online text (some GEM programs are quite straightforward), I
WR> would still pay the shareware fee.

Who uses a program without being able to understand the manual? (If the program for example mentions "HD-Driver patch" in the doc!)

MultiUser is probably a program I want very much, it seems like it does whatever I want it to, but I DON'T understand the part of the manual that talks about patching my HD-driver ... thus I don't dare installing it .... thus I do not know if it's what I what .... and I will not be ABLE to registre it!

If the program had an english manual (don't care if it's in poor english, as long as it's there!) I might'd been a registered user now ..

This is what I mean, and I will stand by it.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4735. Astrology programs on hilbert-ftp

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:11:57 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2lngsd$2vp@sun2.ruf.uni-freiburg.de>
Source record: 191292

```
You can ftp two little PD-programs on hilbert.maths.utas.edu.au
in the pub/astrology/Software/Atari - directory !

--
*************************************************************************
* Andreas Bunkahle * bunka@mibm.ruf.uni-freiburg.de **********************
* Cetero censeo televisionem videonemque esse delandam *******************
*************************************************************************
```

4736. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:14:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7f4754@secom.ct.se>
Source record: 191293

In a message of 09 Mar 94 14:22:23, Craig Graham wrote:

```
CG> >(My texturemapping routs became faster when doing move.l instead of
CG>
CG>
CG> Could this be accounted for by the lower instruction fetch cycle overhead
CG> when using move.l ? If using 2 move.w instructions to fetch data as
CG> opposed
CG> to one move.l, an extra instruction fetch will be required.....adding a
CG> time
CG> overhead.......
```

```
.loop addx.l d0,d1
move.w (a0,d1.w*2),(a1)+
dbf d7,.loop
```

...became...

```
.loop addx.l d0,d1
move.w (a0,d1.w*2),d2
swap d2
addx.l d0,d1
move.w (a0,d1.w*2),d2
move.l d2,(a1)+
dbf d7,.loop
```

...and became faster...

I can not explain it if the Falcon's bus is 16bit, but if the bus is 32bit then it's normal.

(The above rout texturemaps horisontal lines if anyone's interested .. :-)

```
+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

4737. How much for a SM124?

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:24:06 UTC
From: michaelh@cee.hw.ac.uk
Message-ID: <CMGIw7.JxM@cee.hw.ac.uk>
Source record: 191294

I am looking to buy a SM124 and have 2 questions :

1. How much can I get one for by mail order (brand new) ?

2. How much should I expect to pay for a second hand one (one year old) ?

Any advice etc, would be gratefully received.

Cheers...

--

Michael Holligan (Research Associate)
Dept of Computing & Elec Eng

4738. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:41:30 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2lnijqINNlgi@sat.ipp-garching.mpg.de>
Source record: 191295

Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:

: I was looking at the Shareware price I think for Kabold_2, some thing
: like 110DM, gee this is even dearer than Codeheads MaxiFile..

Kobold is not shareware, but payware. Good shareware in Germany comes at
about 50,- DM, sometimes less.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4739. Need Program to Convert .CFN > .3D2

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:43:55 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.763317835@Chacewater>
Source record: 191296

Is there a program that will convert Calamus fonts into CAD 3D2
(Cyberstudio) files so I can use them in my animations?

If so where can I get it? Is it PD?

Cheers

--
|> | |
|> E |\| |-| /\ |_ |_

(cb170@city.ac.uk)

4740. Is it possible to access Genie via Internet?

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:46:25 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.763317985@Chacewater>
Source record: 191297

Title says it all, really. Can any of these (genie, delphi etc) be reached from an internet terminal, as Genie in particular seems to have atari stuff that I can't find on the 'net?

Thanks
--
|> | |
|> E |\| |-| /\ |_ |_

(cb170@city.ac.uk)

4741. Re: REQ: CASE tools for Atari???

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 16:57:49 UTC
From: aa728@FreeNet.Carleton.CA
Message-ID: <CMGKGD.8In@freenet.carleton.ca>
Source record: 191298

In a previous article, u3d69@cc.keele.ac.uk (SP Caple) says:

>I just saw a review of THOUGHT in STRev.Mar , are there any other CASE tools
>available that will run on a standard Atari??
>Please Email me if possible and I will post a summary of all replies I
>receive.
>
>

I would also be interested in this. Anything PD/Shareware?

Later
--
Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4meg 1040 STe
o My opinion has been held over from a previous life time.
o It really pisses me off when I can't tell where people are from!

4742. ST RAM

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 17:14:54 UTC
From: colin@cogsci.ed.ac.uk
Message-ID: <CMGL8w.GI4@cogsci.ed.ac.uk>
Source record: 191299

Is there a smart place to get RAM chips for an STE at the moment? My
1Meg 520 is getting a bit small for sample manipulation, so I guess
I'd better aim to add at least a couple of Meg.

Any advice appreciated.

Colin

--
Colin Matheson Phone: +44 31 650 4451 | Centre for Cognitive Science
Fax: +44 31 650 4587 | University of Edinburgh
JANET: colin@cogsci.ed.ac.uk | 2 Buccleuch Place
or Colin.Matheson@edinburgh.ac.uk | Edinburgh EH8 9LW Scotland

4743. Richard Karsmarkers

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 17:24:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A10770@LA.maus.de>
Source record: 191300

Hello !

Is there somebody, who knows Richard Karsmarkers (ST NEWS, UVK) current mail or email adress ? I have a mail adress but it's quite old.

Thanks !

Holger

4744. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 17:54:40 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2lnmt0$181@charm.magnus.acs.ohio-state.edu>
Source record: 191201

>In article <2licd1$e6u@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.oh
io-state.edu (Daniel D Ackerman) writes:
>> You also have to factor in the development system cost of $1000, to
>> program on the DSP in the AV macs. Quite a boost in cost for your average
>> hacker.

>Development system cost of $1000? Can you elaborate before you generalize the
>cost with out facts.

You should talk... You constantly spew out Mac educational prices as if they
are street prices (they are not anything near street price). I don't even
know whey you read this news group since you have nothing valuable to
contribute
.

>>
>> Dan

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

//////////////////////

He's just proving to us that he isn't a programer. Of course that was
obvious from the amout of freetime he appears to have.

It's a simple fact, Call Apple. That's the price they gave me. I told
them to p*** off. Especially considering, it looks like they will be
discontinuing DSP Macs. (Not creating any new models)

Dan Ackerman
ackerman.29@osu.edu

4745. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 17:58:49 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2lnn4p$621@bambam.cs.city.ac.uk>
Source record: 191202

In article <2ln07f$cgb@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> A game like WOLFENSTEIN 3D or DOOM _should_ be doable on an ST (after
|> all, they have WOLFENSTEIN 3D for the vastly underpowered SNES!!!),

The problem is not really the CPU speed (or lack of it) but the bit plane layout of the ST's screen. In texture mapping you have to handle pixels individually (as opposed to sprites where you manipulate horizontal blocks of pixels) and in ST lo-res this means a read/mask/write operation in each of 4 bitplanes for each pixel written to.

AFAIK the SNES internals are confidential, however I would not be suprised if it has a chunky graphics mode where you only need 1 write operation per pixel. The Falcon's TC modes are chunky and this is what all the Falcon texture mapping demos use.

Steven

4746. Re: AtariWorks: bug?

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 18:23:41 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar10132341@wpi.WPI.EDU>
Source record: 191203

```
0{{ "Steve" == Steve Johnson <steve-j@teleport.com> writes:
Steve> In article <2lllqt$b2q@bigboote.WPI.EDU>, Stephe Lewis Foskett
Steve> <lancer@wpi.WPI.EDU> wrote:
>> According to the latest Atari Explorer Online (304), there is a BUG
>> in the newer versions of AtariWorks called "the Blank Page
>> Syndrome"! Has anyone heard of this? Can anyone post more
>> information? I'm SURE it'll be VERY interesting for those of us
>> who use it!!!

So does anyone know anything about this bug? Maybe someone on GENIE
since the RTC made it sound like common knowledge! Also, what's with
the AW patch "for old TOS versions"? I think it has something to do
with the thesaurus...

thanks,
.s.
--
- lancer@wpi.wpi.edu - - A poem by Aileen Cho: Lemur, Ring tailed eyes wide in-
- surprise as the cow moos/Lemur drinks Mountain Dew and when he's through -
- asks the cow for booze/Lemur unwraps a Twinkie feeling so frink-y as the cow-
- chews/Lemur yawns in the sun and when he's done takes the cow on a cruise -
```

4747. Re: Dungeon Master Editor

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 18:27:09 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar10132709@wpi.WPI.EDU>
Source record: 191204

0{{ "Ville" == Ville Hautam{ki <villeh@cs.joensuu.fi> writes:
Ville> mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:
>> A Dungeon Master Editor? What's this? I've never heard of such a
>> tool.

It allows you to edit save game files and completely redo the
dungeons! A really neat program... I've seen two of 'em. The first
only worked on non-STEs, and there was a complete rewrite of it
included on the Feb '94 ST Format, which I have. I'll upload it to
a.a.u.e if it's PD/Shareware...

I've also seen a neat little editor which hooks into the game and is
called when you press alt-help instead of print-screen...

.s.
--
- lancer@wpi.wpi.edu - - A poem by Aileen Cho: Lemur, Ring tailed eyes wide in-
- surprise as the cow moos/Lemur drinks Mountain Dew and when he's through -
- asks the cow for booze/Lemur unwraps a Twinkie feeling so frink-y as the cow-
- chews/Lemur yawns in the sun and when he's done takes the cow on a cruise -

4748. MicroTron 3.0 > 2400 baud?

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 18:29:50 UTC
From: selick@acs3.bu.edu
Message-ID: <2lnouu$q7u@news.bu.edu>
Source record: 191205

A local Atari bulletin board that I call is running MicroTron BBS software v3, and claims that all attempts to run it with a 14.4 modem have failed. Is there a newer version of the software to allow it to run with non HST 9600 baud and faster modems? Is there a known fix for this problem? Is there another BBS package that will allow the sysop to use his own additions to MicroTron while giving him new features like 14.4 support, zmodem, etc.?

Thanks for your help,
Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

4749. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 18:47:39 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar10.124739.24182@cobra.uni.edu>
Source record: 191206

In article <oracle.763268850@vincent2.iastate.edu>, oracle@iastate.edu (Jason Brunken) writes:
> In <1994Mar9.201743.24154@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>hate to burst your bubble. Educational and street prices are about the same.
>>For example, the LC475 and the Q605 are the same cpu with different names and
>>disribution channels. The LC475 can be had for $823(UNI education) and the
>>Q605 has a street price of $849(J%R computer world).
>
>>I contribute when I can. I still get mail from atari owners who did not realise
>>that Power with out the price is in the Mac's corner.
>
> Side stepping the issue again... Now post the street price of the DSP macs vs
> the educational pricing. Since the Falcon has a DSP, and many of it's users
> consider it a key feature of the machine, your drivel about LC and 605 pricing
> is meaningless.

The street price of a Quadra 660AV 8/230 is $1699(J&R music world) versus $1506 from the University of Northern Iowa with the same configuration. The Q660AV is a much better buy because of the 040, extra memory and HD space, wealthof software, dealers everywhere and is backed by Apple.

>
> Have you even touched a Falcon or seen one operate Peter? I didn't think so.
>
>
No I have not because there is no Falcon dealers in my area and or in the state of Iowa(?). I never said that the Falcon was not good, but is a dead platform.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

March 14 - Power Mac at UNI!!!

>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar falls, Iowa USA
>
>
>
> --
> ==
> = Electrical Engineers do it with Power,= oracle@iastate.edu =
> = Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
> ==

4750. Legends of Valor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:04:02 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMGqAq.FJw@freenet.carleton.ca>
Source record: 191207

Wasn't the game Legends of Valor supposed to be released for the falcon?
Does the ST version run on the Falcon?

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4751. Re: Desktop icons with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:13:22 UTC
From: diehl@ionews.io.org
Message-ID: <2lnrgi$abn@ionews.io.org>
Source record: 191208

SW> But it doesn't save them out as .NIC files, for good ole' Neo-Desk, and
SW> although I don't have TOS 2.06, I'd much rather use NeoDesk 4 than
SW> the 2.06 Desktop!

NeoDesk's Icon Editor can read icons out of RSC files, too.

```
__________________ ______ ________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

4752. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:17:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d7f7256@secom.ct.se>
Source record: 191209

In a message of 09 Mar 94 22:21:00, Julian Reschke wrote:

JR> (2) Would you care to support an english version of a shareware program
JR> if the number of registered users from *Swiss* is five times higher than
JR> all registrations from english speaking countries? I wouldn't.

...and that's because of the lack of an english manual...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4753. Eternal Hard drive Problems on the Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:22:18 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMGr57.CrJ@cix.compulink.co.uk>
Source record: 191210

To bring everyone up to date the drive went back to SS today. This morning it was confirmed that the drive had accepted a lot of data sucessfully, but this afternoon a sense error was found on formatting the drive with the ICD software.

So a new drive is on the way to me, we will see what happens now.

My thanks to all my friends out there for their suggestions in solving the problem so far.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4754. Re: Atari Still Exists? Tell me

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:22:22 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMGr5A.Cs5@cix.compulink.co.uk>
Source record: 191211

```
>- Mighty Sonic (32 Mhz accelerator with a real MC68030 and fast-RAM card)
>- Highspeeder 40 (40 Mhz accelerator)
>- Afterburner 040 (MC68040 board with 33 MHz and fast-RAM card / Comming soon

A query. Which of the aboce will be the fastest, I assume sonic, then
highspeede, with the fastest being Afterburner.
```


```
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =
```

4755. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:22:24 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMGr5C.Csr@cix.compulink.co.uk>
Source record: 191212

>I have a very old version of ELIZA that runs on the ST. I'd be happy to mail
>it to
>anyone who asks, though IMHO it is nowhere near as good as the version I had
>for
>the Dragon 32...

Hi Dan, if it is Falcon compatable you can bung it my way if you wish. Pity
the source code is not available.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
= Falcon 030, FPU, 16Mb RAM = 90:90/0@nest.ftn =

4756. Re: ANSI/BBS

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:25:34 UTC
From: diehl@ionews.io.org
Message-ID: <2lns7e$b6d@ionews.io.org>
Source record: 191213

CM> One, I would like to get a terminal program that can run PC-ANSI. Does
CM> any one know if PD or SW of this type of program exists?

First, and this one is the best of the two, is AnsiTerm v1.90 by Timothy Miller/Two Worlds Software. It does 80 column, 16 colour ANSI in low resolution (will switch automatically from medium if necessary) using a 4x8 font, and is very quick. A little bare-bones as terminal programs go, but nice and small, and features a capture buffer/editor, dial menu with autodial, macros, all download protocols (using XYZ.TTP external module) and other features.
The second is called TAZ from Neat 'n Nifty, which does 16 colour, 80 column ANSI in medium res using page flipping to get the enhanced colours; the result is VERY flickery, but if you can put up with it, it's a very nice term program that has a few more features than ANSITerm, and looks a lot like Telix on the PC.

CM> Secondly, I would like to set up a SMALL BBs (520ST with Single Sided
CM> Drive) for use in my local area (Kanata Canada). Again, is there a half
CM> decent PD or SW BBS I could use?

Transcendence BBS v1.x.x has just gone completely Freeware, and IMHO is the best BBS program in the SHareware/Freeware domain. Unfotunately it's large, and will deffinitely not run on 512k with a SS drive. For that, you might want to look at either STadel, Fnordadel, QuickBBS-ST or a few others. If you're a member of CRS Online in Toronto, you can get all of these and more in the Atari ST sig file sections. (As well as the aforementioned terminal programs)

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

4757. Re: Tower Power

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:32:17 UTC
From: diehl@ionews.io.org
Message-ID: <2lnsk1$btv@ionews.io.org>
Source record: 191214

RE: TOWER POWER

I got the game, and it's fairly decent, but I have a few beefs about it:

1) Poor hard drive support; it wants all its data files on the root directory!
2) Relatively poor graphics (could have been greatly improved)
3) Amusing, but mostly unintelligable sound effects/speech
4) No one-player option
5) No game board editor; four power squares are too few IMHO
6) Useless character editor (wants MBK files, and there are none in ANY of the archives)

Other than that it's fairly decent.

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
_____<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

4758. Hung notes with Notator Logic in midi synch mode.

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:44:17 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CMGs5t.7q3@info.bris.ac.uk>
Source record: 191215
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

Hello, it me again with another problem.

I got my Notator Logic for Atari-ST kit recently. I spent a few days getting into the Logic way of working and like it! However, I then encountered a problem that really has stopped me using it and sent me back to Notator. When recording or playing in MIDI synch mode I get very frequent hung notes. This does NOT happen with Notator.

My setup: Atari 520STFM with TOS 1.02 and 2.5meg RAM. Novation MM10 keyboard. Yamaha QY10. Notator 3.21/Notator Logic 1.7. Yamaha MT1X 4track. Phillip Rees 2m midi merge unit. Tascam MTS-30 Smart FSK Midi Tape Synchroniser.

Its not possible to record or play (via MIDI thru) for even a few bars when synched to tape without getting a hung note. I tried very hard to reproduce this problem in Notator 3.21 but with no sucess. I exported a track with hung notes from Logic to Notator and looked for missing notes. It seems Logic does not flag missing note off's in the event editor like Notator does. Instead a note is set to last to the end of the recording. I also tried a LOG3 MIDI out as well.

I rang Sound Technology and asked if it was a known prob, they said no. They also said that although EMagic say Logic is supported under TOS1.02 it is not tested on such systems.

I would be interested to hear from anyone who is using Notator Logic on Atari in MIDI synch mode. Do you get hung notes? Its very possible it is my MIDI setup at fault so if you are sucessfully doing this I am just as interested. I hope to try and reproduce this at a friends studio sometime, but we are both very busy.

Also, I tried to subscribe to the EMagic mailing list mentioned here a while ago, but my mail never got delivered (unknown host from remote mailer). Anyone here managed to get onto this?

Cheers, and thanks a lot in advance.
--

```
-----------------------------------------------------+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|
-----------------------------------------------------+------------------+
```

Unix : A toy for those who enjoy re-inventing wheels, or have no choice.

4759. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 19:59:31 UTC
From: bartok@bnr.ca
Message-ID: <2lnu73$q4@crchha60.bnr.ca>
Source record: 191216

In article <1994Mar10.124739.24182@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> babbles:

(Much drivel that belongs in comp.sys.atari.advocacy deleted.)
>
>
>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA
>

Darn. I thought (or hoped) that someone had shot this bozo. Take your
discussions to comp.sys.atari.advocacy where it belongs.

--
****
* #include std.disclaimer /// No email to above address - it will bounce *
* Instead post replies in USENET. Ain't this a boring sig? zzzzzzzzzz *
****

4760. GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 20:06:13 UTC
From: donm@ucon.gun.de
Message-ID: <1994Mar10.200613.24015@ucon.gun.de>
Source record: 191217

Ofir Gal wrote:

>>> Yes Gerd I have found out, but I think one thing you Germans should find out
>>> the most of the world speakes English, so how about a English version....
>>
>>It's not relevant which language is spoken by `most of the world'. I think
>>that the majority of *Atarians* understands german well enough to figure
>>out some program documentation.
>
>Of course it is relevant. Get real, the majority do not understand German.

Ah, but that's where you're very wrong. Out of the total number of STs
sold worldwide there are *more German* than all others combined! (I don't
have the figures handy but I wrote an article about the German ST market
a while back and obtained the actual numbers.) So the *majority* of ST
users *do* understand German!!! Moreover, it's probably their native tongue!

The reality is that the english language STs are actually a minority.
It's only natural that the German (or any other!) developer produces a
program for the largest potential market! Especially taking into account
that a German language program can also be sold in Austria, Switzerland,
as well as Holland, Belgium, the Scandinavia, and these days a sizesable
chunk of Eastern Europe too.

So it's nothing to do with languages per se, just plain business sense/market
research... The German market is the biggest. Period. All Atari insiders
(and most outsiders :-) are well aware of this fact.

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

4761. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 20:12:28 UTC
From: oracle@iastate.edu
Message-ID: <oracle.763330348@pv0552.vincent.iastate.edu>
Source record: 191218

In <1994Mar10.124739.24182@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>The street price of a Quadra 660AV 8/230 is $1699(J&R music world) versus $1506
>from the University of Northern Iowa with the same configuration. The Q660AV
>is a much better buy because of the 040, extra memory and HD space, wealthof
>software, dealers everywhere and is backed by Apple.

So the difference in price between a Falcon and a Quadra at least $500, now
add the price of Midi Support to that of the Quadra. Granted, the 040 is
nice, but it's not essential, and it can be added to the Falcon for not much
more than the difference in price of the two machines. Or, with that same
amount of money, ALOT more hard drive space could be added to the Falcon,
something musicians could use alot more than an 040 (not to mention the built
in midi.

>No I have not because there is no Falcon dealers in my area and or in the state
>of Iowa(?). I never said that the Falcon was not good, but is a dead platform.

Guess what! Your wrong again! There is a dealer in Mason City Iowa, just two
hours north of you. I should know, It's where I bought my Falcon. And how
come you are quoting prices from a Mac dealer in New York? What? You can't
buy an AV Quadra on every street corner? 'Dead Platform' is a subjective
term, and they way that you use it regarding the Falcon only makes YOU PETER
SINCLAIR-DAY look like a stupid little child trying to start a computer war.
I have absoulutely no problem finding LOTS of useful software for my Falcon in
the PD world, and there's more commercial software out there then I will be
able to purchase anywhere in the near future. Since the software that I want,
and that many others want, IS readily available on the Falcon, and there is
more available every day, I want to know just HOW the Falcon qualifies as a
dead platform. Granted, you can't buy a Falcon everywhere, and there's not
thousands of pieces of software out there (how many can one person really use
or buy unless they are a bigtime pirate), but in some ways the machine is thriving.

>Peter Sinclair-Day
>University of Northern Iowa
>Cedar Falls, Iowa USA

>March 14 - Power Mac at UNI!!!

I hate to break it to you Peter, but Apple is not the only company using the
PowerPC, and the entire idea of the chip is that it can run multiple OS's.
It's very likely that companies like Commodore and Atari will use the very
chip that you are touting so much to compete AGAINST apple, and in the world
of the PowerPC where any machine can run any OS, many of Apples advantages
will be null.

Regardless, I think the PowerPC Macs will be nice machines, but I'll wager
that someone else will put out a better, cheaper clone before long... I'll
wait until then to buy...

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

4762. BlackHole game doesn't run on my F030!

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 20:49:02 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar10.204902.3023@beaver.cs.washington.edu>
Source record: 191219

When I run it in 640x480x256 even with no auto folders or accessories, it says "Please switch to 640x480x256!" Duh? I have a Falcon030 with TOS 4.04.

I'd like to see the game, but oh well...

4763. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 21:43:30 UTC
From: walra@moacs11
Message-ID: <wkru8l2hnxe@moacs11>
Source record: 191220

In <A14812@MS.maus.de>, Julian Reschke wrote:

> However, most German users prefer German program texts and documentation.
> There are around ~100 Million German speaking people (Germany, Austria,
> parts of Swiss), and in the past, a very large percentage of Atari machines
> has been sold to this market.

I tried to explain this before, but if even Ofir, an inhabitant of the UK,
is not aware of these facts, I wouldn't be suprised if 99% of Atarians in
USA, Canada, Australia, etc. are unaware of the european situation.

> BTW: Most dutch users understand English, but many among them understand
> German, too. That's what I call good education.

In long forgotten times the dutch educational system was successfully
teaching english, french, german, latin, and ancient greece to its pupils.
Nowadays it is not even capable of teaching the main principals of the
dutch language to our youngsters :-(.

Most people in NL will understand english as it is the main language on
dutch radio/televison, and german as it resambles dutch.

> (1) My non-commercial programs come with english and german program texts,
> but I just don't have the time to write english docs. Besides, I don't think
> that my English is good enough for writing english docs. If someone is willing
> to do that for me, fine.
> (2) Would you care to support an english version of a shareware program
> if the number of registered users from *Swiss* is five times higher than
> all registrations from english speaking countries? I wouldn't.

This might well be a chicken and egg problem. If one can't understand the
docs, one is not likely to use (== register) the software. Or were you
referring to shareware packets that are fully bilangual (like Connect)?

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4764. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 21:52:14 UTC
From: walra@moacs11
Message-ID: <tmvtnw1p8qw@moacs11>
Source record: 191221

In <CMFwxr.3GB@cwi.nl>, Jaap Henk Hoepman wrote:

> roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:

> This, my friend, I find very hard to believe. We, the Dutch, are usually
> bragging about the fact that Dutch is a very difficult language to master:
>
> vind je niet Martijn? Nou kan het natuurlijk zijn dat hij de 'manuals'
> begrijpt omdat er zoveel engelse termen in voor komen. In dat geval zou hij
> eens een Belgisch programma moeten proberen. De Belgen zijn wat vindingrijker
> in het bedenken van Vlaamse woorden voor nieuwe technische begrippen.

It doen't take a Belgian to know that 'manuals' == 'handleidingen' or
'handboeken'. Of course your signature shows the real problem ;-).

> --
> Jaap-Henk Hoepman CWI : Centre for Mathematics and Computer Science
> Phone +31 20 5924078 Kruislaan 413
> Email jhh@cwi.nl 1098 SJ Amsterdam

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4765. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 22:33:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2lo78i$722@golem.wcc.govt.nz>
Source record: 191222

In article <2lkmb9INNtn4@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>: RAM in Israel and not ZA which is the Hebrew equivalent.
>
>So will every German, and I am happy to tell you that RAM is RAM in German
>as well and not LZS :-)
>
>--Cornelius.
>

Not here in New Zealand, RAM = A Male Sheep....:-)...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4766. MultiTos problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 23:02:48 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Mar10.140248.1@aurora.alaska.edu>
Source record: 191223

My Multitos used to work fine on my 4 Meg Falcon with internal IDE drive, then
I stopped using it for a while and now it doesn't work. I start it up and it
loads all the way past loading desc accessories then it crashes and says
something about aessys errors and then says to adjust debug level and press
any key. But all I can do is turn the computer off.
I will make it to the desktop if I hold down control or shift right after
it starts loading the desc accessories, but then it will crash if I try
opening a drive window with control-A or anything like that.
It does the same thing when I bood off the original floppy.
Does anybody know why this is happening?

4767. ATARI ST FTP SITES LIST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 23:33:20 UTC
From: hallvart@ifi.uio.no
Message-ID: <2loao0$kqg@maud.ifi.uio.no>
Source record: 191224

SORRY, NO NEW FTP SITES IN THIS LIST, SINCE LAST ONE (ANYONE KNOW OF ANY MORE SITES?

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
f.ms.uky.edu..............(128.163.128.6)..../pub2/atari/

CANADA:
---
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

NETHERLANDS:
---
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1).........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/

FINLAND:
---
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

GERMANY:
---
ftp.uni-kl.de.............(131.246.9.95)...../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)...../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)...../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/

athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)......../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before
dawn")
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)......../pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions:
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address,
NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)

9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX (or 'close' if you only want to quit the FTP site you're
on for the moment)

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs
were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no) 16-Feb-1994

Keywords:

4768. Re: Some More Frontier / Elite II Quesions

Newsgroup: comp.sys.atari.st
Date: 1994-03-10 23:33:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CMH2s5.HF@cix.compulink.co.uk>
Source record: 191225

>Subject: Some More Frontier / Elite II Quesions
>
>Does Anyone else have problems with
>
>1. A Large hard disk cache making Fontier Bomb out?
>
>2. Running the program of the hard disk means that some times the start menu
>"1. Start from Ross ..... etc" does not appear?

Well I must admit I've had no luck running from a hard disk. I *do* have
a large hard disk cache (ICD), but never thought to disable it. I disbabled
everything *else* before I finally gave up though.

Roland.

@CiX

(4MB MSTE TOS 2.06, Quantum 105MB HD ICD 6.06 drivers)

4769. Re: Sample format converter needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 00:01:52 UTC
From: hallvart@ifi.uio.no
Message-ID: <2locdg$m2c@maud.ifi.uio.no>
Source record: 191226

In article <2lld3p$lc9@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
> Cameron Marshall (qu94003@black.ox.ac.uk) wrote:
> > Hi
>
> > I want to take some of my samples over to be system sounds on a Macintosh. I
> > have a program for the Mac which will convert Amiga IFF samples to the format
> > I require, so what I need is something that will convert ST samples (AVR etc)
> > to IFF samples. Can anyone oblige?
>
> I believe there is an ST port of the program SOX, which can convert between
> many different sample types. If not, there are numerious UNIX versions.
>

there's a pc version of 'SOX' on the TX16W sampler site, if that helps.
ftp-ls7.informatik.uni-dortmund.de /pub/tx16w/util/ibmpc/

there are also other sample converters there, but I didn't look too much around in that folder.

Hallvard, Oslo, Norway

4770. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 03:31:15 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar10.213115.24201@cobra.uni.edu>
Source record: 191227

In article <2lnmt0$181@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
> >In article <2licd1$e6u@charm.magnus.acs.ohio-state.edu>,
> dackerma@magnus.acs.oh
> io-state.edu (Daniel D Ackerman) writes:
>>> You also have to factor in the development system cost of $1000, to
>>> program on the DSP in the AV macs. Quite a boost in cost for your average
>>> hacker.
>
>>Development system cost of $1000? Can you elaborate before you generalize the
>>cost with out facts.
>
> You should talk... You constantly spew out Mac educational prices as if they
> are street prices (they are not anything near street price). I don't even
> know whey you read this news group since you have nothing valuable to
> contribute
> .

There is not that much difference between education and street price. I have
valuable info to contribute because you would not be reading and answering it.

Peter Sinclair-Day
University of Northern Iowa USA
Cedar Falls, Iowa USA

March 9 - Apple demonstrated Power Mac at UNI!!

>
>>>
>>> Dan
>
>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>
>
>
> --
> ==
> = Electrical Engineers do it with Power,= oracle@iastate.edu =
> = Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
> ==
>
> ////////////////////
>

> He's just proving to us that he isn't a programer. Of course that was
> obvious from the amout of freetime he appears to have.
>
> It's a simple fact, Call Apple. That's the price they gave me. I told
> them to p*** off. Especially considering, it looks like they will be
> discontinuing DSP Macs. (Not creating any new models)
>
> Dan Ackerman
> ackerman.29@osu.edu

4771. d

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 04:43:53 UTC
From: shirley@cybernet.cse.fau.edu
Message-ID: <uZa1ic4w165w@cybernet.cse.fau.edu>
Source record: 191228

32Mhz Falcon this year? GREAT! I ssume by desktop casing you mean similar tot he Mega series? Detached keyboard? What I want to see, and I *HIGHLY* doubt, is a PowerPC Falcon.

4772. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 05:18:14 UTC
From: oracle@iastate.edu
Message-ID: <oracle.763363094@pv0552.vincent.iastate.edu>
Source record: 191229

In <1994Mar10.213115.24201@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>There is not that much difference between education and street price. I have
>valuable info to contribute because you would not be reading and answering it.

ha... That's almost funny, I look at junk mail before I throw it out, that
doesn't mean its valuable, it means that someone is stupid enough to send it.

>Peter Sinclair-Day
>University of Northern Iowa USA
>Cedar Falls, Iowa USA

>March 9 - Apple demonstrated Power Mac at UNI!!

As excited as you are about the Power Mac, I bet you had to put on new
underwear after the demonstration. Peter, you need to get a life or go to a
news group where someone gives a damn what you have to say (If there is such a
place).

Can you tell us why you feel you need to post crap about the MAC in the Atari
news group every day? What psychological problem drives you to do it? Think
about it for a bit Peter, there is a reason you do it and it's NOT got
anything to do with Apple... PERIOD.

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

4773. a.a.u.e upload: Dungeon Master editor!

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 06:20:02 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <2lp2ii$154@bigboote.WPI.EDU>
Source record: 191230

OK, due to large volumes of requests for it, I just uploaded the
Dungeon Master level editor from ST Format to Atari.archive.umich.edu.
It should be available in a week or so...

I included a little readme file with tips on using the program and a
reformat of the docs into a cute little AtariWorks' word processor
.STW document. It's FULL of fonts (uses almost all the Speedo fonts
which come with AW) and looks pretty when it's printed out in a Maccy
sort of way...

.s.

--
- lancer@wpi.wpi.edu - - the Posies, "Any Other Way": -
- Life's never been a great mystery to me, -
- It begins and winds slowly to the end -

4774. Recovering files without fat sectors

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 07:03:24 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <DgH1ic1w165w@sys6626.bison.mb.ca>
Source record: 191231

Is there any way to recover binary files if the fat is lost?

4775. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 07:20:52 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CMHoEt.J2K@cs.vu.nl>
Source record: 191232

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>In article <...>, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

>|> That's two of us that are interested in such a program,. I've been
>|> searching for a decent copy for a long long time, with no luck so far. I
>|> have seen custom routines on a friends BBS though that will make your eyes
>|> water, it has characters popping up from time to time and you can have long
>|> conversations with them. The author of the programs will not release the
>|> source code though.. a pity.

> As far as I remember, the original code was not much more than two pages of
>BASIC, with data lines being the most of them. Shouldn't be hard to port...

>TeSche
>--
>Torsten Scherer (Schiller, TeSche...),
>Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
>use any of "finger itschere@129.70.131.2-15" for e/p-mail adresses and so...

I'm terribly afraid that things are a bit more complicated. The ori-
ginal Eliza was written by Joseph Weizenbaum and NOT in Basic and
certainly NOT two pages.
It was an extremely ingenius program to show people that you can
simulate artificial intelligence without any semantic notion of the
conversation.
The public loved it, and even want to try it out for real. Weizenbaum
was deaply shocked and wrote his book 'Computer Power and Humen Reason'
what computers can't do.
Also the Eliza program is only a *module* of the original program. It
was capable of loading several 'scenarios' and therefore simulating
another person.
Until now, I have never found a port of the original program, and all
the basic listings of 2 pages are certaintly not what I am looking for..
If anyone however has some info, please mail me!

Florentijn van Kampen

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

4776. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 08:21:36 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.112.763374096@rog1.rog.rwth-aachen.de>
Source record: 191233

In article <1994Mar9.051937.15339@kn.PacBell.COM> mboldt@kn.pacbell.
com (Marco Boldt) writes:>Subject: re: Eliza
>i once had a copy of this program for the ST. i shall try to find it and
>i will UUencode it to you!

He's found it; it works fine. Filename is ELIZA.TOS, and its size is
approx. 8KB.

GRTX Juergen

Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

4777. Re: tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 09:32:13 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2lpdqt$eu6@nasim.sta.sub.org>
Source record: 191234

Alan Richardson (richara@westminster.ac.uk) wrote:
> Hi,

> I'm just wondering if there are any demos of Tempus Word,
> I realise it's a German program and everything, but I'd like
> to see what I'm missing.

I've got a demo of Tempus Word pro V2.5. The archive is called
tw_25dem.zip. Ask archie for that.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

4778. Re: DAME author

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 09:42:38 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMHuz2.AC9@newcastle.ac.uk>
Source record: 191235

In article <JOwLXn8.bondservant@delphi.com>, bondservant@delphi.com writes:
>I should have given more info on what program I mean D.A.M.E is for:
>Digital Audio Multilayer recorder & editor I believe.I don't seem to be able to
>figure out the SW ver. It does look like a Powerful prog so trying to find out
>info like price, and what the pro version can do. Cubase is out of my budget
>for a while and I trying to find an alternative that I can use.
> Bondservant

I got that progam of a BBS last summer - I never managed to get it to go
past the intro screen.......

Craig.

4779. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 09:51:42 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2lpevelNNe5k@sat.ipp-garching.mpg.de>
Source record: 191236

Kampen van F (fvkampen@cs.vu.nl) wrote:

: The ori-
: ginal Eliza was written by Joseph Weizenbaum and NOT in Basic and
: certainly NOT two pages.

I think it was written in Lisp.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4780. Re: MultiTos problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 09:54:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMHvJ2.Lo5@barclays.co.uk>
Source record: 191237

Have you added any AUTO progs or DA since last using it? MTOS can be quite fussy about those and the order in which they load.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4781. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 09:57:33 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMHvnx.Lxx@barclays.co.uk>
Source record: 191238

In article <1994Mar10.213115.24201@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> There is not that much difference between education and street price. I have
|> valuable info to contribute because you would not be reading and answering it.
Why is it than whenever you post inaccurate or misleading information about the
Falcon and I correct you with facts and/or information you probably don't want
to see ie the Falcon isn't dead and there is a lot of support for it, you
rarely reply? Don't like the truth?

If I had the cash, I'd buy a Unix workstation. That doesn't mean the Falcon is
crap, just that it fits my budget and does everything I want from it.

|> Peter Sinclair-Day

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4782. Re: Hung notes with Notator Logic in midi synch mode.

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 10:05:35 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.763380335@Bickleigh>
Source record: 191239
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

tjl@siva.bris.ac.uk (Tim Llewellyn) writes:

>Hello, it me again with another problem.

Can't help you with this one - haven't been able to really
use Logic yet as I don't have access to my gear.

>Also, I tried to subscribe to the EMagic mailing list mentioned here
>a while ago, but my mail never got delivered (unknown host from remote
>mailer). Anyone here managed to get onto this?

Yes! There are 27 (i think) people here currently. I know Fokke has
been having trouble with his mail server, so try again.

The address to send a request is mtvfb@rivm.nl, Fokke De Boer is
the list maintainer - ask him nicely and he'll be pleased to put
you on!
That is also the address to send messages.
You can also order back issues of the digests from him (there's
been 17 or so so far).

We also have an Emagic developer on the list, Michael Haydn (although
not he's a Notator developer - he's doing SoundSurfer/SoundDiver at
the moment).

--
|> | |
|> E |\| |-| /\ |_ |_

(cb170@city.ac.uk)

4783. Re: Sample format converter needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 11:04:47 UTC
From: dsime@mcs.dundee.ac.uk
Message-ID: <2lpj8f$bv4@dux.dundee.ac.uk>
Source record: 191240

Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
: Cameron Marshall (qu94003@black.ox.ac.uk) wrote:
: > Hi

: > I want to take some of my samples over to be system sounds on a Macintosh. I
: > have a program for the Mac which will convert Amiga IFF samples to the format
: > I require, so what I need is something that will convert ST samples (AVR etc)
: > to IFF samples. Can anyone oblige?

: I believe there is an ST port of the program SOX, which can convert between
: many different sample types. If not, there are numerious UNIX versions.

The ST version of Sox, which will convert almost any format of sample can be found at:
sol.cs.ruu.nl (The University of Utrecht).
It is called sox5.zoo, in directory pub/ATARI-ST/sound.
Hope this is of help.

****
* e-mail: dsime@mcs.dund.ac.uk *
****
* 'Something Wonderful is about to Happen' *
****

4784. Re: Tower Power

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 11:14:00 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CMHz7p.503@midge.bath.ac.uk>
Source record: 191241

In the referenced article, diehl@ionews.io.org (Eric March) writes:
>RE: TOWER POWER
>
>I got the game, and it's fairly decent, but I have a few beefs about it:
>
>1) Poor hard drive support; it wants all its data files on the root directory!
It's possible to run it with only a few files in the root, though I'll update
this using the same method as Spacewars 2000, a file called PATH containing
the path

>2) Relatively poor graphics (could have been greatly improved)
Anyone want to be a graphics artist?

>3) Amusing, but mostly unintelligable sound effects/speech
Memory constrants - unless someone wants a 2meg only game!

>4) No one-player option
Memory constrants, also don't know any decent AI algorithm. suggestions welcome

>5) No game board editor; four power squares are too few IMHO
Well anyone else think it's too few?

>6) Useless character editor (wants MBK files, and there are none in ANY of the
> archives)
Errm you're meant to be sampling your own into the game, there aren't meant to
be any in the archives.

>
>Other than that it's fairly decent.
>
>_____ _____ _____
>_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
>_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
>_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____
>

Update due after Easter, providing I get graphics b4 March 24th
other suggestions welcome

4785. Re: SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 12:07:03 UTC
From: mluoto@karhu.Helsinki.FI
Message-ID: <2lpmt7$6i2@karhu.Helsinki.FI>
Source record: 191242

In <CMG0GJ.Ctp@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>SoftPC on a Falcon gives a Norton rating of 0.8. On a TT it's about 1.4.
>Not very fast.

WHAT IS SoftPC... you're not talking about pc-ditto are you ? it never
worked on a TT, GUARANTEED !

Am I translating you right that there might be a software only
dos-emulator for TT ?

-please let me know if there is, and how to obtain it !!!

>--
>+-------------+---+
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>| |Laserdisc & Pro-Logic - The only way to watch movies at home|
>| |Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+
--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

4786. Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 12:45:34 UTC
From: erlingh@idt.unit.no
Message-ID: <2lpp5e$fqs@ugle.unit.no>
Source record: 191243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi ho.

I've just installed an exabyte exb-8200 video-8 streamer on my Falcon.
So, I tried to get it working with gemar.
But no :-(

I got it to load/unload tapes, but when the program tried to write to the
tape, it just hang around - nothing happening for a while. Then it would abort with
an illegal instruction error, or address error, or even worse. And the scsi-bus would
hang with an active busy-signal.
(Luckily I had a program on the IDE drive to reset the SCSI bus).

So, in short, has anyone gotten an exabyte exb-8200 to work with gemar.
OR, has anyone else experienced similar results while trying to adapt a .par file
in gemar - and fixed it.

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

4787. Re: SoftPC for the TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 12:59:20 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMI42w.E6n@barclays.co.uk>
Source record: 191244

In article <2lpmt7$6i2@karhu.Helsinki.FI>, mluoto@karhu.Helsinki.FI (Markku Luoto) writes:
|> In <CMG0GJ.Ctp@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|>
|> >SoftPC on a Falcon gives a Norton rating of 0.8. On a TT it's about 1.4.
|> >Not very fast.
|>
|> WHAT IS SoftPC... you're not talking about pc-ditto are you ? it never
|> worked on a TT, GUARANTEED !
|>
|> Am I translating you right that there might be a software only
|> dos-emulator for TT ?
|>
|> -please let me know if there is, and how to obtain it
SoftPC is the same SoftPC as available for Macs, Unix etc. It is a software
only emulation of an IBM PC. Atari arranged to have it ported to the TT/falcon
and then changed their mind after it was finished. It has never been released
and almost certainly will never be released. It is much better tha PC Ditto. It
runs in a window with the ST desk accesories still available and usable whilst
running DOS apps. If you really want to see it, try mailing
insignia@cix.compulink.co.uk. They told me it would never appear as it would
have to cost about 200GBP. Hardware/faster PC emulators can be got for 55GBP
upwards so SoftPC really isn't worth releasing. It has a norton speed of 0.7 on
a Falcon - hardly breathtaking.

--
+-------------+--+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+--+

4788. Test

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 13:02:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMI480.EJJ@barclays.co.uk>
Source record: 191245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Am I getting to this group? Please email me if so.
--
```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

4789. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 13:26:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1666@usdtsg.DaytonOH.NCR.COM>
Source record: 191246

In article <1994Mar9.162143.11458@ibr.cs.tu-bs.de> i3160506@ws.rz.tu-bs.de (Rainer Kaluscha) writes:
[misc STuff deleted]

>Personally I'd like every author to produce two versions of his software:
>one in his native language and one in English for the benefit of the rest of
>the world.

This is where RSC files are so nice. Like how CoNnect was originally being done, having an English and German RSC file - and all it took was a simple rename or two to get what you need. (I say "how it was done" as the latest versions, english and german, seem to be in separate archives now, but probably the same difference)...

Besides, I can edit the RSC *for myself* to make a version that I can understand a little better. Of course, larger programs are a lot harder to do this with...

>But this puts an additional task on the non-English-speaking people and
>one (Hi, Ofir) shouldn't demand this, but you may of course ask the
>authors of the programs you like to release an English version.
>BUT it is the choice of the author - remember he or she is the one who
>sacrifies his time -, which languages he'd like to support and
>you'd respect his personal decision !!!

True, true. Still, it is a shame when there is an excellent piece of work that is being "shielded" from a larger population. I guess it depends a lot on where you think your potential customers will be from, as far as deciding which languages to use. I just wish there were more Spanish authors, as at least I can translate that language without too much grief :-)

>Another not mentioned point is that the atari has by it's graphical user
>interface the image of an "easy to operate" computer. That would be damaged if
>only English versions were published. Besides, I've been very disappointed by
>programs that don't support the national umlauts, so I enjoyed pure German
>programs because there's no trouble int that respect - a problem most English
>speaking authors seem not to have recognized so far.

If you think about it, the umlauts, et al were put in by Atari for just that reason, I'd imagine?

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4790. QUES: Installing G++

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 13:32:05 UTC
From: bobhays@spss.com
Message-ID: <bobhays-110394073205@haysmac.spss.com>
Source record: 191247

I've got a HD coming (finally) and got my memory (the computers, of course) up to 4Meg, so now I can (supposedly) install G++, the GNU C++ (sorta) compiler. This raised some questions:

1) Do I have to install gcc also (the GNU C compiler)?
2) Do I need GAS (the GNU assembler, I think)?
3) Any shell preferences for setting this stuff up?
4) I pulled GEM++ from atari.archive (I actually got in today:-) - any other suggested libraries to get me started?
5) Any other suggestions for someone with lots of programming experience but no OOA/OOP experience?

Thanks and have fun! - Bob

P.S. Email works great - bobhays@spss.com - RLH

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

4791. Re: MultiTos problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 14:30:28 UTC
From: bjgrier@bnr.ca
Message-ID: <CMI8Ax.2zM@nrtpa22.bnr.ca>
Source record: 191248

In article <CMHvJ2.Lo5@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> Have you added any AUTO progs or DA since last using it? MTOS can be quite
|> fussy about those and the order in which they load.
|>
|> --

I had this problem before on my TT with Multi-Tos, and it defintely was
a problem with an Auto folder program. I believe my problem was with
Warp 9, your mileage may vary.

Boot your system and hold down the control key, so that no auto folder
programs load. You should now be able to use the desktop. If you want
to load your desk accessories change resolutions, and they will load.
(at least on my TT they do)

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

4792. Re: AtariWorks: bug?

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 14:36:56 UTC
From: dburns@world.std.com
Message-ID: <CMI8LL.1qH@world.std.com>
Source record: 191249

RE the "Black Page" bug in AtariWorks: It bit me. I haven't isolated the problem yet, but I use a stripped down boot up configuration (using X-Boot) when I want to print something with AW to avoid getting a sheet of paper with a large black rectangle on it (the entire print area prints black).

My system: 1040STfm 4/meg, ICD FaST drive, Canon BJ-200.

4793. For Sale in UK - SM124 mono monitor.

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 15:12:58 UTC
From: avsec@westminster.ac.uk
Message-ID: <CMIAC4.BLr@westminster.ac.uk>
Source record: 191250

Atari SM124 monitor for sale. Price negotiable.

Perfect working order, rock steady display.
Buyer will have to collect. Thats from 'Hitchin'.
(About 30 miles north of London).

If you're intertested, mail me.

Nice one,
Phil.

4794. Re: tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 15:20:20 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Mar11.152020.10057@ibr.cs.tu-bs.de>
Source record: 191101

```
--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

In article <2ll13qINNoog@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius
Krasel) writes:
|> Axel Kielhorn (c0031098@ws.rz.tu-bs.de) wrote:
|> : In article <CM4yo8.BK5@westminster.ac.uk>, richara@westminster.ac.uk (Alan
Richardson) writes:
|> : |> I'm just wondering if there are any demos of Tempus Word,
|> : |> I realise it's a German program and everything, but I'd like
|> : |> to see what I'm missing.
|>
|> : There is a Tempus Word Junior Demo around.
|> : I got it with the (german) TOS-magazin in Dec 92 if i remember
|> : right.
|>
|> I don't believe that the TW Junior demo is in the PD (although it was sold as
|> part of one issue of the TOS magazine). You might contact Uwe Seimet (who
|> works for CCD) at seimet@chemie.uni-kl.de for more information; maybe
|> he can put up a demo version somewhere.
|>
|> : It's a little like Word for Windows on a good 386 computer.
|>
|> It's much faster, at least on a MegaSTE with 16 MHz.
|>
|> Usual disclaimers apply.
|>

I'm sorry, i know now that my Tempus Word is not PD, i wont put it
on ftp!

There ought to be a demo of version 2.7 but my archie couldn't find
it. If someone could lokate it, please give me a hint, i like to
know what's new.
```

4795. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 16:15:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1668@usdtsg.DaytonOH.NCR.COM>
Source record: 191102

In article <2llenv$qeb@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
[STuff deleted]

>The VERY BIG PROBLEM WITH GERMAN SHAREWARE is the PRICE..!!!!
>
>From what I have been told here by a German friend, wages are Very Very high
>in Germany, this also must reflect into the Shareware prices asked...
>
>Or could it be that because there is no English version, then they don't sell
>that many and that ends up with higher prices..:-)...

It might depend on the individual authors, etc. For instance,
I think CoNnect runs about $50, which I think is worth it
(not getting back into *that* argument again, just pointing out
prices).

Then look at Gemview. I think it runs around $20 or so, and that
is certainly worth the price to be able to handle all those
graphics types, convert formats, print pictures, etc. Certainly
a bargain.

But again, some programs *are* overpriced - just gotta decide
whether the price is worth it...

Oh, the two examples are available in english, so... hmmm?

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4796. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 16:27:27 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar11.102727.24225@cobra.uni.edu>
Source record: 191103

In article <oracle.763330348@pv0552.vincent.iastate.edu>, oracle@iastate.edu (Jason Brunken) writes:
> In <1994Mar10.124739.24182@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>>The street price of a Quadra 660AV 8/230 is $1699(J&R music world) versus $1506
>>from the University of Northern Iowa with the same configuration. The Q660AV
>>is a much better buy because of the 040, extra memory and HD space, wealthof
>>software, dealers everywhere and is backed by Apple.
>
> So the difference in price between a Falcon and a Quadra at least $500, now
> add the price of Midi Support to that of the Quadra. Granted, the 040 is
> nice, but it's not essential, and it can be added to the Falcon for not much
> more than the difference in price of the two machines. Or, with that same
> amount of money, ALOT more hard drive space could be added to the Falcon,
> something musicians could use alot more than an 040 (not to mention the built
> in midi.

Midi support - $40 extra. For the extra $500 is well worth it. Granted the Falcon is nice for music, but the AV Mac is more versatile than the 16 mhz 030. But, on Monday the Power PC Mac 6100 willbe the price/performance champ and will make your 030 16 mhz Falcon look sick.
>
>>No I have not because there is no Falcon dealers in my area and or in the state
>>of Iowa(?). I never said that the Falcon was not good, but is a dead platform.
>
> Guess what! Your wrong again! There is a dealer in Mason City Iowa, just two
> hours north of you. I should know, It's where I bought my Falcon. And how
> come you are quoting prices from a Mac dealer in New York? What? You can't
> buy an AV Quadra on every street corner? 'Dead Platform' is a subjective
> term, and they way that you use it regarding the Falcon only makes YOU PETER
> SINCLAIR-DAY look like a stupid little child trying to start a computer war.
> I have absoulutely no problem finding LOTS of useful software for my Falcon in
> the PD world, and there's more commercial software out there then I will be
> able to purchase anywhere in the near future. Since the software that I want,
> and that many others want, IS readily available on the Falcon, and there is
> more available every day, I want to know just HOW the Falcon qualifies as a
> dead platform. Granted, you can't buy a Falcon everywhere, and there's not
> thousands of pieces of software out there (how many can one person really use
> or buy unless they are a bigtime pirate), but in some ways the machine is thriving.
>

Oh gee.. An atari dealer in Mason City!! It was convenient to quote New York prices because i receive the New York Times daily. Plus I purchase Mac and related stuff mailorder anyway. J&R ComputerWorld is an authorised Apple reseller. As for the Falcon, why doesn't atari have a campus reseller on my

campus like Apple does. And as for software, there is still hardly any commercial related software for the Falcon. Why should i go out of my way to hunt for the Falcon when I can see the latest and greatest Macs at my convenience. The Falcon has lost its ligetimacy as a general purpose computer. Your only argument for the Falcon is its music capabilities but the AV macss has already render that advantage.
>

>>Peter Sinclair-Day
>>University of Northern Iowa
>>Cedar Falls, Iowa USA
>
>>March 14 - Power Mac at UNI!!!

My school will have a satelite link to Cupertino to watch the unveiling of the PowerMacs.

>
> I hate to break it to you Peter, but Apple is not the only company using the
> PowerPC, and the entire idea of the chip is that it can run multiple OS's.
> It's very likely that companies like Commodore and Atari will use the very
> chip that you are touting so much to compete AGAINST apple, and in the world
> of the PowerPC where any machine can run any OS, many of Apples advantages
> will be null.

Yes the PowerPC can run multiple OS's but third parties like C= and Atari would still have to get a license from Apple to use the system software and roms. And as for those two companies trying to compete, apple has nothing to worry about.
>
> Regardless, I think the PowerPC Macs will be nice machines, but I'll wager
> that someone else will put out a better, cheaper clone before long... I'll
> wait until then to buy...
>

That will be Apple of course. Apple has stated that the PowerMacs will come down in price over the comming months.
>
>
> --
> ==
> = Electrical Engineers do it with Power,= oracle@iastate.edu =
> = Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
> ==

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

4797. PD/SW disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 16:29:40 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <763427036.AA05266@byte.bbs.no>
Source record: 191129

```
From time to time people keep asking me about some of my Public Domain
and ShareWare program, but since I can't post them on InterNet I have
compiled a disk with all of them. To get it, send two 720K disks, or
one 1.44MB to: Lars-Erik 0sterud, Blinken 37c, N-1349 Rykkinn, Norway
=========================================================================
MiniTerm VT-100 comms-program, Xmodem, Ymodem, IBM-graphics
MinitBBS Public Domain BBS-system (with fax receive support)
ReadMail ST Off-Line Mail-reader for MBBS & MiniBBS. Save money !
-------------------------------------------------------------------------
NORKEY6.PRG Norwegian keyboard driver and lots of other stuff :-)
SPEED.PRG Only the "other stuff" (speed switch, alt. keypad func)
-------------------------------------------------------------------------
IBMPRINT.PRG Fixes norwegian chars on printers with IBM-charset
NO7PRINT.PRG Fixes norwegian chars on printers with NO7-charset
RS_PRINT.PRG Redirects printer output to the serial-port (RS-232)
-------------------------------------------------------------------------
PROTECT6.PRG Background boot-virus and link-virus checker/killer !
-------------------------------------------------------------------------
DEGASNAP.PRG Press CTRL-SHIFT and a letter to save screen display
-------------------------------------------------------------------------
DOUBLE2.PRG 640x800 mono (640x400 color) emulator, scroll/interlace
MONO_EMU.PRG Run MONO programs on COLOR monitor (also with TOS 1.4)
MEDIUMEM.PRG Run MEDIUM programs on MONOCHROME (also with TOS 1.4)
COLOREMU.PRG Run COLOR programs on MONOCHROME ! (slow but it works)
-------------------------------------------------------------------------
MAKE512K.PRG Move video-RAM to 520 position (some demos want this)
IKBDPTCH.PRG Keyboard patch for TOS 2.xx (and higher) for some games
-------------------------------------------------------------------------
PFXPAK.TTP Compresses program-files (I have NOT made this one)
PRGPACK.PRG GEM-shell to make use of PFXPAK.TTP very easy
-------------------------------------------------------------------------
ARCSHELL.PRG GEM-shell to make use of ARC, ZOO and LHARC very easy
-------------------------------------------------------------------------
PROTECT3.TOS Small utility to kill boot-sector viruses and protect
-------------------------------------------------------------------------
HDWAIT2.TOS Bootsector to wait for harddisk, works on MEGA STE too
-------------------------------------------------------------------------
MINIVIEW.TTP Small text-file viewer to replace SHOW-file option
MINISHOW.TTP Shows all Degas pictures on all monitors
SPCSHOW.TTP Displays Compressed Spectrum512 pictures (50 and 60 Hz)
-------------------------------------------------------------------------
MAPMEM.TOS Lists info about resident programs using XBRA-standard
-------------------------------------------------------------------------
SCAN_PRG.LZH New and much better software for GeniScan hand scanner.
```

SCAN_SRC.LZH Source-codes for new GeniScan software (Pascal & Asm).
==========

And thanks to my very good friend Karl Anders ⊘ygard for these programs
---
PLAYER.TTP Small program to play SoundTracker files on stand. ST
MODPLAY!.TTP The best Stereo SoundTracker Player ever made for STE

BACKTRAK.ACC Accessory that plays MODules in the background on STE
More info on this program in the file BACKTRAK.TXT...

PT13ST.PRG Demo version of ProTracker ST for standard ST (no DMA)
PT13STE.PRG Demo version of ProTracker ST for STE and MEGA STE

If you enjoy ProTracker ST ask your dealer for the official version !!!

Lars-Erik 0sterud Voice: +47 67 13 15 71
Blinken 37 c ABK-BBS: +47 67 13 26 59 300-14400 MNP5/V42
N-1349 Rykkinn TeleFax: +47 67 13 26 59 4800-14400 Group 3
Norway ____ ______ _____________________________________
/___ / The norwegian ST Contact us
_____________ ____/ / Klubben, user association at ABK-BBS

-- ReadMail ST

4798. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 16:36:37 UTC
From: jeq@lachman.com
Message-ID: <1994Mar11.163637.13624@i88.isc.com>
Source record: 191104

In article <1994Mar9.162143.11458@ibr.cs.tu-bs.de> i3160506@ws.rz.tu-bs.de (Rainer Kaluscha) writes:
>And you've always a lot of choices encountering a program in a foreign
>language:
>1. persuade the author to release an English (French, Cantonese or whatever)
> version
>2. ignore the program and look for another
>3. write one on your own - of course with only documentation in Swahili !
>4. BUY A DICTIONARY AND USE YOUR BRAIN !!!
>...

You forgot one important one:

5. persuade the author that you are willing and capable of
adding and supporting multi-language capability to her
software. Then do it.
--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ There's nothing quite like the pitter-patter of little feet,
\/ followed by the words "Daddy! Yay!"

4799. Re: AtariWorks: bug?

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 16:53:02 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar11115303@wpi.WPI.EDU>
Source record: 191105

0{{ "David" == David R Burns <dburns@world.std.com> writes:
David> RE the "Black Page" bug in AtariWorks: It bit me. I haven't
David> isolated the problem yet, but I use a stripped down boot up
David> configuration (using X-Boot) when I want to print something
David> with AW to avoid getting a sheet of paper with a large black
David> rectangle on it (the entire print area prints black).

Sounds nasty! When/where did you buy it? How was Speedo set up?
What do you think was the offending auto/acc?

David> My system: 1040STfm 4/meg, ICD FaST drive, Canon BJ-200.

What version of AW do you have?

I've printed just fine (I even tried a multi-page document with EVERY
font in it and it worked!) I use AW 1.2, a MegaSTE4/50(internal) and a
Panasonic 9-pin printer...

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Everything is Equal": -
- We're singing out with the broken word, in with spoken truth -
- We're coming out of the doubting house, into the voting booth -
- Eye for eye, tooth for tooth, lie for lie, truth for truth -

4800. Re: CDP Address

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 17:01:02 UTC
From: rkildal@outb.wimsey.bc.ca
Message-ID: <rkildal.0zlp@outb.wimsey.bc.ca>
Source record: 191106

here is the address for the Composers Desktop Workshop
CDP
11 Kilburn Road
York
England
YO1 4DF
(tel) (0904) 613299
they will send lots of info if you request it.
If you buy the program for the Falcon please post your impressions here?

4801. Re: Is it possible to access Genie via Internet?

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 17:02:06 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar11120206@wpi.WPI.EDU>
Source record: 191107

0{{ "HALL" == HALL B J <cb170@city.ac.uk> writes:
HALL> Title says it all, really. Can any of these (genie, delphi etc)
HALL> be reached from an internet terminal, as Genie in particular
HALL> seems to have atari stuff that I can't find on the 'net?

I'd be REALLY happy if you can reach the GEnie archives via FTP but I haven't yet found a way... geis.com isn't in the whois server and ftp won't connect to it... You can email back and forth to GEnie using genie.address@genie.geis.com, but that's about it...

Hey, GEnie folks, is there any way to have files emailed to your account? Or perhaps someone would be king enough to upload some of the GEnie stuff to a.a.u.e?

Maybe I'll just have to get on GEnie...

How much does it cost? Are there download charges?

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Everything is Equal": -
- We're singing out with the broken word, in with spoken truth -
- We're coming out of the doubting house, into the voting booth -
- Eye for eye, tooth for tooth, lie for lie, truth for truth -

4802. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 17:32:21 UTC
From: avg@cwi.nl
Message-ID: <CMIGpx.1MA@cwi.nl>
Source record: 191108

bunka@mibm.ruf.uni-freiburg.de (Andreas Bunkahle) writes:

>try the new German Everest 3.1D ! It is new, it has all the features Edith
>has and even more and it is shareware. I used to use Edison which was the
>best you could imagine but now its Everest 3.1D !

Can Everest cut and paste vertical columns of text? Can it format
them? Can it undo a search and replace all? Does it support 256
colours? Can it edit binary files in hex format? Does it support QED
kurzels? Can it call .TTP filters (Emacs!)? Does it support the MTOS
drag and drop protocol? Does it scroll background windows properly?
Does it allow you to type into background windows? Does it have a nice
3D interface? Does it run in ST Low? Does it speak English? Does it
feel nice?

Check out the demo of the Edith professional (soon to be released on
a.a and comp.binaries.atari.st).

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

4803. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 17:47:21 UTC
From: selick@bu.edu
Message-ID: <2lqar9$91b@news.bu.edu>
Source record: 191109

sinclap2954@cobra.uni.edu wrote:

: Oh gee.. An atari dealer in Mason City!! It was convenient to quote New York
: prices because i receive the New York Times daily. Plus I purchase Mac and
: related stuff mailorder anyway. J&R ComputerWorld is an authorised Apple
: reseller. As for the Falcon, why doesn't atari have a campus reseller on my
: campus like Apple does. And as for software, there is still hardly any
: commercial related software for the Falcon. Why should i go out of my way to
: hunt for the Falcon when I can see the latest and greatest Macs at my
: convenience. The Falcon has lost its ligetimacy as a general purpose computer.
: Your only argument for the Falcon is its music capabilities but the AV macss
: has already render that advantage.
: >

: >>Peter Sinclair-Day
: >>University of Northern Iowa
: >>Cedar Falls, Iowa USA
: >
: >>March 14 - Power Mac at UNI!!!

: My school will have a satelite link to Cupertino to watch the unveiling of the
: PowerMacs.

Did somebody mention an 040 board for the Falcon? Let's get back on this
topic, shall we? I'm interested...speed? Price? Compatibility?

-Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

4804. Re: of lasers and men - v1.0. where??

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 17:49:44 UTC
From: linz@int-evry.fr
Message-ID: <2lqavo$h48@reseau.cict.fr>
Source record: 191110

Bernhard Kirsch (b_kirsch@tecnozid.mubo.saar.de) wrote:
: hi!
: is the game "of lasers and men" v1.0 released or not?
: i have seen an anouncement that it should have been released in february,
: but nothing else. which ftp-server?

: thanks, bye

Well, it is a bit delayed... Sorry about it - but the graphs were REALLY
not ready yet...

Arnaud Linz.

4805. Re: The Lasers and The Men - Shareware ver

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 17:52:44 UTC
From: linz@int-evry.fr
Message-ID: <2lqb5c$h48@reseau.cict.fr>
Source record: 191111

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
: Where can we get the last version of this game ?

: MB
The internet-spread is a bit delayed... Desole Marc... But the graphisms
were really not ready.
Arnaud Linz.

4806. Sample format conversion

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 17:59:08 UTC
From: qu94003@black.ox.ac.uk
Message-ID: <1994Mar11.175908.2535@black.ox.ac.uk>
Source record: 191112

Hi

I need to convert my ST sound sample files (AVR) into Amiga IFF format.
Is there a program that can do this for me? I have 525E, but this doesn't
support IFF. I don't mind going via 2 or 3 different formats, but IFF is
what I have to end up with.

Thanks

Cam

--

==
| Cameron Marshall, The Queen's College, Oxford, OX1 4AW, England |
| E-mail : Cameron.Marshall@queens.oxford.ac.uk |
==

4807. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 18:05:17 UTC
From: robert@informix.com
Message-ID: <robert.763409117@maelstrom>
Source record: 191113

sinclap2954@cobra.uni.edu writes:

>In article <2lnmt0$181@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>> You should talk... You constantly spew out Mac educational prices as if they
>> are street prices (they are not anything near street price). I don't even
>> know whey you read this news group since you have nothing valuable to
>> contribute
>> .

>There is not that much difference between education and street price. I have
>valuable info to contribute because you would not be reading and answering it.

Argh. By this same argument, the idiot with the jackhammer at
6:00 in the morning on a Saturday and the kid who keeps scratching his
fingernails across the blackboard just to watch everone else squirm *also*
have valuable info to contribute, proven by the fact that I'm prepared to
take time to yell at them to stop it.

Actually, I think you have a lot in common with the blackboard kid,
from the sheer bullying insistance of doing what you want to do without
regard to the democratically voted wishes of others, to the fact that I
can't think of any other reason why you would go to this much trouble
unless you just *liked* annoying other people...which is really kind of
sick.
C'mon, Sinclair, even the kids I knew who liked beating up on
kids who couldn't stop them in gradeschool grew out of it shortly after
they left high school. You're just an emotional bully who gets his
jollies rudely posting in the wrong newsgroup because, after all, no one
can stop you.

Maybe it's a "rebellion against authority or structure" thing.
Whatever. Time to grow up, Sinclair.

Robert C.
--

Disclaimer: My company has not yet seen fit to
elect me as spokesperson. Hmmpf.

4808. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 18:29:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2lqda6$fia@nasim.sta.sub.org>
Source record: 191114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Erling Henanger (erlingh@idt.unit.no) wrote:
> Hi ho.

> I've just installed an exabyte exb-8200 video-8 streamer on my Falcon.
> So, I tried to get it working with gemar.
> But no :-(

Do you use GEMAR 2.01? GEMAR 2.00 won't work on the FALCON!

> (Luckily I had a program on the IDE drive to reset the SCSI bus).

What's the name of the program and where can I get it?

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

4809. Re: tempus word demos?

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 19:06:41 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2lqfg1INN1j40@sat.ipp-garching.mpg.de>
Source record: 191115

Axel Kielhorn (c0031098@ws.rz.tu-bs.de) wrote:

: There ought to be a demo of version 2.7 but my archie couldn't find
: it. If someone could lokate it, please give me a hint, i like to
: know what's new.

Maxon sells a Tempus Word demo disk for 10,- DM, and you'll probably
be able to get a demo from CCD (the German company which makes it)
as well. I don't know if the following address is still accurate
(Uwe, if you're reading this, correct me please :-):

CCD
Hochheimer Str. 5
Postfach 1164
D-65331 Eltville
Germany

I am not in any way affiliated with CCD, just a happy user of (some of)
their programs.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4810. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 19:34:48 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1669@usdtsg.DaytonOH.NCR.COM>
Source record: 191116

In article <LANCER.94Mar9183200@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>
>I use a little auto program called "speed". It sets the MSTE to
>16/cache when it runs. Thereafter it allows you to switch between
>8/no cache and 16/cache by pressing ctrl-alt-keypad+ or -... Also it
>lets you type "special characters" like on a PC with alt-keypad
>combinations...

I usually boot up with XControl anyways, as there are certain CPX's that I prefer to have loaded. Since I have my General.cpx set to 16mhz, then I usually boot up in 16mhz anyways (dropping down to 8mhz for things like viewing Spectrum/Photochrome pics, etc)...

>In general, I LOVE my MegaSTE! It's basically an ST with all the
>goodies, whereas the TT and Falcon are different computers entirely,

In my personal opinion, Atari should have not released the 1040STe, but rather the MSTe at a more competitive price. I'm not slagging 1040STe's (they were a nice improvement over my old 1040STf) but Atari should've went minimum with 16mhz at that point...

>IMHO. Nice MSTE things:
>The keyboard (yesyesyesyes!!!)

The main reason a Falcon has not entered my domain yet (and I'd rather have an external keyboard standard rather than hacking around to get an addon keyboard). The keyboard's got a nice feel too...

>the speed (about 170% faster)

I won't argue speeds, as we've seen that thread before, but QIndex (whatever the latest version is) says I'm pretty much at 200% of a monochrome ST (when in ST hi mode) with only the memory down around 170-180%. I don't have the Gembench figures memorized offhand, however, but it is a noticeable difference (though of course, Warp9 or NVDI takes it to a proper display speed)...

>the BLiTTER (I had an STf before...)

Cool for certain things I suppose...

>The 1.44 meg drive

THE main thing (besides the 16mhz) I like - and using a formatter like "PumpUptheVolume" you can have nice 1.66meg floppies (saves a lot of space in my boxes :-) Works great with 1.72meg FDFormatted

floppies from the PC as well (as long as ya change the serial numbers, as
is typical with PC disks)...

>the internal hard drive

Didn't get one (price was a concern at the time) - still, two
harddrives daisy-chained into it work nicely...

>DMA sound

Excellent for samples, MOD files, etc (plus nice to plug it into
my stereo with simple RCA cables)...

>TOS 2.06

TOS 2.05 here. Works fine for the most part...

>GOOD serial ports (I use HSMODA02 on Serial 2)

I run a 14.4k modem on serial 2 as well. Are you using the defaults
of HSMODA02 (i.e. just took them out of the archive and threw them
in the AUTO folder) or did you try using the setting program? If so,
how should they be set (the german was a little more untraslatable
in the program (not docs) than I could deal with)...

>just get one!!!

Absolutely. Besides, it's nice having MiNT loaded, with minix partitions,
and Warp9 - get some serious speeds going. And Geneva works quite
well on it too. I kinda feel like a mini-TT, ya know? ;-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4811. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 19:40:36 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-ECLUDEUQ@jimmy.sta.sub.org>
Source record: 191135

In <2llenv$qeb@golem.wcc.govt.nz> Roger Sheppard wrote :

>The VERY BIG PROBLEM WITH GERMAN SHAREWARE is the PRICE..!!!!

Why?? Most german shareware costs about 40.-- DM, I think, this is about
10 pounds or 25 US-$. This is quite normal, isn't it?

>I was looking at the Shareware price I think for Kabold_2, some thing
>like 110DM, gee this is even dearer than Codeheads MaxiFile..

Sorry, but Kobold 2 is commercial.

>From what I have been told here by a German friend, wages are Very Very high
>in Germany, this also must reflect into the Shareware prices asked...

You made a big mistake ...

>In most cases I have look at, German shareware prices are even higher than
>Commercial software...

... because german shareware costs quite the same as english or american
shareware.

>Or could it be that because there is no English version, then they don't sell
>that many and that ends up with higher prices..:-)...

Perhaps!? :-)

--
bye, Jimmy

4812. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 19:45:50 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-ECLUDEUT@jimmy.sta.sub.org>
Source record: 191136

In <n&lqx82c0my@moacs11> Waldi Ravens wrote :

>AFAIK Kobold 2 is *not* shareware, but payware. It used to be distributed
>by Kaktus, not sure if that company still exists.

Kaktus still exists. They released Kobold v2.5 a few weeks ago.

--
bye, Jimmy

4813. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 19:48:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2d80cd08@daggskim.ct.se>
Source record: 191117

Patrik Sanfridsson wrote on 08 Mar 94 (to All), and I quote...

> Whenever I try to use the Atari standard clipboard with either Everest
> or MasterBrowse, they will always complain about "clipboard not
> installed" although I do have a \CLIPBRD folder in my boot partion and
> the environment variable CLIPBOARD points to the same path and this
> works perfectly with all other programs that support the clipboard. Is
> this a bug in these two programs or am I doing something wrong here? The
> problem seems to go away if I install MultiTOS, but I seldom use it so
> that's not a very good option.
> System used: Falcon + 4meg + internal HD + TOS 4.01

I've noted the inverse symptom using LED (the off-line reader) under Geneva.
Accessing the clipboard from LED will report the unavailability of the
clipboard and grey out the menu options. Since this does not occur in other
programs using the clipboard at the same time, or under normal desktop
(Neodesk), I must assume that some programs do something that is incompatible
(incomplete) with the way this is handled normally.

It might interest you to know that when this problem has occurred, I've usually
found a hidden SCRAP.TXT file in the root dir of the partition which has the
clipbrd folder. This suggest that the path somehow got lost in the program
which last tried to write to the clipboard.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

4814. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 19:59:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d80cd96@secom.ct.se>
Source record: 191118

In a message of 10 Mar 94 12:27:43, Steve Johnson wrote:

SJ> A game like WOLFENSTEIN 3D or DOOM _should_ be doable on an ST (after
SJ> all, they have WOLFENSTEIN 3D for the vastly underpowered SNES!!!),
SJ> but I don't know of any ever developed. There IS a shareware one from
SJ> France for the Falcon in development, though.

Sheese!

The SNES version *MUST* be using either the DSP add-on or MODE7 effects .. and
there's *NO WAY* you could EVER do a Wolf/Doom clone on an ST!!!

I'm working on a "Doom clone" on the Falcon, and I have to optimize every
single instruction!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4815. Re: METADOS : Where ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 20:55:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2d80dc8c@daggskim.ct.se>
Source record: 191119

Jean-Michel MERCIER wrote on 07 Mar 94 (to All), and I quote...

> From: jmm73@pern.frmug.fr.net (Jean-Michel MERCIER)
>
> I am looking for METADOS to plug an CDROM to my AdSCSI+ card.
> [...]
> BTW : I am not sure to have understand everithing : is this software
> enough to make my STe recognize the CDROM ?

Well, not quite, you require a driver routine too, actually several to be able to read different CDROM format disks.

Let me quote ICD on this...

[-v-<snip>-v-]

[... from the ICD doc-file on CDROM drive using METADOS ...]

INSTALLATION

Installing the CD-ROM software is fairly straightforward. On the disk will be two folders; AUTO and METADOS. The contents of the AUTO folder need to be copied to the AUTO folder on the current boot drive (C: on systems with hard drives). The entire METADOS folder needs to be copied to the boot drive.

[... sample cfg file for METADOS omitted...]

The line '*BOS, \METADOS\ICDCDROM.BOS, A:1' loads the ICD CD-ROM device driver (ICDCDROM.BOS), assigns it physical ID 'A' (physical device IDs have no connection to logical drive letters), and specifies that the CD-ROM drive has been configured as DMA device 1. The physical ID can be any letter from 'A' to 'Z' as long as all physical device drivers have unique IDs. The device number must match the ACSI/SCSI ID of the CD-ROM drive (0-7 = ACSI 0-7; 8-15 = SCSI 0-7).

The lines '*DOS, \METADOS\HSMAY86.DOS, Y:A' and '*DOS, \METADOS\ISO9660F.DOS, Z:A' load the High-Sierra and ISO-9660 drivers and assign them logical drive letters 'Y' and 'Z' and specify that they should communicate with physical device 'A' (ICDCDROM.BOS). The logical IDs can be any letter from 'C' to 'Z' as long as they don't conflict with other CD-ROM, hard drive, or RAM disk drive letters.

MetaDOS also has the ability to run other programs at boot time much like the AUTO folder does. All that's needed to have MetaDOS run a program is to add the path and filename to the end of the CONFIG.SYS file. By using MetaDOS to run these programs, you don't have to keep them all in one folder, and you can easily specify the order in which they run.

Once the CONFIG.SYS file has been set up properly and the computer is rebooted, drives Y: and Z: will be available. To use them from the Desktop, icons will have to be installed with the Desktop's 'Install Devices...' function.

The Y: drive should be used when a High-Sierra CD-ROM disc is in the drive, and the Z: drive should be used when an ISO-9660 CD-ROM disc is in the drive.

Note that the ICDCDROM.BOS device driver works ONLY on ACSI (DMA port) devices of ID 0 through 7. To use devices on SCSI ports, use the Atari CDARGEN.BOS driver.

USING CD-ROM DISCS

For the most part, CD-ROM discs can be treated as large write-protected hard drives. There are a few differences, though.

Since CD-ROM discs come in several formats (High-Sierra, ISO-9660, Apple HFS), different drive letters are assigned to each format. Using the sample CONFIG.SYS, drive Y: would be used to access a High-Sierra CD-ROM disc and drive Z: would be used to access an ISO-9660 even though there is only one physical CD-ROM drive connected. Apple HFS CD-ROM discs are used almost exclusively on the Macintosh and are not supported by the included drivers. Most IBM PC and Commodore-Amiga and many Macintosh CD-ROM discs are in High-Sierra or ISO-9660 format and can be used with the included software. The format of a CD-ROM disc is usually printed on the disc and packaging.

It is important to remember that although CD-ROM discs designed for other computer systems can be read on the Atari, any programs on those CD-ROM discs can not be run unless they were written specifically for the Atari. Some CD-ROM disc manufacturers compress or encode the data on the CD-ROM disc making the data unusable to any program other than the one supplied on the CD-ROM disc, which won't work on the Atari (unless it was written for the Atari).

[-^-<snap>-^-]

- Email: bo_leuf@daggskim.ct.se

4816. Re: MiNT library, Patchlevel 44

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 21:06:02 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CMIA7w.Ey4@ryn.mro.dec.com>
Source record: 191120

In article <2liajm$b2o@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes...

>Probably 'cuz the mntdoc files are for the low-level Mint calls, not the actual
>Mint library!
>
>The Mint library is more-or-less a Posix library, so if you do
>understand the Posix/Unix calls, you're Ok. But yes, some sort of
>documentation would be great. I was thinking of doing something in 1st
>Guide (hypertext).

Hmm but I do have some of the manpages for the mintlibs (the ones in man3, like fopen) and for the lowlevel mintkernel calls (in man2). But the files are old (like for mint 0.96 at the newest) They don't reflect the changes for versions higher than that. 1st Guide is nice, but man pages will do too with that new program manview. The only problem with manview is that I can only have 255 manpages per dir due to limitations of the tos -fs

Erlend.

4817. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 22:39:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d80f408@p2.stacken.ct.se>
Source record: 191121

In a message of <09 Mar 94 19:29:17>, Mr R. Mellish writes:

MR> From: rm03@cscmgb (Mr R. Mellish)
MR>
MR> Try using setting the env. variable SCRAPDIR instead (or as well as)
MR> CLIPBOARD I've seen programs that use this; in fact I think that
MR> SCRAPDIR is the correct one to use.
MR> An alternative is to use the Atari Clipboard CPX, which I presume
MR> does a scrap_write() to set the clipboard directory at bootup.

Hey, thanks! SCRAPDIR did it! No CPX needed.

_ _ _/ _ . /. fidonet 2:204/419.2 ___
/_)(_\ / / / /\ nest 90:1100/110.2 / (0)__ FALCON
/ patrik.sanfridsson@p2.stacken.ct.se /,,,,|--\ 4/63

4818. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 23:18:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2lqu91$gs7@golem.wcc.govt.nz>
Source record: 191122

In article <1994Mar9.131818.1731@mks.com>, ant@mks.com (Anthony Howe) writes:
>
>Are they any ST games similar to Wolf-3D or the new one Doom??
>Dungeon Master and Chaos are excellent but they lack that real-time
>race against the clock fear of death quality. Are the older ST
>machines capable or do you need a Falcon to do the graphics?
>
>-ant
>--
>ant@mks.com Anthony C Howe

Well if you need software like that and another Called Xwing, I do sugest you buy a PC clone, none if the type of software will ever be ported to the Atari Computer platform..

If fact I don't think there is any Games software being writen for the Atari at all, Even the chap that did a monthly Catalogue on GEnie had droped it because of no new software.....

From what I have seen the Falcon is a dead loss, not enough sold, so theres no Doom or Xwing for that...

Time I think to get a Real Computer...!!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4819. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 23:44:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2lqvod$h1c@golem.wcc.govt.nz>
Source record: 191123

] What are the planned changes that will be in version 2.30?

We haven't been told as such, mainly just Fixes to make it more compatible
with the Falcon and other bits 'n' pieces.

4820. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 23:46:24 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2lqvsg$h1c@golem.wcc.govt.nz>
Source record: 191124

] And, finally, he was considering changing the key format, so old keys would
] work with v2.30 or future versions (if he does any). If that happens, the
] doc file will explain what existing users' options will be. FzDT v2.30 wil
] still be shareware, and freely distributable in the usual ways.

I forsee having to pay lotsa cash again.....

4821. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 23:51:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2lr05o$h1c@golem.wcc.govt.nz>
Source record: 191125

] One quick Geneva question: If I use geneva with Teradesk, will I only
] be able to launch one application from Teradesk as ST Format implies?
] I haven't been able to find any other reviews of Geneva...

Running software from TeraDesk will put all other applications 'to sleep'
and make whatever is run single-tasking. You can however hit a couple
of buttons and run the program straight from Geneva itself. Neo-Desk
3.03 and better will talk to Geneva and run the programs in multi-task
mode! (Although 3.03 doesn't do it very well, but it's not supposed to,
that's what v3.04 is for! :)

] Also, is Geneva compatible with NVDI? That'd be cool... PowerDOS as
] the DOS, Geneva as the AES, NVDI as the VDI, NeoDesk as the desktop...
] Where'd TOS go? *grin*

Sounds nice to me.... :) What difference does Power-DOS actually make?
Last time I tried it it slowed down benchmark results quite a bit!

NVDI works fine with Geneva.

] And are there any plans for the cart-based version of Geneva that Dan
] talked about?

Tell me more!

] PS: I just got AtariWorks/SpeedoGDOS. AW is version 1.2... It seems
] rather incompatible with NVDI/TurboST. Also, the install programs
] were BOTH incompatible with Selectric (v1.10e)! And the disks all had

Turbo-ST is incompatible with just about everything!

Selectric hooks into some wierd bits of the system, I have noticed things
go wrong with it running!

4822. Stalker\Harlequin clipboard HELP

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 23:52:11 UTC
From: rthree@malibu.sfu.ca
Message-ID: <rthree.763429931@sfu.ca>
Source record: 191126

Can you please help?
When I installed Stalker and Steno, the clipboard in Harliquin stopped
funtioning. I get a message saying my disc is full when it isn't.
I have put the stalker and steno clipboard to another disc, but still
same problem.

Suggestions!!!

r3

--
Randy Raine-Reusch - tel (604) 255-2506
Box 1119 Stn. 'A', Vancouver, BC - fax (604) 255-1007
Canada V6C 2T1 - email rthree@sfu.ca

4823. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-11 23:55:09 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2lr0ct$h1c@golem.wcc.govt.nz>
Source record: 191127

] Time I think to get a Real Computer...!!!!

Which AFAIK is what you've been saying ever since I've known you, and since you've bought *more* atari's, and still don't own a decent IBM-Clone, Amiga, or Macintosh!

Myself, My STE does everything I need, just doesn't have all the latest games for it! That's what a Jaguar is for! 8-)

(Anyone know the status of 'Cannon Fodder' for the ST, or the X-Men Game I've heard of?)

4824. OMEn

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 00:08:38 UTC
From: trojan@spuddy.uucp
Message-ID: <1994Mar12.000838.23412@spuddy.uucp>
Source record: 191128

Can anyone mail me some info on the Canadian M/Tasking program OMEn

It is supposed to have facilities comparable with XWindows and UNIX and
seems to be very lush!!!

The Trojan Horse
trojan @ spuddy.uucp
--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

4825. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 00:39:59 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CMJ0In.18o@cix.compulink.co.uk>
Source record: 191130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>
>I've just installed an exabyte exb-8200 video-8 streamer on my Falcon.
>So, I tried to get it working with gemar.
>But no :-(

Which version of 'GEMAR' are you using with your Falcon, Erling?
I recall that GEMAR v2.01 addresses a minor bug with Falcon SCSI
code, perhaps this is relevant to the problems you have encountered.
I have never tried an Exabyte exb-8200 video-8 streamer nor do I
have a Falcon, but I hope this suggestion to try v2.01 is of some
small help.

Best Regards,
Brian

brobson@cix.compulink.co.uk
```

4826. Trying to set up cross-compiler for MiNT, what about Gas-1.38???

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 01:08:25 UTC
From: mmiller@nyx10.cs.du.edu
Message-ID: <1994Mar12.010825.18400@mnemosyne.cs.du.edu>
Source record: 191131

I've been trying to set up a cross-compiler version of GCC ver. 2.5.8 on the Unix system here. It seems I have all the necessary elements except Gas-1.38. I got the Gas package from atari.archive, and it says to get the Gas-1.38 distribution, and apply the supplied patches to it. I went to prep.ai.mit.edu, and all they have is Gas-2.2, nothing earlier. Where can I find the original Gas-1.38 distribution so I can complete my cross-compiler system?

Thanks,

---Mark
mmiller@nyx.cs.du.edu

4827. Help: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 01:12:28 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Mar12.011228.641@kn.PacBell.COM>
Source record: 191132

When i try to start programs as overlays, i get an error message saying in german something to the effect of can't save config or something it can't do,., Help! Oh.. it says can't do something with temporary.. Hmm.. Do i have to create a folder or something? <confused> =]

Marco

4828. Geneva>?>>

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 02:40:02 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Mar12.024002.1957@kn.PacBell.COM>
Source record: 191133

I keep hearing Geneva and Neodesk being mentioned.. I know what neodesk is.. What is Geneva?

4829. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 02:56:36 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Mar11.205636.24272@cobra.uni.edu>
Source record: 191134

In article <CMHvnx.Lxx@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <1994Mar10.213115.24201@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> There is not that much difference between education and street price. I have
> |> valuable info to contribute because you would not be reading and answering it.
> Why is it than whenever you post inaccurate or misleading information about the
> Falcon and I correct you with facts and/or information you probably don't want
> to see ie the Falcon isn't dead and there is a lot of support for it, you
> rarely reply? Don't like the truth?

I have not posted misleading info about the Falcon. Certain people have been
posting misleading info about the Mac.

>
> If I had the cash, I'd buy a Unix workstation. That doesn't mean the Falcon is
> crap, just that it fits my budget and does everything I want from it.
>

I never said that the Falcon is crap. I stated that Multitos is crapped
compared to System 7. Others would say vice versa and is ones opinion. It's
alright to say that System 7 is crapp and harp on one when someone saids that
multitos is crap.

> |> Peter Sinclair-Day
>
> --
> +-------------+---+
> |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
> | |Laserdisc & Pro-Logic - The only way to watch movies at home|
> | |Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+

Peter sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

4830. DAME author

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 03:49:55 UTC
From: wkilwngr@sterbbs.nl
Message-ID: <017885VXOXFYRXLOEHCT@sterbbs.nl>
Source record: 191137

bondservant@del wrote on 03-08-94:

>Anyone know more about the pro versions of DAME or how to reach the
>author e-mail?
>

Yes, it's one of the developers in my support area:

OMT
Joost Bloemen
PO Box 522
6130 AM Sittard
Holland
Tel: +31 046 522133
043 290428
Fax: +31 043 639700

| Wilfred Kilwinger @ Atari European Distribution Center
| Vianen, Holland TEL: +31 (0)3473 77272 FAX: 77200
| wkilwngr@sterbbs.nl CIS: 72347.2124 GEnie: ATARI.BENLUX
| This message does not necessarily reflect the opinion or
| policy of Atari Corp.

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

4831. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 04:27:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMJB11.5to@cix.compulink.co.uk>
Source record: 191138

In message <oracle.763363094@pv0552.vincent.iastate.edu>, oracle@iastate.edu said:
>
>Can you tell us why you feel you need to post crap about the MAC in the Atari
>news group every day? What psychological problem drives you to do it? Think
>about it for a bit Peter, there is a reason you do it and it's NOT got
>anything to do with Apple... PERIOD.

Very true!

Ofir ogal@cix.compulink.co.uk

4832. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 04:27:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMJB14.5uE@cix.compulink.co.uk>
Source record: 191139

In message <1994Mar10.200613.24015@ucon.gun.de>, donm@ucon.gun.de said:
>
>Ah, but that's where you're very wrong. Out of the total number of STs
>sold worldwide there are *more German* than all others combined! (I don't
>have the figures handy but I wrote an article about the German ST market
>a while back and obtained the actual numbers.) So the *majority* of ST
>users *do* understand German!!! Moreover, it's probably their native tongue!
>
>The reality is that the english language STs are actually a minority.
>It's only natural that the German (or any other!) developer produces a
>program for the largest potential market! Especially taking into account
>that a German language program can also be sold in Austria, Switzerland,
>as well as Holland, Belgium, the Scandinavia, and these days a sizesable
>chunk of Eastern Europe too.
>
>So it's nothing to do with languages per se, just plain business sense/market
>research... The German market is the biggest. Period. All Atari insiders
>(and most outsiders :-) are well aware of this fact.

Does that mean that releasing a German version of GEMBench will drasticly
increase the number of German registrations?

Ofir ogal@cix.compulink.co.uk

4833. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 04:27:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMJB18.5v6@cix.compulink.co.uk>
Source record: 191140

```
>Can Everest cut and paste vertical columns of text?
No
>Can it format them?
No
>Can it undo a search and replace all?
No
>Does it supNort 256 colours?
Yes
>Can it edit binary files in hex format?
No
>Does it supNort QED kurzels?
No
>Can it call .TTP filters (Emacs!)?
No
>Does it supNort the MTOS drag and drop protocol?
No
>Does it scroll background windows properly?
Yes
>Does it allow you to type into background windows?
No
>Does it have a nice 3D interface?
No
>Does it run in ST Low?
Don't care
>Does it speak English?
Yes
>Does it feel nice?
Yes
>
>Check out the demo of the Edith professional (soon to be released on
>a.a and comp.binaries.atari.st).

OK.

Ofir ogal@cix.compulink.co.uk
```

4834. Re: Stalker\Harlequin clipboard HELP

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 04:27:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMJB1B.5vs@cix.compulink.co.uk>
Source record: 191141

>
>Can you please help?
>When I installed Stalker and Steno, the clipboard in Harliquin stopped
>funtioning. I get a message saying my disc is full when it isn't.
>I have put the stalker and steno clipboard to another disc, but still
>same problem.
>
>Suggestions!!!

Yes, write to Gribnif and tell them that any commercial application that
uses a disk clipboard should use the documented method and not their own.

Ofir ogal@cix.compulink.co.uk

4835. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 05:06:52 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2lrilc$q6o@terminator.rs.itd.umich.edu>
Source record: 191142
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 3666 Mar 5 09:49 ./Archivers/0index
-rw-r--r-- molin 61703 Mar 5 01:06 ./Archivers/esscd501.lzh
-rw-r--r-- molin 351881 Jan 23 19:59 ./Sound/Players/janet.lzh
-rw-r--r-- molin 20564 Jan 23 20:00 ./Sound/Players/nsq.lzh
-rw-r--r-- molin 9942 Jan 23 19:59 ./Sound/Sounds/hwydn.lzh
-rw-r--r-- molin 19093 Jan 23 19:59 ./Sound/Sounds/im_bart.lzh
-rw-r--r-- molin 13960 Jan 23 19:59 ./Sound/Sounds/jabba2.lzh
-rw-r--r-- molin 15757 Jan 23 19:59 ./Sound/Sounds/joker.lzh
-rw-r--r-- molin 8085 Jan 23 19:59 ./Sound/Sounds/kirk.lzh
-rw-r--r-- molin 13653 Jan 23 19:59 ./Sound/Sounds/kirk4.lzh
-rw-r--r-- molin 41435 Jan 23 19:59 ./Sound/Sounds/knockers.lzh
-rw-r--r-- molin 22507 Jan 23 19:59 ./Sound/Sounds/l8r_dudz.lzh
-rw-r--r-- molin 15595 Jan 23 19:59 ./Sound/Sounds/laugh.lzh
-rw-r--r-- weiner 3928 Mar 5 20:06 ./Sound/0index
-rw-r--r-- molin 8192 Dec 31 02:28 ./Utilities/dbklick.lzh
-rw-rw-r-- entropy 25049 Mar 5 19:51 ./Utilities/0index
-rw-r--r-- molin 89527 Mar 5 20:12 ./0ls-lR.Z
-rw-r--r-- molin 165439 Mar 4 20:10 ./Falcon/voxmail.zip
-rw-r--r-- dpz 4243 Mar 5 11:28 ./Falcon/0index
-rw-r--r-- molin 45782 Mar 5 03:23 ./Falcon/bckw252.tos
-rw-r--r-- molin 89425 Mar 5 20:14 ./0ls-lRc.Z
-rw-r--r-- molin 106267 Mar 5 20:11 ./0compind.Z
-rw-r--r-- molin 229313 Mar 5 20:11 ./0index
-rw-r--r-- lenn 18270 Mar 7 13:52 ./Games/0index
-rw-r--r-- dpz 202230 Mar 7 13:50 ./Games/swar2000.zip
-rw-r--r-- weiner 6895 Mar 7 10:19 ./Telecomm/0index
-rw-r--r-- boydm 121879 Jan 12 11:08 ./Games/pacmen.zip
-rw-r--r-- lenn 18326 Mar 8 22:14 ./Games/0index
-rw-rw-r-- entropy 8115 Mar 8 10:55 ./Mint/0index
-rw-rw-r-- weiner 82560 Mar 8 10:53 ./Mint/Lib/mnthlb44.zoo
-rw-r--r-- boydm 18146 Jan 23 19:56 ./Sound/Sounds/curley1.lzh
-rw-r--r-- boydm 22901 Jan 23 19:56 ./Sound/Sounds/curley2.lzh
-rw-r--r-- boydm 31774 Jan 23 19:56 ./Sound/Sounds/curley3.lzh
-rw-r--r-- boydm 97419 Jan 23 19:59 ./Sound/Sounds/helicopt.lzh
-rw-rw-r-- weiner 13919 Mar 8 22:23 ./Sound/Sounds/0index
-rw-r--r-- boydm 89785 Mar 8 22:30 ./0ls-lR.Z
-rw-r--r-- boydm 89455 Mar 8 22:31 ./0ls-lRc.Z
-rw-r--r-- boydm 106313 Mar 8 22:28 ./0compind.Z
-rw-r--r-- boydm 229611 Mar 8 22:28 ./0index
-rw-rw-r-- weiner 14078 Mar 9 21:15 ./Sound/Sounds/0index
-rw-rw-rw- lenn 75895 Mar 9 17:06 ./Sound/Sounds/comply.snd.Z
-rw-rw-rw- lenn 33369 Mar 9 17:06 ./Sound/Sounds/conv.snd.Z
-rw-rw-rw- lenn 73321 Mar 9 17:06 ./Sound/Sounds/crash.snd.Z
```

```
-rw-rw-r-- entropy 25109 Mar 9 21:38 ./Utilities/0index
-rw-rw-rw- lenn 198272 Mar 9 19:25 ./Utilities/Desktop/terad138.zip
-rw-rw-rw- lenn 90112 Mar 9 17:06 ./Utilities/Mouse/mkm_ii.zip
-rw-rw-rw- lenn 73472 Mar 9 17:05 ./Magazines/Aeo/aeo_0303.zip
-rw-rw-rw- lenn 69888 Mar 9 19:24 ./Magazines/Aeo/aeo_0304.zip
-rw-rw-r-- weiner 5987 Mar 10 18:43 ./Applications/0index
-rw-rw-rw- lenn 417792 Mar 10 18:41 ./Applications/Math/euler.zip
-rw-r--r-- lenn 89942 Mar 10 01:31 ./Diskutils/eback10d.tos
-rw-r--r-- lenn 86712 Mar 10 01:31 ./Diskutils/ecopy16d.tos
-rw-rw-r-- entropy 11109 Mar 10 01:34 ./Diskutils/0index
-rw-rw-r-- entropy 8218 Mar 10 20:48 ./Mint/0index
-rw-r--r-- boydm 128556 Feb 25 16:39 ./Mint/Utilities/elm-2.4.PL23.tgz
-rw-r--r-- boydm 216627 Feb 25 16:34 ./Mint/Utilities/trn341.tgz
-rw-rw-r-- weiner 3121 Mar 10 20:32 ./Music/0index
-rw-r--r-- boydm 47638 Mar 10 01:01 ./Music/ksclpt12.zip
-rw-r--r-- boydm 11667 Jan 23 19:56 ./Sound/convert.lzh
-rw-rw-r-- weiner 24576 Oct 30 1992 ./Sound/digiedit.lzh
-rw-r--r-- boydm 285605 Jan 23 20:00 ./Sound/outmusic.lzh
-rw-rw-r-- weiner 20864 Oct 30 1992 ./Sound/Players/digiubik.lzh
-rw-rw-r-- weiner 6302 Oct 30 1992 ./Sound/Players/discplay.lzh
-rw-r--r-- weiner 3929 Mar 10 20:51 ./Sound/0index
-rw-r--r-- boydm 90035 Mar 10 21:11 ./0ls-lR.Z
-rw-r--r-- boydm 32831 Mar 6 10:48 ./Falcon/3danim.zip
-rw-r--r-- boydm 358005 Feb 15 05:25 ./Falcon/d2m.zip
-rw-r--r-- dpz 4332 Mar 10 20:44 ./Falcon/0index
-rw-r--r-- boydm 89869 Mar 10 21:13 ./0ls-lRc.Z
-rw-r--r-- boydm 106561 Mar 10 21:10 ./0compind.Z
-rw-r--r-- lenn 9965 Mar 10 01:19 ./Jaguar/jag_logo.arc
-rw-r--r-- boydm 230244 Mar 10 21:10 ./0index
-rw-rw-r-- weiner 6049 Mar 11 22:58 ./Applications/0index
-rw-r--r-- molin 17413 Mar 9 18:59 ./Applications/Other/gramaran.lzh
-rw-r--r-- molin 29677 Mar 7 19:20 ./Archivers/pfxpak30.lzh
-rw-rw-r-- entropy 3704 Mar 11 23:08 ./Archivers/0index
-rw-r--r-- molin 56106 Mar 11 05:13 ./Archivers/esscd504.lzh
-rw-r--r-- molin 94558 Mar 9 19:00 ./Editors/ever_31d.lzh
-rw-r--r-- entropy 1788 Mar 11 22:54 ./Editors/0index
-rw-r--r-- molin 223903 Mar 9 18:59 ./Graphics/kand157e.zip
-rw-r--r-- entropy 12288 Mar 11 22:39 ./Graphics/0index
-rw-r--r-- molin 173118 Mar 6 05:57 ./Music/d110_mng.zip
-rw-r--r-- molin 58624 Mar 6 05:58 ./Music/k1edit.zip
-rw-rw-r-- weiner 3218 Mar 11 23:15 ./Music/0index
-rw-r--r-- molin 63694 Mar 11 22:45 ./Music/ksclpt13.zip
-rw-r--r-- molin 41650 Jan 23 19:56 ./Sound/Sounds/destruct.lzh
-rw-r--r-- molin 11446 Jan 23 19:57 ./Sound/Sounds/didnotpl.lzh
-rw-r--r-- molin 18708 Jan 23 19:57 ./Sound/Sounds/disk.lzh
-rw-r--r-- molin 5048 Jan 23 19:57 ./Sound/Sounds/dsntcmpt.lzh
-rw-r--r-- molin 21034 Jan 23 19:57 ./Sound/Sounds/evette.lzh
-rw-r--r-- molin 44088 Jan 23 19:58 ./Sound/Sounds/football.lzh
-rw-r--r-- molin 9090 Jan 23 19:59 ./Sound/Sounds/hsddjm.lzh
-rw-r--r-- molin 167359 Jan 8 10:45 ./Utilities/iconedi3.lzh
```

```
-rw-r--r-- molin 3188 Dec 31 02:28 ./Utilities/killdrvb.lzh
-rw-r--r-- molin 6622 Jan 8 10:40 ./Utilities/kittylck.lzh
-rw-r--r-- molin 13568 Jan 8 10:40 ./Utilities/launcher.lzh
-rw-r--r-- molin 25580 Mar 3 18:50 ./Utilities/peek_17a.zip
-rw-r--r-- molin 6016 Dec 31 02:28 ./Utilities/taskcopy.lzh
-rw-r--r-- molin 10932 Dec 31 02:28 ./Utilities/tx2fmtr1.lzh
-rw-rw-r-- entropy 25402 Mar 12 00:05 ./Utilities/0index
-rw------- molin 310113 Mar 1 09:58 ./Lynx/lynx_hyperstack.hqx
-rw-r--r-- weiner 735 Mar 11 22:44 ./Lynx/0index
-rw-r--r-- molin 472644 Mar 8 18:54 ./Programming/ldon_src.zip
-rw-r--r-- molin 15233 Jan 3 06:58 ./Programming/pt_src3t.lzh
-rw-r--r-- molin 518849 Mar 8 18:55 ./Programming/vmsource.zip
-rw-r--r-- entropy 4894 Mar 11 23:58 ./Programming/0index
-rw-r--r-- dpz 4383 Mar 11 23:54 ./Falcon/0index
lrwxr-xr-x molin 27 Mar 11 23:02 ./Falcon/vmsource.zip -> ../Programming/vmsource.zip
-rw-r--r-- molin 317 Mar 11 23:51 ./Falcon/falcvolu.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4836. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 06:22:44 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lrn3l$lvp@aggedor.rmit.EDU.AU>
Source record: 191143

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <2lkmb9INNtn4@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
: >Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >: RAM in Israel and not ZA which is the Hebrew equivalent.
: >
: >So will every German, and I am happy to tell you that RAM is RAM in German
: >as well and not LZS :-)
: >
: >--Cornelius.
: >

At the risk of a 'regional' joke..

: Not here in New Zealand, RAM = A Male Sheep....:-)...

RAM= what Kiwis do to sheep :) here sheepy sheepy sheepy....

--

Rob. (roba@nutmeg.ntu.edu.au)

4837. Re: World languages (Was: Re: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 06:53:07 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lrosj$lvp@aggedor.rmit.EDU.AU>
Source record: 191144

Andreas Schwab (schwab@ls5.informatik.uni-dortmund.de) wrote:
: In article <2lkadj$dv1@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:

: |> Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: |> : In message <eutrjlcyram@moacs11>, walra@moacs11 said:
: |> : >> Yes Gerd I have found out, but I think one thing you Germans should find
: |> : >> out the most of the world speakes English, so how about a English version.

: |> I know I'm being a tad pedantic here, but the most commonly spoken language
: |> *in the world* is Cantonese, the second is English (I believe). Where
: |> German comes I do not know...

: I think the language spoken by the most people in the world (as native
: language) is Chinese...

But there is no *Chinese* language.. It is Mandarin, Cantonese and a few other dialects..

: --
: --
: Andreas Schwab "And now for something
: schwab@ls5.informatik.uni-dortmund.de completely different"

--

Rob. (roba@nutmeg.ntu.edu.au)

4838. Re: MicroTron 3.0 > 2400 baud?

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 06:59:16 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2lrp84$lvp@aggedor.rmit.EDU.AU>
Source record: 191145

selick@acs3.bu.edu wrote:

: A local Atari bulletin board that I call is running MicroTron BBS software v3,
: and claims that all attempts to run it with a 14.4 modem have failed. Is there
: a newer version of the software to allow it to run with non HST 9600 baud and
: faster modems? Is there a known fix for this problem? Is there another BBS
: package that will allow the sysop to use his own additions to MicroTron
: while giving him new features like 14.4 support, zmodem, etc.?

Not as far as I know (Im assuming you have typoed here and are refering
to MichTron). I also believe that Michtron is incapable of networking (ie
fidonet etc...)

: Thanks for your help,
: Steve
: selick@acs.bu.edu
: ak479@yfn.ysu.edu
: steven.selick@ccol.org

--

Rob. (roba@nutmeg.ntu.edu.au)

4839. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 07:04:58 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <UGSMBYP@math.fu-berlin.de>
Source record: 191146

In article <A14812@MS.maus.de>, Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>(1) My non-commercial programs come with english and german program texts,
>but I just don't have the time to write english docs. Besides, I don't think
>that my English is good enough for writing english docs. If someone is willing
>to do that for me, fine.

Your english in that post seemed perfectly fine to me. In fact, I've seen worse posts from native English speakers! <g> Actually, I would be happy for English docs written as well as your post. Anything is better than GER2ENG's output! <hehe> It does a good job of translating literally, but it leaves the words jumbled up. Instead of saying something like: The serial port can have speeds up ot 19200, it might say: The serial port 19200 can have speed. Even broken English is usually better than this.

I don't think anybody is asking you to hire a professional translator for your docs (although it would be nice <g>), just to provide SOMETHING that we can read to allow us to utilize the program to its fullest potential like the German users can.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

4840. Re: World languages (Was: Re: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 07:08:28 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <XGSMBRW@math.fu-berlin.de>
Source record: 191147

In article <SCHWAB.94Mar10110910@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
>I think the language spoken by the most people in the world (as native
>language) is Chinese...

I always heard it was Spanish. Anyway, suffice it to say that English is the
SECOND most spoken language (it's a Trivial Pursuit (tm) question!) although it
might be (and probably is) the most widely known.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

4841. RAM Check

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 08:13:09 UTC
From: kfason@csn.org
Message-ID: <CMJLHz.GFB@csn.org>
Source record: 191148

I noticed that sometime recently my memory check on my Falcon030 no longer "works". It just bypasses to the ICD Booter...

thanx, any help is appreciated..

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

4842. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 08:23:45 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar12.092346.956@cathy.ijs.si>
Source record: 191149

In article <CMC5F7.5t2@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>Has anyone had any problems in linking a TOS 4.02 14Mb memory, 65mb
>internal IDE, falcon to an external SCSI drive?
>
>I'm asking as I've just purchased one from System Solutions, 170mb, and
>I'm having big problems. I've tried using both the Atari hard disk drivers
>and the ICD Pro 6.4.2 utils without any success.
>
>Symptoms include data just vanishing in and becoming lost clusters, and file
>names getting corrupted on copying.
>

I don't have an external disk for my Falcon (yet, I have one on order), but
I had a simmilar problem with my Mega ST. At first the drive hardly worked at
all. I nearly lost all the files I had on the HD (I'd been using it with a 1040)
because the drive made mistakes in writing FATs and directories.

The disk worked correctly with 1040 ST. After a LOT of trouble I found out
that using a shorter connecting cable practically removed the trouble.
I only occasionaly (i.e. once every few months) had any more trouble.
Then I changed the disk (it was a megafile 20) for a megafile 60, and
the problem went away completely. I guess there was some mismatch between
the characteristics of the drive and of the Mega.

So, try using a shorter connecting cable.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4843. Re: Help: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 10:17:56 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-ECMKEGUZ@jimmy.sta.sub.org>
Source record: 191169

In <1994Mar12.011228.641@kn.PacBell.COM> Marco Boldt wrote :

>When i try to start programs as overlays, i get an error message saying
>in german something to the effect of can't save config or something it
>can't do,., Help! Oh.. it says can't do something with temporary.. Hmm..
>Do i have to create a folder or something? <confused> =]
>
>Marco

I think, you should check your TMPDIR or TRASHDIR environment. This shows to a
non existing path. Therefore GEMINI can't write it's temporary config.

--
bye, Jimmy

4844. Speedo-GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 11:25:50 UTC
From: ramius@hal9000.apana.org.au
Message-ID: <ramius.05EE4620@hal9000.apana.org.au>
Source record: 191150

Hi all,
when Speedo-GDOS first came out it was mentioned that
windoze true-type fonts could be used with it. Now I have looked
in the manual, and I can not find a way of getting the outline.acc
to recognise any PC fonts that I try and install. If I remember correctly
when I tried it last it asked for something like 140Mb of memory for a misc
buffer. Please help, as I have a friend with a CD full of true-type fonts

Thanx

+------------------------------+----------------------------------+
Shaun Lockwood	" If I gave the order, those guys
lockwood@ist.flinders.edu.au	would crawl on their bellies on
ramius@hal9000.apana.org.au	broken glass with their flies
Phone: +61-08-322-2291	unzipped " - Rimmer, RDV esp1 .
+------------------------------+----------------------------------+

4845. Re: 3 1/2 hd for the falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 11:49:01 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CMJvHq.E53@cix.compulink.co.uk>
Source record: 191151

In message <2lfahi$jk6@rc1.vub.ac.be>, lmuniz@vub.ac.be said:

>i want to connect an internal 3 1/2" ide hd to my falcon, but i have
>some problems:

>- the seagate hd i want to fit in has 40 pins, and the old 2.1/2 had
> 44 pins: what shall i do with the remaining 4.

Leave pins 41-44 unconnected.

>- it seems that tbhe 3.1/2" hd needs 12v voltage, the 2.1/2 needed only
> 5v. where shall i get the 12v i need?

I use an external 5 & 12 volt power supply for my 3.5 in. IDE hard drive.

> is the falcon's 12v suply strong enough to give this 12v?

NO!

You will also need a cable adapter. The 44 and 40 way connectors have
different pitch.

ATB Barry

4846. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 11:49:04 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CMJvHs.E5o@cix.compulink.co.uk>
Source record: 191152

In message <CMC5F7.5t2@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk said:

>Has anyone had any problems in linking a TOS 4.02 14Mb memory, 65mb
>internal IDE, falcon to an external SCSI drive?
>
>I'm asking as I've just purchased one from System Solutions, 170mb, and
>I'm having big problems. I've tried using both the Atari hard disk drivers
>and the ICD Pro 6.4.2 utils without any success.
>
>Symptoms include data just vanishing in and becoming lost clusters, and file
>names getting corrupted on copying.

Daron,

Do you have termination resistors installed on the SCSI drive?

Barry

4847. Re: Good places to buy Atari related products in Amsterdam.

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 11:49:06 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CMJvHv.E69@cix.compulink.co.uk>
Source record: 191153

In message <swordfish.763209793@minster.york.ac.uk>, ae-a@minster.york.ac.uk said:
>
>Does anyone know of a shop in Amsterdam that specialises in the
>Atari ST computers and accessories. All the shops that i know
>that used to sell stuff for the ST have stopped.
>

Not sure about Amsterdam, but in Leiden there is a good store called
ATIN, it is within walking distance from the central station.

Barry

4848. Re: Recovering files without fat sectors

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 13:56:50 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Mar12.135650.22043@nessie.mcc.ac.uk>
Source record: 191154

In article <DgH1ic1w165w@sys6626.bison.mb.ca> Winnipg,
winnipg@sys6626.bison.mb.ca writes:
>Is there any way to recover binary files if the fat is lost?

Yep, it's called a back-up...

But seriously, if you're lucky maybe your second FAT table is okay.

Good luck,

Jakes.

4849. How di I download stuff from a Unix Box to my ST via modem?

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 14:06:03 UTC
From: vctec@westminster.ac.uk
Message-ID: <CMK1u4.LMw@westminster.ac.uk>
Source record: 191155
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dear Friends,

Just got a modem, and have been dabbling with the various Comms programs from Atari Archive.

So far, I quite like Flash II (the crippleware version) and Connect (Another crippled). Haven't tried Storm yet, but will do, and can't get Fizzy to work.

Oh well, never mind, I'll figure them out sometime.

In your opinion, which is the best comms package, and why? I know this is an old question which has been asked millions of times, so please, send your messages to me and not on the net. I don't want to create any flame wars.

I can login to college and bulletin boards via modem using Flash and Connect (Connect sometimes brings up garbled stuff on the screen instead of text....anyone know why?), but how do I download direct to my hard disk at home using my modem....This is killing me...I just can't figure it out.

Say, I've got stelm.lzh in my home directory at college....how do I get it onto my hard disk at home?

I have MINIX on my system....and the terminal program on that is quite good for my needs....so far.... Now MINIX has Kermit, but the Docs with Minix are not very goos. Do anyone know how to use Kermit from within Minix? I've nearly got there, but nothing ever seems to be downloaded.....always get a time out error.

So anyone use Minix for downloadiung? How do I use Kermit successfully from there?

I await your replies....

Thanks.

Oh, and yes....I'm sure a lot of newcomers would like this info too, so, please
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

4850. Re: English docs for LinderTex?

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 14:12:12 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.PkczJpyRDds@harvee.billerica.ma.us>
Source record: 191156

In <1994Mar9.090823.21724@dal1>, John Cordes writes:
>In article <H.eg.JpJuUO_PRmg@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>> I am looking for any english docs (or help) with linderTeX. Thanks in advance
>>
>
> Please post if you get a response on this!

basic response has been: no english docs.

I haven't been able to get lindner tex to work so I guess I upgrade
to CS-TeX 4.x. too bad really, I would like to use a supported tex
system but I have to use what I can get to work.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

4851. Re: Recovering files without fat sectors

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 14:15:10 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Mar12.141510.22685@nessie.mcc.ac.uk>
Source record: 191157

Date: Fri, 11 Mar 94 01:03:24 CST

In article <DgH1ic1w165w@sys6626.bison.mb.ca> Winnipg,
winnipg@sys6626.bison.mb.ca writes:
>Is there any way to recover binary files if the fat is lost?

Yep, it's called a back-up...

But seriously, if you're lucky maybe your second FAT table is okay.

Good luck,

Jakes.

4852. Re: OMEn

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 14:16:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <CMK2B5.M39@westminster.ac.uk>
Source record: 191158

Please....mail me some info too...

Thanx
Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

4853. Falcon and Mac prices (was: Falcon/'040 board)

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 15:22:27 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2lsmnjINN1eu8@rs1.rrz.Uni-Koeln.DE>
Source record: 191159

In <1994Mar10.124739.24182@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <oracle.763268850@vincent2.iastate.edu>, oracle@iastate.edu (Jason Brunken)
writes:
>> In <1994Mar9.201743.24154@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>>>Educational and street prices are about the same. [...]

>>Now post the street price of the DSP macs [...]

>The street price of a Quadra 660AV 8/230 is $1699 [...]

Please move this discussion to email or to c.s.a.advocacy. Or, at
the very least, change the subject to something more appropriate
(see subject of this message). Remember, this group is
distributed worldwide -- I live in Germany, and I'm not
interested in computer prices in the U.S. at all. I hate to have
to wade through such a discussion because I selected a thread
because it's subject suggests that there may be interesting
informations or discussions in that thread.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4854. Falcon030/XBoot III problem solved

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 15:52:15 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2lsoff$m1j@cxc1.cl.msu.edu>
Source record: 191160

Some of you may recall a few weeks ago I posted a message asking if anyone new of a work-around for a problem I was having with my Falcon when using XBoot III. To summarize, I have a 14-meg unit w/ TOS 4.04 and what I was experiencing was the loss of the right side of the screen where the column of tool icons was whited out and I could not point to any of them. Pointing to pre-defined sets worked OK, and the end result was that everything seemed to work fine once I actually got to the desktop.

It turned out that my NVRAM settings, when set to boot in 2-color mode, prevented XBoot from working properly some 95+% of the time. (Other people have mentioned having some problems, but in the <20% range.) I temporarily resolved the problem by setting NVRAM to boot in 4 colors, however this slowed down the boot time (ever so slightly, but irritating to me because I _knew_ this didn't have to be the case...) XBoot works fine on this unit in 4-color mode.

Recently, I realized that when XBoot had launched in 2-color mode, I was seeing a white column on the left side of the screen OUTSIDE the XBoot screen, yet in 4 color mode, there is no such margin. It occured to me that I was seeing a multi-scan representation of OVERSCAN mode. Sure enough, I found a program that turns off overscan mode, so I put it in the AUTO folder immediately before XBoot and VOILA! I can now boot in 2 color mode faithfully.

For anyone who is having similar problems, this overscan on/off program(s) can be found on atari.archive, in the Falcon directory.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

4855. F030 serial port init problem resolved

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 16:03:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2lsp3k$m2q@cxc1.cl.msu.edu>
Source record: 191161

Some of you may recall that I posted a message a few weeks back about
having problems with serial port initialization on a new Falcon030.
This machine is a 14-meg unit with TOS 4.04, and other persons with
TOS 4.04 have complained about the same problem. Seems no matter what
I tried, the serial port simply would not input and display anything
coming FROM the modem, however keystrokes sent TO the modem were accepted.
This was the case with every terminal package I tried, including STorm,
STalker, and others I forget the name of.

The solution was found in a package called HSMODA02.LZH, a collection
of new serial port drivers for the Falcon AND ALL OTHER ATARI COMPUTERS.
The program(s) are amazingly configurable, althought I found that the
configurator ONLY worked when I was running Mint/MultiTOS, and STalker
is now reporting increased baud rate options including 38400 (which I
am using now on a 14.4 Supra modem...) 76800, and 153600 bps. I have not
tried the 2 latter settings, however I have seen an improvement in
throughput using ZModem so I'm convinced the fix this program implements
is real.

I wasn't looking for faster serial port settings, so this is frosting on
my cake. The fix that permits me to use my modem without having to reboot
is a godsend!
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

4856. Re: ICD Pro Utilities question

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 16:14:34 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2lsppa$m3v@cxc1.cl.msu.edu>
Source record: 191162

mkite@lincoln.gpsemi.com (Martin Kite) writes:

>Just a thought - if ICD are an American company - how come the ADSCSI.CPX has
>got German text in the buttons ?
>Any ideas ? (Mega Ste, 2 Mb, TOS 2.06, 105 Mb internal HD)

I found that the CPX, when used on my Falcon, yields the same results
you mention here, yet when the SAME CPX was copied to my 520STfm it
displayed English text.

Go figure.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

4857. Re: MultiTos problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 16:15:51 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2IsprnINN2h6r@rs1.rrz.Uni-Koeln.DE>
Source record: 191163

In <1994Mar10.140248.1@aurora.alaska.edu> fnjah@aurora.alaska.edu writes:

>My Multitos used to work fine on my 4 Meg Falcon with internal IDE drive, then
>I stopped using it for a while and now it doesn't work. I start it up and it
>loads all the way past loading desc accessories then it crashes and says
>something about aessys errors and then says to adjust debug level and press
>any key. But all I can do is turn the computer off.
>I will make it to the desktop if I hold down control or shift right after
>it starts loading the desc accessories, but then it will crash if I try
>opening a drive window with control-A or anything like that.
>It does the same thing when I bood off the original floppy.
>Does anybody know why this is happening?

Since you don't give many details about your setup, I can only
speculate: As you say it used to work, but stopped working now,
I'd suspect that you have installed something in the AUTO folder,
or some MTOS incompatible accessory in the meantime. Try renaming
all programs in the AUTO folder to *.PRX instead of *.PRG (but
leave MINT.PRG unchanged, of course ;-), and all desk
accessories to *.ACX to *.ACC, then check if the system comes up
clean again. If so, activate the accessories and AUTO goodies
by renaming them back to their original names, one by one.
Start with the prime suspects, the things you installed
after you stopped using MultiTOS.
If the error persists after inactivating all accessories and AUTO
prgs, rename the DESKTOP.INF and/or NEWDESK.INF files and see if
that fixes the problem. You migh also want to check your mint.cnf
and gem.cnf files. As a last resort, you could re-install
MultiTOS, of course, and see if things work again then.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4858. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 16:20:07 UTC
From: hjv@phil.ruu.nl
Message-ID: <2lsq3n$7ck@chico.staf.phil.ruu.nl>
Source record: 191164

>>Can Everest cut and paste vertical columns of text?
>>Can it format them?
>>Can it undo a search and replace all?
[... etc ...]

Can Edith be used as an editor for Pure C, so that double clicking on a compiler generated error-message automatically opens the source file and puts the cursor on the right line?
Does Edith have an 'auto save setup', so that next time I open the editor I'm exactly there where I left it (i.e. including opened documents & cursor position)?

>>Check out the demo of the Edith professional (soon to be released on
>>a.a and comp.binaries.atari.st).

I will...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

4859. Re: ELIZA - the psychoanalyst

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 16:42:20 UTC
From: swhatley@blkbox.COM
Message-ID: <2lsrdc$n5@blkbox.blkbox.COM>
Source record: 191165

krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
>Kampen van F (fvkampen@cs.vu.nl) wrote:
>: The ori-
>: ginal Eliza was written by Joseph Weizenbaum and NOT in Basic and
>: certainly NOT two pages.
>
>I think it was written in Lisp.

Right, the origanal version is written in Lisp but, there is a BASIC version. It can be found in the book _Big_Computer_Games_ from Creative Computing on page 20. It is three pages long and very simplistic. The following is a short blurb from the book.

"Eliza was origanally written by Joseph Weizenbaum in LISP at MIT. The first version in Basic was written by Jeff Shrager in 1973 and converted to MITS 8K Basic (later to become Microsoft Basic) by Steve North in 1977. It originally appeared in _Creative_Computing_, July/August 1977."

I hear an interesting story about Eliza. After Joseph wrote it, his secretary asked if she could use his office while he went to lunch. He was not able to get back into his office for the rest of the day because she would not let him in. Shortly thereafter, he turned against the use of AI. Don't know if this is true though.

Later,
Steven Whatley

4860. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 17:30:00 UTC
From: olov.johansson@p4.stacken.ct.se
Message-ID: <2d820097@p4.stacken.ct.se>
Source record: 191166

> A game like WOLFENSTEIN 3D or DOOM _should_ be doable on an ST (after
> all, they have WOLFENSTEIN 3D for the vastly underpowered SNES!!!),
> but I don't know of any ever developed. There IS a shareware one
> from France for the Falcon in development, though.

It _is_ possible to do a game such as Wolfenstein 3D/Doom for the _Falcon_, but it is impossible to do it on an ST. The ST is to slow to be able to generate 4-plane texturemaps n realtime, with a decent frame-rate. As everybody know, the STE has a BLiTTER-chip, and if you use it right (together with a _fast_ polyrout), you can do a game such as Wolfenstein 3D. But as soon as you want to have some good 4-plane texturemaps in your game, the ST/STE won't have power enough... It's sad, but true!

.|\.|....|\.|...../ Fido: 2:204/419.4 NeST: 90:1100/110.4 \/
| \|[][]| \| of / EAL UseNet: Olov_Johansson@p4.stacken.ct.se /\
.....

4861. SLIP???

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 17:53:08 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199403121753.MAA25152@beauty.magnus.acs.ohio-state.edu>
Source record: 191167

So what is the best option for a slip connection on the Atari? I have KA9Q and pe1hcl as well as the stuff from tu-wien. My problem is that my local server feeds me a new IP number every time I call in, this makes it a pain to use KA9Q. I have a Falcon and am looking at getting the accelerator so a GEM implementation would be prefered.

Any ideas? Anyone porting XMosaic?

Dan Ackerman
ackerman.29@osu.edu

4862. HELP! Ishar 2 is having problems!

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 18:02:01 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2lt02p$bcj@scapa.cs.ualberta.ca>
Source record: 191168

Well, the subject says it all. Ishar 2 freezes on me a lot. I own a Falcon with no internal HD, (external SCSI), and a VGA monitor. I also have tos 4.04. Could this be the reason it is freezing on me (the tos 4.04?)? Perhaps they programmed this game on a TOS 4.01 or 4.02 machine. I remember someone else posting a message about this same problem not too long ago, and I am wondering what kinds of solutions I can try! Ishar 2 is a great game but it is hard to get anywhere on a RPG if it keeps freezing on you.

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

4863. WingLord update

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 18:40:01 UTC
From: vicb@clark.edu
Message-ID: <2lt2a1$3mc@clark.edu>
Source record: 191170

Greetings,

Just wanted to let anyone know who might care that a slightly updated version of the WingLord demo is up on a.a.u.e. (atari/Games/winglord.lzh)

There are a couple of minor glitches fixed, and it will now work on TOS 2.0x machines properly (it worked before but locked up on exit.) This was the only compatability problem that I have heard about, and it does also work fine on Falcon and TT machines.

In case anyone is wondering, WingLord is an action game reminiscent of Joust, but with a shoot-em-up element and a few other differences.

Thanks--

Victor Bruhn
vicb@clark.edu

4864. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 18:44:56 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMKEqw.1GJ@cix.compulink.co.uk>
Source record: 191171

>Seems to be the hardware-bug of some FALCONs. Ask your dealer to fix
>it.
y
The problem here is that it only happens to the external drive, the
internal IDE is fine.

I also think my dealer will fix it as I've had to open thecase to fit the
FP U and memory upgrade.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

4865. Re: Falcon External Drive Problems.

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 18:44:59 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMKEqz.1H4@cix.compulink.co.uk>
Source record: 191172

>Do you have termination resistors installed on the SCSI drive?
I have been told that the drive is auto terminating, a little worrying as
it just has two SCSI ports on the back, interchangeable?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

4866. For sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 19:05:40 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CMKFpG.Eww@freenet.carleton.ca>
Source record: 191173

For sale

520 STFM with 2.5 megs memory, tos 1.4, Double side double density internal
drive.
SC1224 Color monitor
Sm125 Mono monitor
Various software games,applications etc...

$400 OBO

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

4867. Looking For Kermit

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 19:31:49 UTC
From: astre@halfog.asrc.albany.edu
Message-ID: <9403121931.AA04579@halfog.asrc.albany.edu>
Source record: 191174

Hi! I'm looking for a Kermit which can use long/extended packets,
has a GEM interface, and is compatible with >640x400 screen modes.

I've tried: Uniterm - the best so far, but it doesn't like the big screen,
CKermit5A189 - command line, ugh,
GEM Kermit - old program by B. Nebel from '86, doesn't do
long/extended packets,
Kermit.Arc - from A.A, haven't tried it, but from the docs
it looks like an old CLI implementation.

I get my net access via a site which only passes 7-bits (or so I have
deduced), so I can't use something nice like ZModem. I'm using GEMulator
in 800x600x2 mode. (If you'd be interested in info on GEMulator, either
via c.s.a.s. or email, let me know.)

My access to this mailing list is erratic (via the digest), so please
respond via email. Thanks for your help.

Jeff

```
////////////////////////////////////////////////////////////////////
// Jeff Vincent / ASTRE // ASTRE = Model Rocketry //
// astre@halfog.asrc.albany.edu // Model Rocketry = Fun (Dammit!) //
//----------------------------------------------------------------//
// Sig Meter [\...] Time For A New Sig... //
////////////////////////////////////////////////////////////////////
```

4868. Re: Help: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 21:31:34 UTC
From: walra@moacs11
Message-ID: <ejxas_apy4i@moacs11>
Source record: 191175

In <1994Mar12.011228.641@kn.PacBell.COM>, Marco Boldt wrote:

> When i try to start programs as overlays, i get an error message saying
> in german something to the effect of can't save config or something it
> can't do,., Help! Oh.. it says can't do something with temporary.. Hmm..
> Do i have to create a folder or something? <confused> =]

You must set the enironment variable TMPDIR in profile.mup or
$HOME\profile.mup, e.g. export TMPDIR="f:\tmp\". Make sure that
the TMPDIR path exists.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4869. Atari Related Stuff for Sale...

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 23:05:45 UTC
From: kajwood@cs-acad-lan.Lakeheadu.Ca
Message-ID: <kajwood.22@cs-acad-lan.Lakeheadu.Ca>
Source record: 191176

I have the following items for sale:

MIDI X-Pander cable for the Atari ST
Works through the serial port to give you an extra 16 channels with all X-Port compatible software...Notator/Creator/Cubase 3.0/Multi/Realtime/KCS.
$20

Anatek Pocket Sync - smart FSK $45

Anatek Pocket THRU - 1 in/3 out $30

4870. Items for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 23:28:20 UTC
From: dwwhite@cs-acad-lan.Lakeheadu.Ca
Message-ID: <dwwhite.10@cs-acad-lan.Lakeheadu.Ca>
Source record: 191177

Original copy of Sound Designer for the ST (TOS 1.0 & 1.2)
good basic sample transfer and editing software for most samplers.
$60

Sampling CD's:

MIDI Mark Dance Construction Set - over 1000 loops, synths, basses,
effects, drums & vocals. $35

MIDI Mark Vocal Bytes - over 1000 awsome female, male and computer
vocal samples for dance, rap and soul. $40

3D Sounds Drum Sample CD - over 1200 killer drum sounds from classic
and current drum machines. $30

MIDI Mark Techno Sample CD - drums, synths, fx and basses. $20

Waveboy disks for EPS-16+ and ASR-10:

Audio in $25
Resonance $25
Parallel $25

4871. Re: Trying to set up cross-compiler for MiNT, what about Gas-1.38???

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 23:52:10 UTC
From: walra@moacs11
Message-ID: <e_vlwavjvjk@moacs11>
Source record: 191178

In <1994Mar12.010825.18400@mnemosyne.cs.du.edu>, Mark Miller wrote:

> I've been trying to set up a cross-compiler version of GCC ver. 2.5.8
> on the Unix system here. It seems I have all the necessary elements
> except Gas-1.38. I got the Gas package from atari.archive, and it
> says to get the Gas-1.38 distribution, and apply the supplied patches
> to it. I went to prep.ai.mit.edu, and all they have is Gas-2.2,
> nothing earlier. Where can I find the original Gas-1.38 distribution
> so I can complete my cross-compiler system?

You should be able to find those sources at umich, otherwise they
would be violating the GNU general public license.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4872. Atari STE's, Megas, TT's, Stacys

Newsgroup: comp.sys.atari.st
Date: 1994-03-12 23:58:07 UTC
From: rmitch1@umbc.edu
Message-ID: <2ltkufINN4d7@umbc8.umbc.edu>
Source record: 191179

Toad Computers has a limited (but significant) supply of 1040STE,
Mega STE, TT030, and STacy computers for sale. These are new goods.
In addition, there are a quantity of SM147 monitors (which have been
unavailable for months). As supply is limited, call them quickly
at (410) 544-6943 or (800) 448-8623. In addition, they may be reached
via e-mail at TOAD-SERV.@genie.geis.com . Also, the restriction on
Falcon mail order sales has been dropped, so those are available to
anyone now through Toad.

rmitch1/rmitchell

4873. In CAIN Newsletter this Month! Check it out!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 00:19:15 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2ltm63$30o@usenet.INS.CWRU.Edu>
Source record: 191180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

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IN CAIN NEWSLETTER THIS MONTH! / \
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\ /
\ March 10, 1994 Vol.I No.1 /
\ /
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/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
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/____/___|___\________ Information Network ____| | | |_____/
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The Official Online Newsletter of the Cleveland Free-Net Atari SIG

------------------------------------------------------------------------
The Cleveland Free-Net Community Computer System is accessible worldwide!

------------------------------------------------------------------------
telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

------------------------------------------------------------------------
216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

------------------------------------------------------------------------

In CAIN Newsletter this Month!

-=-=-=-=- All new CAIN Newsletter! & New Version of Atari SIG! -=-=-=-=-

-=- Cleveland Free-Net Information -=- New Jaguar Support Area
-=- More Free-Nets coming! -=- Jaguar: Doom 2-Player only!
-=- Jaguar Developers Signed -=- Jaguar: Online Reviews
-=- 8-Bit: Richard Gore's Support! -=- Jaguar: What do you think of
-=- 8-Bit: Fine Tooned Engineering the Jaguar!
-=- 8-Bit: All Z*Mags on CFN! -=- Jaguar Raiden Review
-=- 16/32-Bit: ST/TT/Falcon Support -=- Atari Show Listing!
-=- Portfolio users--not forgotten! -=- Who's Who in the Atari
-=- Lynx: More games are coming... Community E-Mail Directory
-=- Lynx: Didn't get your free Lynx -=- Voting Booth!
game card? Here's how! -=- How to Contribute to CAIN!
```

And much more!!!

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CAIN Newsletter can be obtained by visiting the Cleveland Free-Net Atari SIG by the above telnet addresses or by writing the Atari SIG at:

xx004@cleveland.freenet.edu

We are presently looking for an ftp site to carry CAIN Newsletter. Please contact the Atari SIG if you can help.

Thank you!

4874. STXformer cable?

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 01:18:36 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <2ltplc$m33@bigboote.WPI.EDU>
Source record: 191181

Does anyone know the pinout of the cable mentioned in the STXformer
documentation which allows you to connect 8-bit peripherals to the
ST's parallel port?

I'd like to build the cable but don't know how...

.s.

--
- lancer@wpi.wpi.edu - - It's too late for empty rhetoric -
- Violence is never an answer, it's a question: -
- What does it take to get media attention? -

4875. Re: World languages (Was: Re: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 02:27:06 UTC
From: Lexicor@world.std.com
Message-ID: <CML057.B83@world.std.com>
Source record: 191182

In article <2lrosj$lvp@aggedor.rmit.edu.au>,
Rob Adams TopFM <roba@nutmeg.ntu.edu.au> wrote:
>Andreas Schwab (schwab@ls5.informatik.uni-dortmund.de) wrote:
>: In article <2lkadj$dv1@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
>
>: I think the language spoken by the most people in the world (as native
>: language) is Chinese...

If we speak raw numbers around the globe that would be correct. i.e.
Mandarin.

>
>But there is no *Chinese* language.. It is Mandarin, Cantonese and a few other
>dialects..

Mandarin is the OFFICIAL Chinese language and by saying Chinese is implying
Mandarin, and it is not another dialect :) like Switzer-Dutsch is to
German...*g*

-------> sticking to Atari is there Chinese WP Software for Atari? I know
Signum had some Pin Yi fonts, but that was about it.

4876. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 02:34:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ltu3o$olf@mailer.fsu.edu>
Source record: 191183

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
> I usually boot up with XControl anyways, as there are certain CPX's
> that I prefer to have loaded. Since I have my General.cpx set to
> 16mhz, then I usually boot up in 16mhz anyways (dropping down to
> 8mhz for things like viewing Spectrum/Photochrome pics, etc)...

If you use one of the auto folder speed-setting programs, your actual bootup (before the accessories are loaded) will also be performed with the CPU in fast mode. I have the control panel load as well, but also use an auto folder speed-setter. This shaves about 2 seconds off my boot time (hey, probably 15 minutes a year!).

You might want to check out the Ste/Mega directory on atari.archive.umich.edu. I have put some stuff in there that was previously misfiled.

> I run a 14.4k modem on serial 2 as well. Are you using the defaults
> of HSMODA02 (i.e. just took them out of the archive and threw them
> in the AUTO folder) or did you try using the setting program? If so,
> how should they be set (the german was a little more untraslatable
> in the program (not docs) than I could deal with)...

When I tried to use modem 2 at 38400 (with the latest Connect and HSmoda02), text worked fine but any binary files I downloaded would give "bad CRC" errors when I decompressed them (they downloaded without complaint). Do you have such problems with binary .zip, .lzh, etc. files? If not, what line speed are you using? What terminal program? My understanding of the port labeling on the MegaSTE is: modem1 = regular ST modem port, modem2 = fast modem port, serial 1 = another fast serial, same as the LAN port. Which one do you mean by "serial 2"?

Oh, there should be a BOAST translation of the HSMODA02 docs soon (I know there is a partial translation included, but a complete one will give the information about the setter program, which I am curious about as well).

> Absolutely. Besides, it's nice having MiNT loaded, with minix partitions,
> and Warp9 - get some serious speeds going. And Geneva works quite
> well on it too. I kinda feel like a mini-TT, ya know? ;-)

I have yet to play with MiNT, though I can feel it coming in the near future. If you like Warp9, you'd love NVDI. All GEM stuff is MUCH faster than with Warp9, and I cannot tell a difference with textual stuff (benchmarks say Warp9 is somewhat faster for text, but not by much). Also, the built in GDOS is great! I never used GDOS before, because it was so slow and clunky. The NVDI GDOS is great, very fast and easy to use. It allows you to replace the system font with a GDOS font (cleaner than using the alternate font loading mechanisms that come with Warp9 and Neodesk).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4877. Replacing internal drive: advice wanted

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 02:37:13 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <qgu4ic7w165w@sys6626.bison.mb.ca>
Source record: 191184

I need to replace my internal drive with another 720k brand. What should I get? Teac is mentioned alot. Is it 100% compatible? Will it work with cache programs like acache?

The drive I have now- Chinon FZ-354 doesn't recognize a disk change unless the disk is write-protected. Any way to fix this? Anyone have the same drive?

I had the media change pin(2) and the write protect pin(28) hooked up and that made the comp recognize any disk put in but it created a new problem because 90% of the time it thought all disks were write protected and therefore copying/deleting files was a no-go.

4878. SPC to GIF program wanted

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 02:37:38 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <FHu4ic8w165w@sys6626.bison.mb.ca>
Source record: 191185

Is there such a program out there for either the ST or PC?

4879. Re: World languages (Was: Re: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 03:04:05 UTC
From: rthree@malibu.sfu.ca
Message-ID: <rthree.763527845@sfu.ca>
Source record: 191186

roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:

>: |> *in the world* is Cantonese, the second is English (I believe). Where
>: |> German comes I do not know...

>: I think the language spoken by the most people in the world (as native
>: language) is Chinese...

>But there is no *Chinese* language.. It is Mandarin, Cantonese and a few other
>dialects.

A few other!!! Try about 52 other!!!!
--
Randy Raine-Reusch - tel (604) 255-2506
Box 1119 Stn. 'A', Vancouver, BC - fax (604) 255-1007
Canada V6C 2T1 - email rthree@sfu.ca

4880. monitor master wanted

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 03:12:07 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <12MAR94.21120762@meena.cc.uregina.ca>
Source record: 191187

Anyone selling a surplus monitor master cheap?

4881. monitor master wanted!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 03:16:08 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <12MAR94.21160822@meena.cc.uregina.ca>
Source record: 191188

Anyone selling a monitor master in North America?

4882. Elm on Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 03:47:07 UTC
From: Lexicor@world.std.com
Message-ID: <CML3uK.M86@world.std.com>
Source record: 191189

Hi!

I am looking to see if there is an elm reader software for the Atari ST or related. Mainly because I would like to archive all my messages not on my account but download them onto my harddrive and read it from there for later reference. Preferably as an accessory *g*

4883. Re: Geneva>?>>

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 06:11:18 UTC
From: rsnyder@panix.com
Message-ID: <2luaq6$adm@panix2.panix.com>
Source record: 191190

In <1994Mar12.024002.1957@kn.PacBell.COM> mboldt@kn.pacbell.com (Marco Boldt) writes:

>I keep hearing Geneva and Neodesk being mentioned.. I know what neodesk
>is.. What is Geneva?

Geneva is a mutitasking AES replacement for ST and TT Ataris. It is very
useful, fun, and works great. You can switch between programs, have
unlimited DAs, get 3D windows, etc.

If you want, I could get you the press release.

--Roger

4884. Re: How di I download stuff from a Unix Box to my ST via modem?

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 06:14:52 UTC
From: rsnyder@panix.com
Message-ID: <2lub0s$ai2@panix2.panix.com>
Source record: 191191
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I used Flash (1.6) for years and years, but I have almost entirely switched over to Stalker (run as a DA).

Storm seems to be rather nice, but I couldn't get it's Z-modem to work with my Internet connection.

--Roger

4885. Re: Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 07:11:47 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Mar13.071147.177242@zeus.aix.calpoly.edu>
Source record: 191192

In article <H.eg.dm6ZaDnV4jg@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>But, that has nothing to do with the point I was making. _If_ the Jag
>were a computer instead of a games console, the 68k _would_ be the CPU,
>and it _would_ be inadequate for most computer tasks these days. And I
>say that typing on my 8Mhz 68k ST, which is more useful as a _computer_
>than the 13Mhz 68k in the Jag would be, since the ST doesn't have to
>drive as much video bandwidth, etc...

Come now Chris, I've seen better from you....

The fact that the slow 68k is the only familiar Moto. chip in the
machine does _not_ imply that it would necessarily be the main processor.
Just because the MacIIfx had a 6502 in it as a serial controller does not mean
they used it instead of the '030 as the main CPU. The determining factor of
the speed of a Jaguar-used-as-a-computer would be a) what the OS was written
to run on, and b) what the application was written to run on. Heck, even if
the OS were written to run on the 68k, as long as the application was written
to run on the RISC, the performance shouldn't be too bad (as long as "system
routines" (code run on the 68k) isn't the bulk of the code). However, the
completely different architecture of the Jag would necessitate rewriting most
of TOS anyway, and replacing the 68k assembler with a RISC assembler should be
peanuts compared to adapting TOS to run on the new bus/chips/etc.

It sounds like all the 68k will be used for is as a glorified task
scheduler, and maybe process loader/terminator. Or perhaps just I/O. You can
almost guarantee that no business that plans to be sucessful will run the main
part of its code on the 68k instead of the other processors.

>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

-MikeB

4886. Re: RE New Files

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 07:16:32 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Mar13.071632.179757@zeus.aix.calpoly.edu>
Source record: 191193

In article <H.eg.4JJIPctaSjI@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <1994Mar3.021821.27565@bradford.ac.uk>, Steve Taylor writes:
>> Ron Field writes:
>>
>> : I have uploaded some new files to umich with help from Mickey Boyd.
>> : The first is pmj_eng2.zip
>>
>> : Premium Mah Jongg II is one of the first games, which supports all
>> : important ST-/TT-/FALCON- and color graphic card resolutions.
>> : ---Bit deleted---
>> : It is a HD utility that does tuneup and repair.
>> : It supports BMG partitions with sectors to 8K in size.
>> : I have used it on a ST with Tos 2.06 & My Falcon.
>>
>> How is it a game and a Hard-drive utility? This I gotta see.
>
>Yikes! Does this mean my files will vanish while I'm rearranging
>them?!? :-)

I should think you would be ok as long as you don't try to select more
than one file at a time. Well, at least don't select related files anyway....
But just think, if you delete all your files, you might get to see a
cool picture. :)

>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

-MikeB

4887. GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 09:02:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d82d698@secom.ct.se>
Source record: 191194

In a message of 10 Mar 94 21:06:13, Don Maple wrote:

DM> The reality is that the english language STs are actually a minority.
DM> It's only natural that the German (or any other!) developer produces a
DM> program for the largest potential market! Especially taking into account
DM> that a German language program can also be sold in Austria, Switzerland,
DM> as well as Holland, Belgium, the Scandinavia, and these days a sizesable
DM> chunk of Eastern Europe too.

I wrote it before, I'll write it again.

About 1/3 of the Swedish youth learns German for ca 3-4 years ... EVERYBODY
learns English for atleast 6, often 8-9 ...

I think it's the same for the rest of Scandinavia, don't mix us up with people
speaking German as a native language.

I prefer English documentation.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4888. 1.44 Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 09:03:15 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Mar13.050315.21840@dal1>
Source record: 191195

I have a Mega4STE w/2.06 and wonder what I will require to make a 1.44 operate within? The STE was shipped with 2.05 so it is one of the last ones before production ended. Thanx in advance!!

Steve!DC//AC

4889. Is there a color icon editor?

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 12:08:18 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Mar13.030818.1@aurora.alaska.edu>
Source record: 191196

Is there a shareware color icon editor (like the full color icons the falcon uses, not those older one color things) out there anywhere, or will I just have to wait for the new NeoDesk to come out?

4890. Re: English docs for LinderTex?

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 13:33:54 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Mar13.133354.29513@ibr.cs.tu-bs.de>
Source record: 191197

In article <H.eg.PkczJpyRDds@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
|> In <1994Mar9.090823.21724@dal1>, John Cordes writes:
|> >In article <H.eg.JpJuUO_PRmg@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
|> >> I am looking for any english docs (or help) with linderTeX. Thanks in advance
|> >>
|> >
|> > Please post if you get a response on this!
|>
|> basic response has been: no english docs.
|>
|> I haven't been able to get lindner tex to work so I guess I upgrade
|> to CS-TeX 4.x. too bad really, I would like to use a supported tex
|> system but I have to use what I can get to work.
|>

I don't understand your problem, once you have installed TeX
(3.1415 2.51) with INSTALL.PRG you wont need the docs, it behaves
like a normal TeX.

There are some things about setting up TeX without HD which are
well, not really important. There is a table about the memory
configuration in TeX but I think this is in English!

The only importand part is about long filenames using MinixFS.

The old (pre 2.5) version has some information about the printerdriver
options which is moved to MULTIDVI.LZH. I haven't read them because
i'm using DVI_210. (Yes, the DVI docs are in german:-)

You may need some information about the TeX-shell, about setting up
printers etc. Feel free to mail me and i'll give you a short translation.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

4891. HI

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 13:40:00 UTC
From: Jonathan.Sayers@mettav.royle.org
Message-ID: <763673332.0@mettav.royle>
Source record: 191198

```
hi dad just trying out my message thi ngy on The Tavern
phone me when u get it
* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours
(2:254/108)
```

4892. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 14:32:16 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Mar13.143216.900@nessie.mcc.ac.uk>
Source record: 191199

Ummm, I think I have read somewhere that the newer GEM versions can
handle resolution changes
for VDI only: AES get confused over it.

Do this help?

Jakes

4893. Monochrome Monitor Tilt/Swivel base

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 14:44:40 UTC
From: pietrzak@sparc55.cs.uiuc.edu
Message-ID: <CMLyAH.21u@sparc0a.cs.uiuc.edu>
Source record: 191200

I was browsing through the 3rd floor in Mendelson Electronics yesterday, and came upon some old NCR monitor tilt/swivel bases "for standard mono display" going for $10.00. I had always wanted such an item for my SM124, so I purchased it, figuring that I could probably mess with it to make it stick to the bottom of my monitor.

Well, I just took it out of the box a few minutes ago, and found that it matches the bottom of the SM124 *perfectly*. There are even a pair of plastic locking hooks that fit precisely into some of the air vents in the bottom, making the base hold fast to it. It would appear that however Atari had the SM124 produced, it was created precisely as what NCR thought of as a standard monochrome display.

So, anyway, other than the fact that it is an off-white rather than gray color, there's a tilt-swivel base on my monitor that looks like it's always been there. (It gives 20 degrees of tilt and an amazing 180 degrees of rotation...) So, if you can find them, you can probably use monitor add-ons which work on "standard monochrome monitors", at least from NCR.

(Sorry if everybody already knew this. It's news to me.)

Information:

NCR
Tilt and Swivel Base for standard mono display

Mendelson Electronics Co., Inc
340 E. First Street
Dayton, Ohio 45402

For more info, my address is pietrzak@cs.uiuc.edu

As I don't read this newsgroup all that often, e-mail is a more likely way to get in touch with me than postings.

Thanks

John

4894. Re: Atari 520ST pieces for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 15:08:22 UTC
From: m_fugate@delphi.com
Message-ID: <Z6zuloe.m_fugate@delphi.com>
Source record: 191051

Doug,
Would you be interested in selling just the drives and/or monitor
separately?

4895. Re: MegaSTE for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 15:11:27 UTC
From: m_fugate@delphi.com
Message-ID: <Ra7swEf.m_fugate@delphi.com>
Source record: 191052

Chris,
Would you be interested in selling just the hard drive interface?
Also how much for the Lynx and Portfolio?

4896. Re: 1040 STe with Scanner and Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 15:14:41 UTC
From: m_fugate@delphi.com
Message-ID: <ZYzPoqR.m_fugate@delphi.com>
Source record: 191053

Phil,
Would you be interested in selling the DS drive and the hard drive
interface and/or drive?

4897. Swapping Disks

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 15:52:58 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0zxp@outb.wimsey.bc.ca>
Source record: 191054

I am interested in swapping PD files for the Atari ST and Falcon030 with people around the world. I have access to about 100 Megs of PD stuff on my own HD, and hundreds of other Megs of files in the Vancouver, B.C., Canada local calling area, an Atari stronghold of sorts.

If you are interested in swapping, please e-mail to....

s.lyster@genie.geis.com

Do not reply to this message. Thanks for your interest.

4898. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 16:52:05 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Z+3uQyd.lmcclure@delphi.com>
Source record: 191055

In a message date 3-8-94, Timothy Wilson said:

"the A1200 was released at a similar time, and is priced in
about the same range."

I wish! Mind telling me where I can pick up a Falcon030 without a hard drive for $399 or less? (That's the typical US mailorder price on a floppy-only A1200).

4899. Re: Is it possible to access Genie via Internet?

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 16:57:44 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Z+-to8Q.lmcclure@delphi.com>
Source record: 191056

AFAIK, GEnie's only allows both inbound and outgoing Internet mail, but nothing else.

You can Telnet into Delphi...you only need an account there (or more properly "here", since Delphi is where I am coming from).

4900. Re: Is it possible to access Genie via Internet?

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 17:02:02 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pCwuoeS.lmcclure@delphi.com>
Source record: 191057

In a message dated 3-11-94, Stephe Lewis Foskett asked:

"Maybe I'll just have to get on GEnie...

How much does it cost? Are there download charges?"

GEnie has a fee of $8.95 per month, which includes 4 hours of non-prime (i.e., evenings, nights and weekends) useage. Additional hours are $3.00 each. Some low-population areas may carry an additional $2.00 per hour surcharge. (A friend of mine in Jonesboro, AR, has to pay this, but here in Little Rock, AR, I don't).

4901. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 17:17:32 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar13121732@wpi.WPI.EDU>
Source record: 191058

```
0{{ "Mickey" == Mickey Boyd <boyd@gauss.math.fsu.edu> writes:
Mickey> You might want to check out the Ste/Mega directory on
Mickey> atari.archive.umich.edu. I have put some stuff in there that
Mickey> was previously misfiled.

Cool... Like what?

Mickey> them (they downloaded without complaint). Do you have such
Mickey> problems with binary .zip, .lzh, etc. files? If not, what
Mickey> line speed are you using? What terminal program? My
Mickey> understanding of the port labeling on the MegaSTE is: modem1 =
Mickey> regular ST modem port, modem2 = fast modem port, serial 1 =
Mickey> another fast serial, same as the LAN port. Which one do you
Mickey> mean by "serial 2"?

I think you've gotten a bit confused here, Mickey... The MSTE has
serial ports:
Modem1 - MFP controlled, just like the old ST ports, 19200 max
Modem2 - braindead, no RTS/CTS lines, DON'T USE IT!
Serial2 - SCC controlled, fully configured, USE IT!

That's right... The MSTE has NO serial1! Serial1 is only on TTs...
I always use Serial2 with HSMODA02 and everything works fine. The
only trouble comes when you use the LAN port which is wired to the
same SCC chip as the Serial2 port, rendering it useless... Also,
since it sits in the VME slot, it's useless when you have a VME card
installed unless it has a passthrough for Serial2... Anyone know if
you can just wire the port out around the VME card and go on using it?

Mickey> Oh, there should be a BOAST translation of the HSMODA02 docs
Mickey> soon (I know there is a partial translation included, but a
Mickey> complete one will give the information about the setter
Mickey> program, which I am curious about as well).

You got it! It's in the works...

.s.
(MSTE fanatic!)
--
- lancer@wpi.wpi.edu - - 0{{ Der Neubauten Kuss: -
- Hoer mich nur atmen, doch das beweist nichts -
```

4902. Re: Replacing internal drive: advice wanted

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 17:31:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2lvilj$frp@mailer.fsu.edu>
Source record: 191059

Winnipg (winnipg@sys6626.bison.mb.ca) wrote:

> I need to replace my internal drive with another 720k brand. What should
> I get? Teac is mentioned alot. Is it 100% compatible? Will it work with
> cache programs like acache?

If you can find a TEAC 720k unit, I hear these are prefered. See the file
ibmfloppy.lzh (or something similar) on atari.archive.umich.edu for details.

> The drive I have now- Chinon FZ-354 doesn't recognize a disk change
> unless the disk is write-protected. Any way to fix this? Anyone have the
> same drive?

There is a program called fmc on atari.archive that claims to fix this.
Also, I seem to remember that Universal Item Selector patches this problem
(but perhaps only for UISIII, not all programs?!?).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4903. Re: Elm on Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 17:32:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2lving$frp@mailer.fsu.edu>
Source record: 191060

y.siu@lexicor.com (Lexicor@world.std.com) wrote:

> I am looking to see if there is an elm reader software for the Atari ST
> or related. Mainly because I would like to archive all my messages not
> on my account but download them onto my harddrive and read it from there
> for later reference. Preferably as an accessory *g*

Elm was recently uploaded to atari.archive.umich.edu. I seem to remember
that there was both TOS and MiNT versions included.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4904. Re: 1.44 Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 17:39:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2lvj3q$frp@mailer.fsu.edu>
Source record: 191061

stevedc@ac.dal.ca wrote:
> I have a Mega4STE w/2.06 and wonder what I will require to
> make a 1.44 operate within? The STE was shipped with 2.05 so
> it is one of the last ones before production ended. Thanx in
> advance!!

My understanding is that you would need an AJAX floppy controller chip and a drive. I believe you also have to set one jumper on the motherboard. If you call STeve's Atari Sales they should be able to sell you a kit to do it (not sure about the price, sorry).

STeve's:

Order Line: 1-800-487-7753
Regular: 1-916-661-3328

Oh, if it was shipped with 2.05 and a 720k drive, it was an early model, not] one of the last ones :-). I believe a majority of them were the newer 2.06 w/HD floppy units. I do not intend to upgrade my floppy (mine is of similar vintage) because I have heard that game compatibility suffers (some copy protection techniques don't like the HD floppy drive).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4905. Re: Sample format converter needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 21:10:46 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2lvvgmE1md@uni-erlangen.de>
Source record: 191062

qu94003@black.ox.ac.uk (Cameron Marshall) writes:

>I want to take some of my samples over to be system sounds on a Macintosh. I
>have a program for the Mac which will convert Amiga IFF samples to the format
>I require, so what I need is something that will convert ST samples (AVR etc)
>to IFF samples. Can anyone oblige?

Not yet...

We were writing '525', a program to convert avr, snd, au, wav, dvsm and raw
to any of these formats some months ago. It's a nice prg. with GEM interface.

Now we really would like to make '727' (or something like that). So if
anybody could send us information about the iff format, we would include
that into the next release.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

4906. FTP.CNAM.FR

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 21:30:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m00ll$27a@golem.wcc.govt.nz>
Source record: 191063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I NEED SOME HELP...!!

FTP.CNAM.FR

I am trying to access ftp.cnam.fr with remote mail server, but can't seem to get hold of the index or any thing on there...

Can some one send me a Paths to Zorg..!!! or even a Directory Path for a Index. or were the Atari stuff is...

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4907. ATARIndex

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 21:38:06 UTC
From: psy2clw@cabell.vcu.edu
Message-ID: <1994Mar13.213806.13855@cabell.vcu.edu>
Source record: 191064

NOTE: This notice was not written by me, please send all comments replies/etc. to the address listed in the notice. Thank you.

ATARIndex- The Ultimate Whose Who of Atari Users/Vendors/Dealers/BBS's.

I'm trying to compile a complete listing of Atari users and vendors across the world.

Get your name entered into the index for free. The end result will be a printed book of all Atari Resources known to MAN!!

Please submit the following information:

Name:

Age:

* Address:

* Phone:

e-mail address:

equipment used:

Atari specific skills:

Any other comments:

* Address and Phone are optional, but please submit your e-mail address.

For Dealers:

You can also be included for free. Please fax an ad or snail mail it to me at:

Rob Williams
802 North Cleveland St.
Richmond, VA 23221

Fax: (804) 329-5914
General Questions: (804) 358-5931

Compuserve Address: 73663,3300
Converted to Interent: 73663.3300@compuserve.com (Not exactly sure of that)

Also please submit BBS numbers that you currently use or just know
that are active.

Thanks for your help,

4908. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 21:43:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <A29417@PE2.maus.de>
Source record: 191065

Hi Erling,

I've got some users with an exabyte and they said, it works good.

But there is another one with many problems and the drive does not work. I'll get this drive the next days to check for the problem, so then I can say, if it works.

By the words: there is a new version of GEMAR and I'll put it to an ftp-server the next days.

Ciao, Steffen

4909. Re: Tape Backup revisited

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 21:47:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m01mc$27a@golem.wcc.govt.nz>
Source record: 191066

In article <2lm3hh$ai@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White) writes:
>A few months ago, I posted a request for information on tape drive

>
>Beckemeyer Development
>P.O. Box 21575
>Oakland, CA 94620
>
>Voice: (510)530-9637
>Fax: (510)530-0451
>BBS: (510)530-9682
>

>They sell a backup kit tool (US$49.95) or just the drivers (US$20).
>These are for SCSI drives and claim to work with any adapter.
>They also sell new and refurbished SCSI tape drives.

ICD also now sells there Tape BackUp software, it used to be bundle, but I think it about $99us, but I could be wrong....

They have been doing Tape BackUp for many years, there Tape BackUp software does a very very Fast File copy, from Partition to Partition....

It probably does not copy the file but changes the Fat info,??
is this possible....??

>
>Michael
>whitema@rtsg.mot.com

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4910. Re: Good places to buy Atari related products in Amsterda

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 21:58:46 UTC
From: walra@moacs11
Message-ID: <ec9jw0we2b2@moacs11>
Source record: 191067

In <CMJvHv.E69@cix.compulink.co.uk>, "BARRY WILSON" wrote:

> In message <swordfish.763209793@minster.york.ac.uk>, ae-a@minster.york.ac.uk said:
> >Does anyone know of a shop in Amsterdam that specialises in the
> >Atari ST computers and accessories. All the shops that i know
> >that used to sell stuff for the ST have stopped.
>
> Not sure about Amsterdam, but in Leiden there is a good store called
> ATIN, it is within walking distance from the central station.

ATIN moved from Leiden to Valkenburg, a small village near Leiden.
In Schiedam (near to Rotterdam) there's another Atari specialised shop,
called MABN. AFAIK the Atari specialised shops in Amsterdam have quit.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4911. ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 21:59:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m02b5$27a@golem.wcc.govt.nz>
Source record: 191068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, ICD uses a 3 second Boot Delay, is there any way I can turn this OFF..

There is a PD program that claimed to do this, but it does not...

This I think is the later 6.4.3 Booter.....

Thanks.....
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4912. Re: 32 mMB minix partition psossible?

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 22:09:22 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Mar13.220922.133998@zeus.aix.calpoly.edu>
Source record: 191069

```
In article <2lkmhm$h4d@ugle.unit.no>,
Erling Henanger <erlingh@idt.unit.no> wrote:
>I have a 192 Mb hard drive with only 1 minix partition that works great.
>32 Mb partitions should be no problem.
>
>Note: Get the newest version of minixfs from atari.archive.umich.edu. I don't
>know what version is in the MDK, but some of the earlier versions supposedly had
>trouble with large partitions.

I have a ~60 MB Minix partition. I had to get Minix 1.08 before I
could get larger than 32MB partitions.

>--
> _______ _____ o ____ Erling Henanger
> /___ /____/ / / /| / / Norwegian Institute
> / /\ / / / | / | ___ of Technology. (NTH)
> ------ / \ /____ / / |/ \____| o Oh well.

-MikeB
```

4913. Running .ACCs in MTOS ....

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 22:33:46 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Mar13.223346.145241@zeus.aix.calpoly.edu>
Source record: 191070

Hi All,

Someone had mentioned a way to run .ACCs while in MiNT. What was the environment variable that needed to be changed (and does it require removing "acc" from the ACCEXT variable)? Did anyone figure out how to make multiple paths for ACCs?

Thanks,

-MikeB

4914. FOR SALE ** MEGA 2 and color & BW monitors

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 22:33:57 UTC
From: mclinton@csulb.edu
Message-ID: <2m04cl$e21@garuda.csulb.edu>
Source record: 191071

For sale non-modified MEGA 2 with original 1.02 TOS
and 2 monitors (color and B&W). Also have a bunch
of old START mags.

asking for $450 .

.\\ike Clinton mclinton@csulb.edu office #: (310)985-1784 44
pager #: (310)501-0304 304
aka Net Runner home #: (310)434-0265

4915. 4 meg RAM upgrade (solderless) for sale!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 22:42:28 UTC
From: tim@rider.cactus.org
Message-ID: <7780@rider.UUCP>
Source record: 191072

Subject line says it all. Not sure of what the brand name is though. Will takehighest offer.

Works fine, have to sell though because my 1040 ST died (mainly disk drive and video shifter problems). Will only fit on a 1040 ST, although I'd imagine someone could hack it to work on a 520 or other ST.

--

Tim Wilson
tim@rider.cactus.org

Due to popular demand, the normally scheduled .signature has been replaced by another .signature which is just as boring as the first one.

4916. Win an Atari Jaguar!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 23:24:58 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <B9F6ic1w165w@sys6626.bison.mb.ca>
Source record: 191073

Here is your chance to win an Atari Jaguar!

The Atari ST Users Group of Winnipeg is holding a Jaguar raffle to raise funds for various club improvements and to participate in a major computer show. The tickets are $2.00 each and only 2,000 will be sold.

If you would like to enter the raffle please send a money order to:

Atari ST Users Group of Winnipeg
5-390 Carpathia Road
Winnipeg MB R3N 1Y4

The draw will be conducted at our Annual General Meeting on May 12, 1994. The announcement of the winner will be posted to GEnie, Internet, FidoNet,
and AtariNet.

Be sure to send in your order at least 2 weeks before the draw. If the tickets sell out we will return your payment.

Don't miss out on this chance win your own 64 Bit Multimedia Home Entertainment System.

4917. FORSALE:Master3.5" DSDD ext. drive.

Newsgroup: comp.sys.atari.st
Date: 1994-03-13 23:41:51 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2m08bv$llj@bronze.coil.com>
Source record: 191074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Master drive (external) with all cables, box, et cetera -- used approx. 1hr.

Bought about 3 or 4 years ago for $140 -- make your best offer. :-)

I really have no use for the drive now.

4918. Re: Running .ACCs in MTOS ....

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 01:22:24 UTC
From: walra@moacs11
Message-ID: <sfnosr88qfe@moacs11>
Source record: 191075

In <1994Mar13.223346.145241@zeus.aix.calpoly.edu>, Michael Baffoni wrote:

> Someone had mentioned a way to run .ACCs while in MiNT. What was the
> environment variable that needed to be changed (and does it require removing
> "acc" from the ACCEXT variable)?

The ACC extension must be in the ACCEXT variable (in GEM.CNF).
You need to change the NEWDESK.INF file. Search for a line that looks
like:
#G 15 FF 000 *.PRG@ @ @
^^ ^^^
(the two emphasized numbers may be different)

Copy this line, change *.PRG to *.ACC, save NEWDESK.INF.
The first number ('15') is a hexadecimal value, representing the icon that
the desktop displays for all files that fit *.PRG, you may want to change
that too for *.ACC.

> Did anyone figure out how to make multiple
> paths for ACCs?

I asked the same question some time ago, but didn't receive any answers. I
assume that it is a bug in AES 4.00, don't know about 4.01 though.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4919. Re: World languages (Was: Re: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 01:49:55 UTC
From: warrl@hebron.connected.com
Message-ID: <2m0fs3$27q@hebron.connected.com>
Source record: 191076

According to "The Mother Tongue", English is (a) the language which is an official language of the largest number of countries; (b) the language which is an official language of countries with the largest total number of people [the debatable exception of Chinese disregarded]; (c) the "milk tongue" of the largest number of people; (d) the most common second (or subsequent) language.

It is of course easy to question this, and point to the whole of Latin America; but sorry, the simple fact is that there isn't a high population country *in* Latin America. And outside of Spain, the Philippines, and Latin America (excluding Brazil which speaks Portuguese and a couple tiny countries which speak English and Dutch), Spanish isn't a major language. English on the other hand has at least two major outposts on every continent *except* South America, where it only has one minor outpost.

4920. 1040st color system

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 03:43:04 UTC
From: guin@oodis01.hill.af.mil
Message-ID: <CMMyBs.I4A@oodis01.hill.af.mil>
Source record: 191077
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

1040 ST with SC1224 monitor, mouse, original books and disks
that came with this machine. Everything is excellent except
the floppy. I want $155. plus shipping as is or $195. if
I replace the drive. This machine has been setting since
the Mega STs came out.
Rex

4921. Re: Speedo-GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 03:46:20 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2m0mmc$orr@cxc1.cl.msu.edu>
Source record: 191078

ramius@hal9000.apana.org.au (Shaun Lockwood) writes:

> when Speedo-GDOS first came out it was mentioned that
> windoze true-type fonts could be used with it. Now I have looked
> in the manual, and I can not find a way of getting the outline.acc
> to recognise any PC fonts that I try and install. If I remember correctly
> when I tried it last it asked for something like 140Mb of memory for a misc
> buffer. Please help, as I have a friend with a CD full of true-type fonts

I believe you may have misunderstood the early statements about SpeedoGDOS.
Just the opposite is true, actually, that Windoze True-Type fonts _DON'T_
work with SpeedoGDOS. You want Speedo fonts for SpeedoGDOS, such as are
available for use with the DOS (_not_ Windoze) version of WordPerfect.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

4922. FOR SALE *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 04:05:52 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2m0nr0$mv3@canopus.cc.umanitoba.ca>
Source record: 191079
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=========================================================================
SOFTWARE
=========================================================================
*NEW* Michtron BBS.............$ 5.00 (classic bbs software, no box&docs)
Rings of Medusa................$ 12.00
The Pawn.......................$ 10.00
TV Sports Football.............$ 10.00
10th Frame Bowling.............$ 10.00

=========================================================================
MISCELLANEOUS
=========================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
=========================================================================
```

4923. FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 04:44:06 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CMn15J.1zso@austin.ibm.com>
Source record: 191080

I saw several requests for FAX software on the Atari ST. Did anyone
ever reply to those? Is this in the Atari FAQ and I just missed it?

Any help is appreciated. Also, since this is probably beneficial to
many people, please post this to the net. Thanks.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

4924. Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 06:24:04 UTC
From: kfason@csn.org
Message-ID: <CMn5s5.8CE@csn.org>
Source record: 191081

I'm having problems with Atari Works. It seems to not like to print. It goes through the routine, then when it says "Printing to: (Printer type) " it does one of the following things.

2 bombs (Bus error)
4 bombs (Illigal Instruction)
shows this at the top where the drop down menus are (and locks up)
" [1] [Unguliges Handle! | Handle = $0040] [Wieter | Tolerierer "

I'm using Works ver 1.2. Speedo is v4.1 Basic default fonts.
I have reinstalled both Speedo and Works.
still has probs.

I have set the cache to 50 for both misc and Caracter, Bitmap is set to 0.
I have also reset them to 100,150,300, and 500K. All of course
rebooting. Still does one of the above, mostly the german(?)

On Printer drivers I have used the Epson LQ-1000 and the Star-(something) 24pin drivers.

my autos are in this order:

NVDI
Speedo
MACCEL34
UIS

I am also using Xboot. And have it change my ASSIGN.SYS and EXTEND.SYS to suit NVDI, STalker, and Works. STalker having the path set to a different path then Speedos fonts (wich is where Speedo and NVDI are).

I am going to combine the STalker fonts and Speedo fonts, thereby killing the need to have Xboot do different ASSIGN.SYS/Extend.SYS files...

thanx! any help is appreciated...

I am planning on purchasing a HP DeskJet 550C (or 560C) in the near future so hopefully its just the drivers and Works, as these drivers worked fine with Word Flair II...

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

4925. RE: FOR SALE ** MEGA 2 and color & BW monitors

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 06:40:40 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <14MAR94.00404010@meena.cc.uregina.ca>
Source record: 191082

How much for just the computer?

4926. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 07:06:25 UTC
From: Gordie Meyer ATARI UNITED cofounder <biblinski@delphi.com>
Message-ID: <xwzuoyR.biblinski@delphi.com>
Source record: 191083

Steve Wells <wells_s@kosmos.wcc.govt.nz> writes:

>I forsee having to pay lotsa cash again.....
>

Actually, our thinking is along the lines of a self-addressed stamped envelope (or the equivalent for non-USA registrants) and a disk with your current key file on it. There may be other options, but until we finalize things (and Aaron gets the damn thing done), they'll go unmentioned.

Now, before anyone rushes to send us a disk and SASE... PLEASE WAIT FOR THE RELEASE OF VERSION 2.30! I'll lose things if they show up before we're ready. So please don't start sending things. My computer room is overcluttered as it is.

--Gordie Meyer
biblinski@delphi.com
ATARI UNITED! SoftWareHouse

4927. Re: MiNT library, Patchlevel 44

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 09:08:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m19i3$ck7@percy.cs.bham.ac.uk>
Source record: 191084

nagel_e@cecehv.enet.dec.com (Erlend) writes:
>Hmm but I do have some of the manpages for the mintlibs (the ones in
>man3, like fopen) and for the lowlevel mintkernel calls (in man2). But
>the files are old (like for mint 0.96 at the newest) They don't
>reflect the changes for versions higher than that. 1st Guide is nice,
>but man pages will do too with that new program manview. The only
>problem with manview is that I can only have 255 manpages per dir due
>to limitations of the tos -fs

The low-level docs I saw (ages ago) at a.a were quite out of date, but
I use the Compendium for this now.

The advantage 1st Guide would have over manview (is this a GEM troff,
and does it use Speedo?) is the cross-referencing (hot-linking) would
be better.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4928. Re: Running .ACCs in MTOS ....

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 09:15:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m19vp$cp2@percy.cs.bham.ac.uk>
Source record: 191085

mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
> Hi All,
>
> Someone had mentioned a way to run .ACCs while in MiNT. What was the
>environment variable that needed to be changed (and does it require removing
>"acc" from the ACCEXT variable)? Did anyone figure out how to make multiple
>paths for ACCs?

You have to load your newdesk.inf file into a text editor, then
find the line which controls PRG files (quite a short line, it has
.PRG in it). Copy this line, changing PRG to ACC. Save the file,
reboot.

You can leave ACCEXT alone, I haven't tried changing ACCPATH (I don't
think ACCPATH is a variable like PATH, it is really a single
directory).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4929. ChromaStudio24...

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 10:17:59 UTC
From: nj1@ukc.ac.uk
Message-ID: <7310@merlin.ukc.ac.uk>
Source record: 191086

Does anybody know when ChromaStudio 24 is due to be released in the UK, and more importantly, how much is it going to cost???

Thanks in advance,

Rodders.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

4930. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 10:18:20 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMnGMK.Kuq@barclays.co.uk>
Source record: 191087

In article <1994Mar11.205636.24272@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> I have not posted misleading info about the Falcon. Certain people have been
|> posting misleading info about the Mac.
I haven't seen any misleading info on the Mac. You seem to keep missing one point in particular Macs are very much cheaper in the US than the rest of the world. As a result, a lot of your arguments about power/price ratios don't stand up. Mac software in particular is much more expensive in the UK than it's PC equivelent and a lot more expensive than ST/falcon software - often without much increase in power. There are some very powerful DTP and retouching software that may well impress you even as a seasoned Mac user. It's True! There is also a lot of crap :-)

|> > If I had the cash, I'd buy a Unix workstation. That doesn't mean the Falcon is
|> > crap, just that it fits my budget and does everything I want from it.
|> I never said that the Falcon is crap. I stated that Multitos is crapped
MultiTOS is slow (the AES has been re-written and a newer much quicker version is due out at some point), but has excellent functionality. Internally, it is very similar to Unix and has a lot of nice features sych as symbolic links, loadable filesystems, long filenames with full permissions, shareable program segments, fully pre-emptive with process control and more. The core code ie MiNT is actually quite fast given it's functionality. System 7 is IMHO too slow. 6 was OK but there is a lot of stuff in 7 that really kills the machine.

|> > |> Peter Sinclair-Day

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4931. Re: HELP! Ishar 2 is having problems!

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 10:21:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMnGs2.L7L@barclays.co.uk>
Source record: 191088

I have a 4/65 4.01 machine and I get the freeze too. Only about once every 3-4 hours though so It's not a problem. i also save regularly.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4932. ST News

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 10:25:13 UTC
From: csed3cd@herts.ac.uk
Message-ID: <2m1e29$b4s@altair.herts.ac.uk>
Source record: 191089
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've got some problems with the disk magazine ST News. quite a few of the early Issues worked only on the ST (and not STE). I upgraded to an STE about two years ago, but now i can't run the older ST News disks. Does anyone know what compression was used on the data files and would it be possible just to decompress those without going through the ST News program? All I really want are some of the old articles that were on the disks.

Can anyone help?

cheers

Sean Smith

csed3cd@herts.ac.uk

4933. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 12:07:12 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar14.130712.958@cathy.ijs.si>
Source record: 191091

In article <2lmu8o$20ss@info2.rus.uni-stuttgart.de>,
>It took me 15 Minutes to find the "Eingabe"-key on my keyboard (really).
>
>Eingabe = MicrosoftGerman("RETURN")
A friend of mine, years ago, bought a very cheap XT compatible from Schneider
(the German partner of AMSTRAD, for those of you in the know).
It dead a bit less than a year later, with the message
Pariteten fehler in hauptschpeiher (sorry for sloppy spelling).

Yup, just what it says: parity error in main RAM.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4934. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 12:13:32 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar14.131333.959@cathy.ijs.si>
Source record: 191092

In article <n&lqx82c0my@moacs11>, Waldi Ravens <walra%moacs11@nl.net> wrote:
>In <2llenv$qeb@golem.wcc.govt.nz>, Roger Sheppard wrote:
>AFAIK Kobold 2 is *not* shareware, but payware. It used to be distributed
>by Kaktus, not sure if that company still exists.
Kobold is payware. Kaktus still exists. I reviewed Kobold 2.5 a few months
ago. It is an excelent piece of software, usefull whenever you need to
copy or move more than say 5-10 files at a time. Even better, it can be
installed to perform all copy/move/delete functions under Gemini 2, Ease
and ***MULTITOS***.

It is worth every pfening of the 110 DEM.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4935. help on MINT

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 12:23:37 UTC
From: BACKWE1@VM.AKH-Wien.AC.AT
Message-ID: <16F79AE49S86.BACKWE1@VM.AKH-Wien.AC.AT>
Source record: 191090

Help on Mint 0.95
I recently installed Mint 0.95 from the distribution-kitt. I installed
it as multiMint and when I created a new user-account with bash as
login-shell I noticed that this shell didn't recognize the PATH-environment-
variable, so it is very hard to work with it.
Has anyone an idea how to overcome this problem?
Is the some documentation on installing and using MINT except that comming
with the distribution kitt, which is very shot.

Thanks in advance

Werner

Werner Backfrieder
Dept. Biomedical Engineering and Physics
University of Vienna

4936. Mega STE wanted

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 12:36:03 UTC
From: grantr@cs.man.ac.uk
Message-ID: <1994Mar14.123603@cs.man.ac.uk>
Source record: 191093

Does anybody know where I can still buy a Mega STE? I have a large amount of ST software and would like to upgrade my current computer (1040ST) to the best in the range of computers that will work with the software,or have I got it wrong in believing the Mega STE is the fastest computer that will work with all my existing software? Basically here is my problem,I have a good computer that does everything I need it to do for me but its getting a little battered.I do not want to spend probably the best part of 1500 pounds to get a new software base for a new computer. So I would like to know which computer in the atari range I can get that will
a) have a better performance than my old one,i.e. faster.
b) run all my old software (or most of it).

If you could tell me the stats of the new computer aswell I could gage myself if the change would really be worth it or not.

Thanks in adavance
Rob Grant.

grantr@cs.man.ac.uk

4937. Re: ST News

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 13:06:42 UTC
From: diederik@sci.kun.nl
Message-ID: <CMnoF8.ApH@sci.kun.nl>
Source record: 191094
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2m1e29$b4s@altair.herts.ac.uk> csed3cd@herts.ac.uk (Smith) writes:

>I've got some problems with the disk magazine ST News. quite a few of
>the early Issues worked only on the ST (and not STE). I upgraded to an
>STE about two years ago, but now i can't run the older ST News disks.
>Does anyone know what compression was used on the data files and would
>it be possible just to decompress those without going through the ST
>News program? All I really want are some of the old articles that were
>on the disks.

>Can anyone help?

The last few years a home-made textpacker was used to pack the text, the packer of the old issues is probably ICE.

Greetz, Diederik

--
--
Diederik Hoogenboom --- diederik@sci.kun.nl

"Gods never need to be very bright when there are humans around to be it for them."

4938. Re: Is there a color icon editor?

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 13:08:21 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m1nk5$h64@percy.cs.bham.ac.uk>
Source record: 191095

fnjah@aurora.alaska.edu writes:
>Is there a shareware color icon editor (like the full color icons the falcon
>uses, not those older one color things) out there anywhere, or will I just
>have to wait for the new NeoDesk to come out?
>

There's supposed to be a CPX which edits CICONs, which is written by
Scott Sanders (of Compendium fame), but I haven't seen it on the ftp
sites yet.

There is a commercial CICON editor, called Zoom and written by Shift
in Germany.

Shift also sell a commercial resource editor called Interface, which
also edits CICONs.

However Shift are out of business, and the products are now being
handled by another company (with the same people, IIRC).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4939. For sale: Atari hardware

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 13:12:09 UTC
From: wsinedv@wsinwp04.win.tue.nl
Message-ID: <2m1nr9$48v@wsinwp04.win.tue.nl>
Source record: 191096

For sale, every reasonable offer accepted:

- Atari Megafile 30 external hd., capacity 30 MB in perfect condition (0 bad sectors), complete with cabels & software & manual.

- Power handscanner for Atari, a year old and little used, resolution 400 dpi, complete with software & manual.

- Atari MegaSTE 4 + SM 124 monochrome monitor, 4 MB ram , 48 MB hd, 16 MHz 68000 processor, separate keyboard, mouse, +/- 200 disks with software, books and magazines.

Has to be picked up in the neighboorhood of Eindhoven or Geldrop (the Netherlands), scanner can evt. be mailed (you pay).

Offers en information by E-mail to:

Ed Voermans
wsinedv@win.tue.nl

4940. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 13:12:43 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m1nsb$h9u@percy.cs.bham.ac.uk>
Source record: 191097

Mojo <mo@sna.co.umist.ac.uk> writes:
>Ummm, I think I have read somewhere that the newer GEM versions can
>handle resolution changes
>for VDI only: AES get confused over it.
>

New AESes have a 'change res' message... does anyone know what
apps should really do when they receive this? Abort? Save sufficient
state to be able to restart, and then abort? Close all workstations,
wait for the all-clear, and then reopen everything?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4941. Re: STXformer cable?

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 13:26:11 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CMnpBo.4Dq@cs.vu.nl>
Source record: 191098

lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

>Does anyone know the pinout of the cable mentioned in the STXformer
>documentation which allows you to connect 8-bit peripherals to the
>ST's parallel port?

>I'd like to build the cable but don't know how...

I could look it up in an old dutch Atari 8-bit magazine if you like...

Ivo.

4942. Re: Mega STE wanted

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 13:30:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMnpIK.CFL@barclays.co.uk>
Source record: 191099

The only things sold/made these days are Falcons & TTs. The MSTe stopped a while back. having said that, System solutions have apparantly got some in the UK which will go on sale shortly. Also, they do accelerator cards for STs upto 36Mhz. That plus NVDI makes a nice system :-)

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

4943. Re: Geneva>?>>

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 13:37:43 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1670@usdtsg.DaytonOH.NCR.COM>
Source record: 191100

In article <1994Mar12.024002.1957@kn.PacBell.COM> mboldt@kn.pacbell.com (Marco Boldt) writes:
>I keep hearing Geneva and Neodesk being mentioned.. I know what neodesk
>is.. What is Geneva?

Geneva is a re-write of the ST's AES (Application Environment System?).
It's primary advantage is that it allows (co-operative?) multitasking
to occur. It is also generally compatible with MultiTOS (minus the
MiNT stuff at this time) - compatible in that it can handle things
that may be written for MTOS (not that you'd want to run them
together). The display is also a more 3-D approach (a la MultiTOS), etc.
I primarily bought a copy for the multitasking capability (and like
the fact that you can terminate and "put to sleep" applications)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4944. Re: Falcon/'040 board

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 14:34:00 UTC
From: kstevens@srs.gov
Message-ID: <01H9YHEVCGSY001RYN@SAEMS.SRS.GOV>
Source record: 191001

In article <CMnGMK.Kuq@barclays.co.uk>, you wrote:

> In article <1994Mar11.205636.24272@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> |> I have not posted misleading info about the Falcon. Certain people have been
> |> posting misleading info about the Mac.
> I haven't seen any misleading info on the Mac. You seem to keep missing one
> point in particular Macs are very much cheaper in the US than the rest of the
> world. As a result, a lot of your arguments about power/price ratios don't
> stand up. Mac software in particular is much more expensive in the UK than it's
> PC equivelent and a lot more expensive than ST/falcon software - often without
> much increase in power. There are some very powerful DTP and retouching
> software that may well impress you even as a seasoned Mac user. It's True!
> There is also a lot of crap :-)
>
> |> > If I had the cash, I'd buy a Unix workstation. That doesn't mean the Falcon is
> |> > crap, just that it fits my budget and does everything I want from it.
> |> I never said that the Falcon is crap. I stated that Multitos is crapped
> MultiTOS is slow (the AES has been re-written and a newer much quicker version
> is due out at some point), but has excellent functionality. Internally, it is
> very similar to Unix and has a lot of nice features sych as symbolic links,
> loadable filesystems, long filenames with full permissions, shareable program
> segments, fully pre-emptive with process control and more. The core code ie
> MiNT is actually quite fast given it's functionality. System 7 is IMHO too
> slow. 6 was OK but there is a lot of stuff in 7 that really kills the machine.
>
> |> > |> Peter Sinclair-Day
>
> --
> +-------------+---+
> |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
> | |Laserdisc & Pro-Logic - The only way to watch movies at home|
> | |Replies to ilaskey@cix.compulink.co.uk |
> +-------------+---+
Would you all mind moving this crap to some forum where somebody who gives
a f**k might want to read it!!
--
Ken Stevens | kstevens@srs.gov |

4945. QUES: Problem w/ BJ200e and WordUp

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 15:37:05 UTC
From: bobhays@spss.com
Message-ID: <bobhays-140394093705@haysmac.spss.com>
Source record: 191002

I'm having a small problem with my new BJ200e and WordUp V. 2 (I'll be installing 3.1 soon once my new hard drive arrives).

If I print something, then edit and then print again, the old page is imposed under the new edits. It appears that the print buffer is not getting cleared out between outputs. I'm using the FontGDOS BJ10 driver.

Also, any suggestions for 360x360 fonts would be appreciated.

Email response is fine: bobhays@spss.com, but I also read this conference often.

Thanks and have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

4946. QUES: WordPerfect and BJ200e

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 15:39:29 UTC
From: bobhays@spss.com
Message-ID: <bobhays-140394093930@haysmac.spss.com>
Source record: 191003

I bought a valid used copy of WordPerfect (got the manual, two sets of disks [one set an upgrade], the ID number et al) - what I need now is a driver for the BJ200e or BJ10 - any ideas?

Thanks and have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

4947. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 16:13:29 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2m22f9$i1r@vishnu.jussieu.fr>
Source record: 191004

It's seems to be a unregular problem, which occurs only with some files.
I don't know where it comes from, but it happens sometimes to me as well.

MB.

4948. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 16:36:06 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar14113606@wpi.WPI.EDU>
Source record: 191005

0{{ "Kevin" == Kevin Fason <kfason@csn.org> writes:
Kevin> I'm having problems with Atari Works. It seems to not like to
Kevin> print. It goes through the routine, then when it says
Kevin> "Printing to: (Printer type) " it does one of the following
Kevin> things.

Kevin> I'm using Works ver 1.2. Speedo is v4.1 Basic default fonts.
Kevin> I have reinstalled both Speedo and Works. still has probs.

Which TOS version do you have? How much RAM?

Kevin> I have set the cache to 50 for both misc and Caracter, Bitmap
Kevin> is set to 0.

I use: 150 70 10 on a MSTE with the same versions of Speedo and AW and
it works fine...

Kevin> On Printer drivers I have used the Epson LQ-1000 and the
Kevin> Star-(something) 24pin drivers.

Did you select the proper printer from the "print" window?

Kevin> my autos are in this order:
Kevin> NVDI Speedo MACCEL34 UIS

Have you told NVDI to not use its own built-in GDOS? Have you tried
disabling NVDI? I had heard that it didn't work with Speedo...

Just some ideas...

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I should have known better, not all God's evil varmints -
- Come wearing forked tongues and scaly leather garments -
- In fact, quite often they look a bit like me -

4949. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 16:39:00 UTC
From: cgra@se.alcbel.be
Message-ID: <4284@btmwj1.se.bel.alcatel.be>
Source record: 191006

I note that BBC for Europe, which used to broadcast in English, French,
and German, has recently dropped French.

That should annoy the Francophones :).

Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
----
Wear your propeller with pride!

4950. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 16:42:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8493da@secom.ct.se>
Source record: 191007

In a message of 09 Mar 94 09:19:00, Sven Spreier wrote:

SS> OG>A question: What percentage of Atari users understand English? Answer:
SS> OG>99.99999%
SS>
SS> But not everyone is able to write docs in english.

Even a lousy written manual is better than nothing ...

The french atleast seems to have understood that, most french software comes
with english manuals, albeit in very poor english, but so what? It's better
than the french manual for us who don't speak any french at all!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4951. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 16:42:54 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar14114254@wpi.WPI.EDU>
Source record: 191008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

0{{ "Roger" == Roger Sheppard <sheppard_r@kosmos.wcc.govt.nz> writes:
Roger> Hi, ICD uses a 3 second Boot Delay, is there any way I can
Roger> turn this OFF.. There is a PD program that claimed to do
Roger> this, but it does not...

Well, the version of ICD I used allowed you to turn off the boot delay
if I'm not mistaken... Perhaps you need the newer software?

Roger> This I think is the later 6.4.3 Booter.....

I have 6.2.3...

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I should have known better, not all God's evil varmints -
- Come wearing forked tongues and scaly leather garments -
- In fact, quite often they look a bit like me -

4952. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 16:43:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d849420@secom.ct.se>
Source record: 191009

In a message of 09 Mar 94 09:25:00, Sven Spreier wrote:

SS> OG>I am willing to pay for English versions.
SS>
SS> But german users prefer to pay for software with german docs.

"We rule the world, don't let ANYONE use any language but ours"

Atleast it sounds as if they ONLY registre a program if it's ONLY documented in German ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4953. Re: Speedo-GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 16:47:16 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar14114716@wpi.WPI.EDU>
Source record: 191010

```
0{{ "Michael" == Michael Olin <molin@cxc1.cl.msu.edu> writes:
Michael> I believe you may have misunderstood the early statements
Michael> about SpeedoGDOS. Just the opposite is true, actually, that
Michael> Windoze True-Type fonts _DON'T_ work with SpeedoGDOS. You
Michael> want Speedo fonts for SpeedoGDOS, such as are available for
Michael> use with the DOS (_not_ Windoze) version of WordPerfect. --

Indeed, there is a WordPerfect for DOS fontpack full of Bitstream
Speedo fonts, but I haven't been able to find it.

Ask for "Bitstream Speedo" fonts at a PC store. They may be able to
get some for you... Or call Bitstream. They offer like 1000 packages
of just about every font in Speedo format...

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I should have known better, not all God's evil varmints -
- Come wearing forked tongues and scaly leather garments -
- In fact, quite often they look a bit like me -
```

4954. Re: a.a.u.e upload: Dungeon Master editor!

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 17:02:46 UTC
From: cf580@city.ac.uk
Message-ID: <1994Mar14.170246.15572@city.ac.uk>
Source record: 191011

Stephe Lewis Foskett (lancer@wpi.WPI.EDU) wrote:
> OK, due to large volumes of requests for it, I just uploaded the
> Dungeon Master level editor from ST Format to Atari.archive.umich.edu.
> It should be available in a week or so...

Great. I look forward to pulling it down.

> I included a little readme file with tips on using the program and a
> reformat of the docs into a cute little AtariWorks' word processor
> .STW document. It's FULL of fonts (uses almost all the Speedo fonts
> which come with AW) and looks pretty when it's printed out in a Maccy
> sort of way...

Erm, I hate to complain, but isn't this a bit rough on those of us
who don't have AtariWorks? I think everyone can understand ASCII and it
doesn't require any software to read. Or is AtariWorks PD and available
on a.a.u.e as well? I'm a little out of date...

> .s.

> --
> - lancer@wpi.wpi.edu - - the Posies, "Any Other Way": -
> - Life's never been a great mystery to me, -
> - It begins and winds slowly to the end -

--
Tim Wright - T.J.Wright@city.ac.uk

4955. Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 17:32:29 UTC
From: mmariott@acs.ryerson.ca
Message-ID: <2m273d$iah@hermes.acs.ryerson.ca>
Source record: 191012

Bummer! I'm having problems with my TT at work. It won't print with Works on an SLM605! It tells me I don't have enough memory... But I have 4MB ST RAM and 16MB TT... Anyone else have similar problems. Funny enough, I get memory errors when simply trying to print out Calamus SL documents (Even a black page)... Any ideas?

Chuck

4956. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 18:04:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A11517@LA.maus.de>
Source record: 191013

```
>(Anyone know the status of 'Cannon Fodder' for the ST, or the X-Men Game
>I've heard of? )

Cannon Fodder should be available now.

Holger
```

4957. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 18:30:44 UTC
From: walra@moacs11
Message-ID: <4q7a7gerjsk@moacs11>
Source record: 191014

In <CMn5s5.8CE@csn.org>, Kevin Fason wrote:

> I'm having problems with Atari Works. It seems to not like to print. It
> goes through the routine, then when it says "Printing to: (Printer type) "
> it does one of the following things.
>
> 2 bombs (Bus error)
> 4 bombs (Illigal Instruction)
> shows this at the top where the drop down menus are (and locks up)
> " [1] [Unguliges Handle! | Handle = $0040] [Wieter | Tolerierer "

The ,,Ungueltiges Handle'' line comes from NVDI. Open Xcontrol, select
NVDI-Konfig., disable the option ,,Fehlermeldungen'' (== bug reports),
and press the button ,,Sichern'' (== save).

Of course this won't solve the bombs.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4958. Just came of out of the cave

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 18:39:37 UTC
From: sang@tss.com
Message-ID: <CMo3u3.BGK@tss.com>
Source record: 191015

Hi, all.

Nearly ten years ago, I invested in the Atari 520ST; that is, when it first came out. I used it off and on, not intensively at all since there IS no hard disk for it. So...I tucked it away for the last eight years. (I pretty much a UNIX/PC developer.)

But...Last night I pulled it out and set it up. Turned it on. It still works. I was able to the softwares I bought for it long time ago.

I like it. I figure that I want to write a simple vector based game using 68K assembly, making something out of this Atari before I give it away or something. (I hate Intel assembly language, even though, I THINK, it powerful.)

So...Would you please point me to FTP sites that have technical info. on the Atari ST 520, e.g., where is the starting address of the graphics buffer, etc. I need to know if there is a public domain serial utility that lets me connect to my PC serially to transfer Atari files and store on my PC hard disk. Is there a good public domain or shareware 68K assembler around?

Many thanks.

Sang.

4959. Re: Legends of Valor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 18:47:24 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2m2bfs$ms0@irz401.inf.tu-dresden.de>
Source record: 191016

In article <CMGqAq.FJw@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>Wasn't the game Legends of Valor supposed to be released for the falcon?
>Does the ST version run on the Falcon?
Legends of Valour (ST-version) runs on the Falcon.I don't know if a special Falcon-version was/is planned.You should ask U.S.Gold about it.As far as i know they are it's distributor.

Matthias
--
.----------------------+---.
| Matthias Rauhut > public mail:mr2@irz.inf.tu-dresden.de |
| > mail concerning ftp:ftp@irz.inf.tu-dresden.de |
| > IRC:st-guru |
| > BT-MUSE3056:Helmut |
+----------------------+---+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`--'

4960. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 19:04:30 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2m2cfu$kf1@mailer.fsu.edu>
Source record: 191017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:
> Hi, ICD uses a 3 second Boot Delay, is there any way I can turn this OFF..
>
> There is a PD program that claimed to do this, but it does not...
>
> This I think is the later 6.4.3 Booter.....

I find it irritating as well, and have suggested that they make it a
configurable option in future releases. At this point, I know of no way
to actually get rid of it. Thus, if I am in a hurry, I whack the space
bar (this aborts the pause).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4961. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 19:08:03 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2m2cmj$kf1@mailer.fsu.edu>
Source record: 191018

Mark Lehmann (mlehmann@austin.ibm.com) wrote:
> I saw several requests for FAX software on the Atari ST. Did anyone
> ever reply to those? Is this in the Atari FAQ and I just missed it?
>
> Any help is appreciated. Also, since this is probably beneficial to
> many people, please post this to the net. Thanks.

I'm not sure if the original request was for PD/Shareware FAX stuff, but
the commercial product Straight Fax from Toad is reported to be excellent.
I have not actually seen it myself, but I have heard lots of good
recommendations. I wish they would release a demo version (that prints
"Toad" over anything you FAX, or something similar).

Connect is supposed to have FAX support with version 2.50 (not yet released).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4962. Re: Atari Still Exists? Tell me more!

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 19:53:16 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Mar14.195316.11034@ida.liu.se>
Source record: 191019
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>In a message of 09 Mar 94 14:22:23, Craig Graham wrote:

>CG> >(My texturemapping routs became faster when doing move.l instead of
>CG>
>CG> Could this be accounted for by the lower instruction fetch cycle overhead
>CG> when using move.l ? If using 2 move.w instructions to fetch data as
>CG> opposed
>CG> to one move.l, an extra instruction fetch will be required.....adding a
>CG> time overhead.......

>.loop addx.l d0,d1
> move.w (a0,d1.w*2),(a1)+
> dbf d7,.loop

>...became...

>.loop addx.l d0,d1
> move.w (a0,d1.w*2),d2
> swap d2
> addx.l d0,d1
> move.w (a0,d1.w*2),d2
> move.l d2,(a1)+
> dbf d7,.loop

>...and became faster...

>I can not explain it if the Falcon's bus is 16bit, but if the bus is 32bit
>then it's normal.

Here's a clue: Ever heard of an optimization technique called
interleaving? Also, have you ever checked the relation between the
execution times for the SWAP and DBF instructions?

The above does not indicate that the Falcon has a 32-bit bus.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

4963. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 20:37:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A15195@MS.maus.de>
Source record: 191021

In article <wkru8l2hnxe@moacs11>, Waldi Ravens (walra@moacs11) wrote:
>> (2) Would you care to support an english version of a shareware program
>> if the number of registered users from *Swiss* is five times higher than
>> all registrations from english speaking countries? I wouldn't.
>
>This might well be a chicken and egg problem. If one can't understand the
>docs, one is not likely to use (== register) the software. Or were you
>referring to shareware packets that are fully bilangual (like Connect)?

Of course. It wasn't Connect, but it was a program with english documentation
and english program texts.

4964. Re: MiNT library, Patchlevel 4

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 20:37:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A15196@MS.maus.de>
Source record: 191022

In article <CMIA7w.Ey4@ryn.mro.dec.com>, Erlend (nagel_e@cecehv.enet.dec.com)
wrote:
>Hmm but I do have some of the manpages for the mintlibs (the ones in man3,
like
>fopen) and for the lowlevel mintkernel calls (in man2). But the files are old
>(like for mint 0.96 at the newest) They don't reflect the changes for versions
>higher than that. 1st Guide is nice, but man pages will do too with that new
>program manview. The only problem with manview is that I can only have 255
>manpages per dir due to limitations of the tos -fs

There is no such limit in the TOS filesystem.

4965. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 20:37:20 UTC
From: glens@teleride.on.ca
Message-ID: <CMo9A8.LMM@teleride.on.ca>
Source record: 191023

In article <2lqu91$gs7@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@ix.wcc.govt.nz> wrote:
>In article <1994Mar9.131818.1731@mks.com>, ant@mks.com (Anthony Howe) writes:
>>
>>Are they any ST games similar to Wolf-3D or the new one Doom??
>>Dungeon Master and Chaos are excellent but they lack that real-time
>>race against the clock fear of death quality. Are the older ST
>>machines capable or do you need a Falcon to do the graphics?
>>
>>-ant
>>--
>>ant@mks.com Anthony C Howe
>
>Well if you need software like that and another Called Xwing, I do sugest you
>buy a PC clone, none if the type of software will ever be ported to the Atari
>Computer platform..
>
>If fact I don't think there is any Games software being writen for the Atari at
>all, Even the chap that did a monthly Catalogue on GEnie had droped it because
>of no new software.....
>
>
>From what I have seen the Falcon is a dead loss, not enough sold, so theres
>no Doom or Xwing for that...
>
>
>Time I think to get a Real Computer...!!!!
>

...or a Jaguar. Id Software (DOOM creator) is currently creating games
for the Jag. My $2 billion.
--
Glen Shortliffe || Tel: (416) 596-1940 Ext. 250
TeleRIDE Sage Ltd. (Toronto)|| Bo doesn't know the world series.
glens@teleride.on.ca || This one goes to eleven - Nigel _SpinalTap_

4966. Re: Win an Atari Jaguar!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 20:40:14 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.108x@outb.wimsey.bc.ca>
Source record: 191024

Would a personal cheque be OK? Of course if it bounced (it won't) & I won, then I'd forfeit the prize. Make sense?

Now just where DID I park my hard drive?

4967. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 21:13:40 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECOUEHWB@dksoft.ping.dk>
Source record: 191020

In <2d82d698@secom.ct.se> Rickard Troedsson wrote :

>In a message of 10 Mar 94 21:06:13, Don Maple wrote:
>
>DM> The reality is that the english language STs are actually a minority.
>DM> It's only natural that the German (or any other!) developer produces a
>DM> program for the largest potential market! Especially taking into account
>DM> that a German language program can also be sold in Austria, Switzerland,
>DM> as well as Holland, Belgium, the Scandinavia, and these days a sizesable
>DM> chunk of Eastern Europe too.
>
>I wrote it before, I'll write it again.
>
>About 1/3 of the Swedish youth learns German for ca 3-4 years ... EVERYBODY
>learns English for atleast 6, often 8-9 ...

Just like Denmark!

>
>I think it's the same for the rest of Scandinavia, don't mix us up with people
>speaking German as a native language.
>
>I prefer English documentation.

Agree.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

4968. FOR SALE: S/J Cubase Atari v3.01 $200

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 21:23:16 UTC
From: rob@princeton!hhb
Message-ID: <1994Mar14.212316.934@princeton!hhb>
Source record: 191025

```
Steinberg/Jones Cubase for Atari version 3.01 for sale - $200
all original packaging, docs (except regstration), disks, and dongle included
UPS ground COD shipping in US included
e-mail or call if interested
rob@redacam.redac.com
(201)848-8000 10am-6pm EST
(201)839-3363 7pm-9pm EST
```

4969. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 21:44:22 UTC
From: gruber@austin.ibm.com
Message-ID: <CMoCDz.3M56@austin.ibm.com>
Source record: 191026

In article <2m273d$iah@hermes.acs.ryerson.ca>, mmariott@acs.ryerson.ca (Marcello Mariotti - ACPS/F93) writes:
>
> Bummer! I'm having problems with my TT at work. It won't print with Works on an SLM605!
> It tells me I don't have enough memory... But I have 4MB ST RAM and 16MB TT... Anyone else
> have similar problems. Funny enough, I get memory errors when simply trying to print out
> Calamus SL documents (Even a black page)... Any ideas?
>
> Chuck

Chuck,

Not that I have this problem, just a few ideas.

1) Do you have the correct drivers for the SLM605 ?
2) How much memory is left after Calamus is loaded ?
Maybe the 4m ST ram is not enough
3) How about getting rid of unecessary modules or Desk Accessories
4) How does it do running Virtual Memory ?

Hope these ideas help,
Scott

Disclaimer: The ideas of the poster are not necessarily that of IBM

4970. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 22:13:28 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2m2ni8$ccu@mailer.fsu.edu>
Source record: 191027

Stephe Lewis Foskett (lancer@wpi.WPI.EDU) wrote:
> 0{{ "Mickey" == Mickey Boyd <boyd@gauss.math.fsu.edu> writes:
> Mickey> You might want to check out the Ste/Mega directory on
> Mickey> atari.archive.umich.edu. I have put some stuff in there that
> Mickey> was previously misfiled.
>
> Cool... Like what?

Ste/Mega: a directory for MegaSTe-specific programs
booter.lzh 1 use 16mHz with self booting disks
megaste.lzh 10 Shareware utilties by John townsend for megastes
mhz.lzh 9 Freeware program to change between 8/16 Mhz
speed_sw.arc 10 Collection of programs for Mega STe to control speed
wrap_fix.arc 5 Fixes MegaSte/TOS 2.05 screen bug on mono monitors

More should be coming as soon as I get a floppy from Lars-Erik 0sterud.

> Mickey> them (they downloaded without complaint). Do you have such
> Mickey> problems with binary .zip, .lzh, etc. files? If not, what
> Mickey> line speed are you using? What terminal program? My
> Mickey> understanding of the port labeling on the MegaSTE is: modem1 =
> Mickey> regular ST modem port, modem2 = fast modem port, serial 1 =
> Mickey> another fast serial, same as the LAN port. Which one do you
> Mickey> mean by "serial 2"?
>
> I think you've gotten a bit confused here, Mickey... The MSTE has
> serial ports:
> Modem1 - MFP controlled, just like the old ST ports, 19200 max
> Modem2 - braindead, no RTS/CTS lines, DON'T USE IT!
> Serial2 - SCC controlled, fully configured, USE IT!
>
> That's right... The MSTE has NO serial1! Serial1 is only on TTs...
> I always use Serial2 with HSMODA02 and everything works fine. The
> only trouble comes when you use the LAN port which is wired to the
> same SCC chip as the Serial2 port, rendering it useless... Also,
> since it sits in the VME slot, it's useless when you have a VME card
> installed unless it has a passthrough for Serial2... Anyone know if
> you can just wire the port out around the VME card and go on using it?

Hmmm, in the Connect docs it is noted that the Serial 2 (you were right about
the name) port is the one to be avoided. I'll give it a try tonight and
see. I presume you are using the HSMODA02 modules drvin.prg, mfp.prg, and
scc.prg (in that order)?

--
****

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4971. Ajax Located???

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 22:44:10 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Mar14.184410.21913@dal1>
Source record: 191028

Well, I have had some help with the upgrading of my 720k to 1.44
diskette drive in my Mega4 STE. I was told to check and see if ther
re was a Ajax chip. I have located a chip right above the last
simms module on the motherboard just before the SCSI HD controller.
It has these inscriptions:

TOP OF CHIP
9120MMB
C398789-001
Copyright ATARI 1990
-31 160513-01

BOTTOM OF CHIP

Is this indeed the Ajax?

4972. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 23:26:42 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CMoH4J.AJ2@cix.compulink.co.uk>
Source record: 191029

>environment variable CLIPBOARD points to the same path and this works perfectly
>with all other programs that support the clipboard.

The 'official' environment variable is 'SCRAPDIR' - this works perfectly
in Everest, for me at least.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4973. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 23:26:45 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CMoH4L.AJp@cix.compulink.co.uk>
Source record: 191030

>You need the clipbrd.cpx

Just the correct environment variable works on my system, Ofir - and the clipboard CPX locks up my machine whenever I load it into Xcontrol. I've never tracked that one down.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4974. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-14 23:57:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2m2tki$n2q@mailer.fsu.edu>
Source record: 191031

Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
> Stephe Lewis Foskett (lancer@wpi.WPI.EDU) wrote:
> >
> > I think you've gotten a bit confused here, Mickey... The MSTE has
> > serial ports:
> > Modem1 - MFP controlled, just like the old ST ports, 19200 max
> > Modem2 - braindead, no RTS/CTS lines, DON'T USE IT!
> > Serial2 - SCC controlled, fully configured, USE IT!
>
> Hmmm, in the Connect docs it is noted that the Serial 2 (you were right about
> the name) port is the one to be avoided. I'll give it a try tonight and
> see. I presume you are using the HSMODA02 modules drvin.prg, mfp.prg, and
> scc.prg (in that order)?

Well, I just checked it out. I get major CRC errors (during downloads) and
dropped characters on Serial 2 at both 57600 and 38400. On Modem 2, I get
no visible errors, but when I try to unpack binaries that I have downloaded,
they report CRC errors. Incidentally, using setter.ttp on scc.prg enabled
57600 on Modem 2 (but did not fix the errors, nor did expanding the buffers).
This is with Connect 2.46, by the way. Bummer.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4975. Re: SLIP???

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 01:06:46 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2m31n6$jhg@charm.magnus.acs.ohio-state.edu>
Source record: 191032

Ok. I've gotten part of the tuw_tcp files to work. I got that off of ftp.tu-clausthal.de. Unfortunately there was no documentation with the software and it causes a stack overflow on my falcon.

So my questions are:

1) Does this software run over the serial line?

2) Anyone have a mail address for the author(s)?

3) Does it run without a ReibelCard Plus?

Ideas and suggestions welcome!!!

Thanks,

Dan Ackerman
ackerman.29@osu.edu

4976. Re: Jaguar: Price?

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 03:30:27 UTC
From: dowdle@delphi.com
Message-ID: <Za6PgAr.dowdle@delphi.com>
Source record: 191033

RE: Jaguar S-video cable?

It's available. I saw one for sale at Xanth Computers in Bellvue Washington (basically Seattle)... although I went back two days later to buy it and it was gone... sold to a lucky new Jaguar owner. Xanth got them in last week (see datestamp on this message for time frame) so they are shipping although in what quantities I'm not sure.

TYL, Scott

4977. Re: QED & Everest

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 03:36:16 UTC
From: dowdle@delphi.com
Message-ID: <ZYzs4yo.dowdle@delphi.com>
Source record: 191034

Gang,

Thanks for the info, I'm going to grab it ASAP.

TYL, Scott

4978. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 03:37:55 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar15.033755.22854@mnemosyne.cs.du.edu>
Source record: 191035

In article <CMn15J.1zso@austin.ibm.com>,
Mark Lehmann <mlehmann@austin.ibm.com> wrote:
>I saw several requests for FAX software on the Atari ST. Did anyone
>ever reply to those? Is this in the Atari FAQ and I just missed it?
>
>Any help is appreciated. Also, since this is probably beneficial to
>many people, please post this to the net. Thanks.

I really reccomend StraigtFax - it works great on everything from an
ST to a Falcon or TT, and supports many different kinds of input to
fax out (like IMG, GEM, PCX, and FAX), and also works well with MTOS.

It also has a number or printer drivers for different programs,
including allversions of GDOS, and the most popular or Atari WP's and
DTP programs.

It is expensive (about $90 US I think!!) but if you need to fax
something, or recieve faxes, it can't be beat.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

4979. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 03:41:43 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar15.034143.23239@mnemosyne.cs.du.edu>
Source record: 191036

In article <CMn5s5.8CE@csn.org>, Kevin Fason <kfason@csn.org> wrote:
>
>I'm having problems with Atari Works. It seems to not like to print. It
>goes through the routine, then when it says "Printing to: (Printer type) "
>it does one of the following things.
>
>2 bombs (Bus error)
>4 bombs (Illigal Instruction)
>shows this at the top where the drop down menus are (and locks up)
> " [1] [Unguliges Handle! | Handle = $0040] [Wieter | Tolerierer "
<rest deleted>

I have had this happen a few times...

What I have done to avoid it is to open up the file I want to print,
then another file or two, and close those. Possibly I even opened up
a new file, typed something in, then closed that file and print the
other one.

I know this is a little vauge, but it seems to me that if you open up
a file that was previously saved to disk it will not do this. Come to
think of it, it also bombs if you type stuff in a new file and try to
print without saving...

Well, anyway, I know this is not a lot of help, but try some of it out
and see if it works.

Good Luck,
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

4980. Used ST market dead?

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 04:12:34 UTC
From: steveg@cseic.saic.com
Message-ID: <21531891@MVB.SAIC.COM>
Source record: 191037

Is there a glut of used ST's on the market with everyone abandoning them
in favor of other platforms?

I'd be interested in hearing from anyone who has recently sold an ST.
My post a while back didn't draw a single response. I'm curious as to why.
Surely *someone* wants/needs a 16Mhz Mega4ST (no e)?
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

4981. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 05:44:12 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2m3hvc$qoj@cxc1.cl.msu.edu>
Source record: 191038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

>I find it irritating as well, and have suggested that they make it a
>configurable option in future releases. At this point, I know of no way
>to actually get rid of it. Thus, if I am in a hurry, I whack the space
>bar (this aborts the pause).

You realize, of course, that this is exactly what the booter is waiting
for? (A keystroke...) ICD's booter allows you to tell the system,
via a single keystroke, which drive to look on for AUTO and .ACCs.
I find this incredibly useful for the rare occasion when I need to
set up my old STfm. I simpy hit the 'J' key and the AUTO/.ACC config
I used to use before getting a Falcon are now still loadable from
my Syquest cart...
--
=-=-=-

4982. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 05:47:49 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2m3i65$qpm@cxc1.cl.msu.edu>
Source record: 191039

gruber@austin.ibm.com (Gruber) writes:

>4) How does it do running Virtual Memory ?

Could you expound on this a little, please? Where do you get Virtual
Memory?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

4983. USA--Seeking SM124 and HD

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 06:07:27 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2m3jav$pu9@apakabar.cc.columbia.edu>
Source record: 191040

I'm looking for an SM124 monitor and a harddrive for use with a 1040STe (upgraded to 2MB) ASAP. Please send me your offers and let me know if COD shipping is included.

BTW... The HD should be 40-80 MB, NOT a SH204 or Megafile. I'd prefer an ICD host adapter, but I'm open-minded.

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

4984. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 06:45:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMp1FA.KEA@cix.compulink.co.uk>
Source record: 191041

In message <LANCER.94Mar14113606@wpi.WPI.EDU>, lancer@wpi.WPI.EDU said:
>Have you told NVDI to not use its own built-in GDOS? Have you tried
>disabling NVDI? I had heard that it didn't work with Speedo...

NVDI works with Speedo. Just make sure it runs BEFORE Speedo. No need for
any special settings.

Ofir ogal@cix.compulink.co.uk

4985. Re: Clipboard problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 06:45:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMp1FF.KEv@cix.compulink.co.uk>
Source record: 191042

In message <CMoH4L.AJp@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk said:
>
>Just the correct environment variable works on my system, Ofir - and the
>clipboard CPX locks up my machine whenever I load it into Xcontrol. I've
>never tracked that one down.

It depends on how the application checks for the clipboard. The correct
way is to call scrp_read which will not find an env variable. It just
that Everest check scrp_read and if it fails it tries the env vars as well.

Ofir ogal@cix.compulink.co.uk

4986. Re: ChromaStudio24...

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 07:27:29 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMp3Du.LF1@cix.compulink.co.uk>
Source record: 191043

>Does anybody know when ChromaStudio 24 is due to be released in the UK, and
>more importantly, how much is it going to cost???

Got a letter through from Steve Delaney this morning, and evidently he has
had a falling out with Doug Little and it is now very unlikely Chroma will
be completed.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

4987. Timeworks Publisher 2 on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 07:32:16 UTC
From: djs@jet.uk
Message-ID: <1994Mar15.073216.9103@jet.uk>
Source record: 191044

Can't run Timeworks on my Falcon:
Whenever I move the mouse onto the menu bar, the machine hangs. This
is TOS 4.04, the version of GDOS that shipped with Timeworks Publisher 2,
no other ACCs or AUTOs. Any ideas?

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4988. NeoDesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 07:33:19 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <2m3obv$14h@galaxy.ucr.edu>
Source record: 191045

Is NeoDesk 4 out yet? I've been away for a while.

--Paul

4989. Re: Geneva>?>>

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 08:55:28 UTC
From: dowdle@delphi.com
Message-ID: <pMwNo4g.dowdle@delphi.com>
Source record: 191046

Marco Boldt,

For a complete answer to what GENEVA is pick up the March issues of either CURRENT NOTES magazine or ST INFORMER... both have review. A quic (opps)... a quick answer is -> Geneva is a Multitasking AES replacement written by Dan Wilga. It is very fast compared to MultiTOS and works great on an 8MHz machine. It doesn't take up much memory either... and not only does it allow for multitasking of GEM programs, but it removes many old limitations in GEM as well as adding lots of enhancements. I've been using it for months and I HATE to go back to plain old GEM with the plain old desktop (when compared to NeoDesk).

TYL, Scott

4990. DESKJET510

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 09:13:45 UTC
From: mpellegrino@ge-serveur.insa-lyon.fr
Message-ID: <mpellegrino.10.2D857C48@ge-serveur.insa-lyon.fr>
Source record: 191047

I recently bought a hp deskjet 510 and I ve got many troubles with .

If someone know how to configure it , please help me .

I ve got for example the GDOS driver but all my GDOS PRG as OPUS,
MYDRAW, QED make bugggsss when I want to print my work .
For exemple when I try to print a worksheet with OPUS , I get one
line printed by sheet of paper ??????, when I try to chart with a Metafile
I get three bombs ....

Please HELP ME ,

THANKS A LOT

4991. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 09:16:10 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg._2dsUBEzwt2@yonder.equinox.gen.nz>
Source record: 191048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2m02b5$27a@golem.wcc.govt.nz>, Roger Sheppard writes:
>Hi, ICD uses a 3 second Boot Delay, is there any way I can turn this OFF..
>
>
>There is a PD program that claimed to do this, but it does not...
>
>This I think is the later 6.4.3 Booter.....

Probably a case of RTFM.

From the WHATS.NEW file of 6.2.0 .....

W H A T 'S N E W
==========

ICDBOOT v 6.2.0

[....]
There is now a 3 second delay to allow you to read the ICDBOOT "Current
driver settings" configuration data. The delay may be cancelled by
pressing any key. If control-S is pressed execution halts until any
other key is pressed. This allows more time to read the configuration.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

4992. Re: HELP! Ishar 2 is having problems!

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 09:18:45 UTC
From: v902123@si.hhs.nl
Message-ID: <CMp8JC.2ur@si.hhs.nl>
Source record: 191049

In article bcj@scapa.cs.ualberta.ca, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>Well, the subject says it all. Ishar 2 freezes on me a lot. I own a Falcon
>with no internal HD, (external SCSI), and a VGA monitor. I also have tos
>4.04. Could this be the reason it is freezing on me (the tos 4.04?)?

Nop, I've got exactly the same config and it works fine on my Falcon.

>Perhaps they programmed this game on a TOS 4.01 or 4.02 machine. I remember
>someone else posting a message about this same problem not too long ago,
>and I am wondering what kinds of solutions I can try! Ishar 2 is a great game
>but it is hard to get anywhere on a RPG if it keeps freezing on you.

You could try (if you haven't already to remove all AUTO folder PRG's and ACC's. If all that fails then write to Silmaril and ask them if they know of the problem and have a solution for it..

Good Luck
Ronald

4993. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 09:49:06 UTC
From: walra@moacs11
Message-ID: <caqerncdy_u@moacs11>
Source record: 191050

In <2m3i65$qpm@cxc1.cl.msu.edu>, Michael Olin wrote:

> Could you expound on this a little, please? Where do you get Virtual
> Memory?

You can install either OUTSIDE (distributed by Maxon) or VRAM
(distributed by Overscan) in your auto folder.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

4994. Re: Good places to buy Atari related products in Amsterdam.

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 09:52:14 UTC
From: cgra@se.alcbel.be
Message-ID: <4287@btmwj1.se.bel.alcatel.be>
Source record: 190901

In article <CMJvHv.E69@cix.compulink.co.uk>, wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:

| In message <swordfish.763209793@minster.york.ac.uk>, ae-a@minster.york.ac.uk said:
| >
| >Does anyone know of a shop in Amsterdam that specialises in the
| >Atari ST computers and accessories. All the shops that i know
| >that used to sell stuff for the ST have stopped.
| >

| Not sure about Amsterdam, but in Leiden there is a good store called
| ATIN, it is within walking distance from the central station.

Watch out --- they've moved to Valkenburg ZH (*not* Valkenburg L!), which is a fair old bus-ride out of Leiden. Still an excellent shop though.

--
Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
--
Wear your propeller with pride!

4995. Re: 32 mMB minix partition psossible?

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 10:02:02 UTC
From: cgra@se.alcbel.be
Message-ID: <4288@btmwj1.se.bel.alcatel.be>
Source record: 190902

Has anyone (Erlingh?) managed to get minixfs to work on the Falcon, more specifically on the IDE disc? With mfs608/609 I get the weirdest errors (like the redraw process crashing with a bus error just because I touched the mouse :[). Earlier versions didn't do this, but had other problems.

Apparently Steve Henson doesn't own a Falcon --- maybe we should club together to buy him one :).

Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth

---
Wear your propeller with pride!

4996. Uploading Mint to ftp

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 10:16:29 UTC
From: petep@info.isbiel.ch
Message-ID: <2m41tt$i9p@vega.info.isbiel.ch>
Source record: 190903

when i tried to install mint109 i had several problems:
- i had to install minixfs, because the patch prog. didn't work without it
- i had to modify the .prj file for pureC
...

so i decided to make a pc_m109.zip (PureC Mint109) version, containing already patched sourcefiles and ready to compile. Now i think to put it on an ftp site.

is that allowed?

4997. NVDI ET4000

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 10:40:19 UTC
From: avg@cwi.nl
Message-ID: <CMpCB7.FMs@cwi.nl>
Source record: 190904

Who distributes NDVI ET4000 in Europe (Netherlands)? Does it support the Spektrum 1 graphics board? Price?

...I just had a reply from Wilhelm that the promised blitter for the card is non-existent...

--
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1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

4998. Re: text editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 10:44:10 UTC
From: avg@cwi.nl
Message-ID: <CMpCHM.Fs1@cwi.nl>
Source record: 190905

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

..in reply to a number of questions about Everest..

>No
>No
>No
>Yes
>No
>No
>No
>No
>Yes
>No
>No
>Don't care
>Yes
>Yes

Sounds like a promising program then :-)

One thing Edith doesn't EVER give you is : "don't care".

--
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4999. Edith questions

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 10:49:24 UTC
From: avg@cwi.nl
Message-ID: <CMpCqC.Fv8@cwi.nl>
Source record: 190906

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>Can Edith be used as an editor for Pure C, so that double clicking on a
>compiler generated error-message automatically opens the source file and puts
>the cursor on the right line?

Installed as an accessory, it can always be called by pressing
shift-shift-control. The file selector pops up. I use it in the Pure C
environment all the time. I don't think Pure C supports communication of
line numbers, does it? If it does, fill me in!

>Does Edith have an 'auto save setup', so that next time I open the editor I'm
>exactly there where I left it (i.e. including opened documents & cursor
>position)?

Not yet. Does support automatic saving of all other types of configuration
parameters and does support 'project files' which are command line files,
basically. Have been thinking about writing such a project file when the
editress is left by the user, i.e. a file 'default.prj' which is loaded when
the editress is started the next time.

The problem with remembering window positions is that these are not valid
when the next time the editress is run the screen has other dimensions.
Currently, Edith speichers the dimensions and font info separately for all
resolutions (similar to what Gemini 1.99 does).

The demo version will be out somewhere in the first week of April.

--
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5000. Re: Good places to buy Atari related products in Amsterdam.

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 10:51:09 UTC
From: avg@cwi.nl
Message-ID: <CMpCtA.Fwu@cwi.nl>
Source record: 190907
Cross-posted to: comp.sys.atari.st,nlnet.comp

wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:

>Not sure about Amsterdam, but in Leiden there is a good store called
>ATIN, it is within walking distance from the central station.

Hm!

I thought ATIN was somewhere deep down in the country. What is the exact
address in Amsterdam?

--
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5001. Re: Good places to buy Atari related products in Amsterdam.

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 10:52:25 UTC
From: avg@cwi.nl
Message-ID: <CMpCvD.Fy4@cwi.nl>
Source record: 190908
Cross-posted to: comp.sys.atari.st,nlnet.comp

wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:

>Not sure about Amsterdam, but in Leiden there is a good store called
>ATIN, it is within walking distance from the central station.

Sorry for my stupid reply. I can't read. But then again I'm sure they
moved from Leiden to sth like Valkenswaard (or a place with a similarly
obscure name).

--
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5002. Re: Timeworks Publisher 2 on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 11:00:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMpD94.M38@barclays.co.uk>
Source record: 190909

In article <1994Mar15.073216.9103@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> Can't run Timeworks on my Falcon:
|> Whenever I move the mouse onto the menu bar, the machine hangs. This
|> is TOS 4.04, the version of GDOS that shipped with Timeworks Publisher 2,
|> no other ACCs or AUTOs. Any ideas?
Timeworks 2 doesn't work on the Falcon. I have a beta which I am testing for GST that works OK on the Falcon but nothing has happened for many monthson it so I suspect it has been shelved. There is no way to make it work unfortunately. It's mainly to do with the way TW2 handles keyboard shortcuts - it upsets the new AES. The Falcon version also works OK with Speedo fonts BTW. Try contacting GST and hurrying them up!

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

5003. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 11:01:23 UTC
From: avg@cwi.nl
Message-ID: <CMpDAB.G4J@cwi.nl>
Source record: 190910

walra@moacs11 (Waldi Ravens) writes:

>In <CMn5s5.8CE@csn.org>, Kevin Fason wrote:

>The ,,Ungueltiges Handle'' line comes from NVDI. Open Xcontrol, select
>NVDI-Konfig., disable the option ,,Fehlermeldungen'' (== bug reports),
>and press the button ,,Sichern'' (== save).

>Of course this won't solve the bombs.

ROFL

Shall we submit this to alt.best-of-usenet?
--
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5004. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 11:03:21 UTC
From: avg@cwi.nl
Message-ID: <CMpDDM.G5x@cwi.nl>
Source record: 190911

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

--this is how you get around the nasty print bug in Atari Works:--

>then another file or two, and close those. Possibly I even opened up
>a new file, typed something in, then closed that file and print the
>other one.

>I know this is a little vauge, but it seems to me that if you open up
>a file that was previously saved to disk it will not do this. Come to
>think of it, it also bombs if you type stuff in a new file and try to
>print without saving...

The next version of Atari Works will be called: Atari Doesn't Work.

--
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5005. Re: Source code uploaded.

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 11:24:59 UTC
From: diehl@ionews.io.org
Message-ID: <2m45ub$qbq@ionews.io.org>
Source record: 190912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would you possible be able to UUEncode these and send them up to comp.sources.atari.st or comp.binaries.atari.st? Unfortunately I do not have FTP access but would like to check these things out. I'm not an assembley programmer (yet) but I do collect source code -- generally because that's how I learn to program in any given language, by looking at other people's code. (and assembler code is rther hard to come by...)

Thanks.

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

5006. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 11:33:45 UTC
From: diehl@ionews.io.org
Message-ID: <2m46ep$qub@ionews.io.org>
Source record: 190913

Unfortunately there are none quite like Doom or Wolf 3D yet on the ST. In terms, however, of the realtime scaling/rotation aspect of the game, check out the RPG "Legends of Valour" ... it's a bit slow on an 8mhz ST, but is rather nice.

On the Falcon there are no doubt things being done to the same effect. "LEs Hommes et Des Laseurs" (Of Lasers and Men in English) is a Falcon game that is something like Wolf 3D in a fantasy setting.

_____ ______ ____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

5007. Re: FORSALE:Master3.5" DSDD ext. drive.

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 11:35:31 UTC
From: m_fugate@delphi.com
Message-ID: <p2zNA6r.m_fugate@delphi.com>
Source record: 190914

I'll offer $25.00 for the master 3.5" DS/DD external drive.

5008. Re: Is it possible to access Genie via Internet?

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 12:00:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m481n$9c7@golem.wcc.govt.nz>
Source record: 190915

In article <pCwuoeS.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
> In a message dated 3-11-94, Stephe Lewis Foskett asked:
>
>each. Some low-population areas may carry an additional $2.00 per hour
>surcharge. (A friend of mine in Jonesboro, AR, has to pay this, but here
>in Little Rock, AR, I don't).
>

Ge we must be a low-population area as we have to pay it in New Zealand...!!

Mind you its far better than Compuserve price here..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5009. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 12:13:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m48q7$9c7@golem.wcc.govt.nz>
Source record: 190916

In article <CMn15J.1zso@austin.ibm.com>, mlehmann@austin.ibm.com (Mark Lehmann) writes:
>I saw several requests for FAX software on the Atari ST. Did anyone
>ever reply to those? Is this in the Atari FAQ and I just missed it?
>
>Any help is appreciated. Also, since this is probably beneficial to
>many people, please post this to the net. Thanks.
>--

> Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678

Well there is some thing like 5 Fax programs that I know of, or may be 6...!!!

1 from USA Strait Fax
3 from Germany Qfax, Qfax Pro, ST-Fax and Coma..
1 From France, Tele Office but this one is a guess...

Some only support Class 2 or 2.0 like Coma..

There is a full working demo of Coma on most Atari FTP sites,
now upto version 1.8, or is it 1.08..Very good....

Mind I am anly recalling all this from memory, and I stand to be corrected..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5010. SCSIWAIT

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 12:57:00 UTC
From: mike.hill@cccbbs.cincinnati.oh.us
Message-ID: <10466.264.uupcb@cccbbs.cincinnati.oh.us>
Source record: 190917

All,

I use a program called scsiboot on my TT which installs itself onto the boot sector of the floppy in disk a and automatically polls your hard drive and once it spins up it then boots your hard drive. No space bar whack needed.

It worked with my Mega STE also when I use to have one.

It also allows you to use a boot up time delay if your hard drive doesn't report status back.

Leave me an email if it isn't on an FTP site and I can send it to A.A .

Mike Hill
mike.hill@cccbbs.cincinnati.oh.us

5011. Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 13:36:52 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.1.000D9DB4@scs.leeds.ac.uk>
Source record: 190918

What is the minimum memory requirement for a usable Calligrapher setup ?

I got Calligrapher on ST Review cover disk and nowhere in the magazine this thing is mentioned. I have a 1040STe, a mono moitor and a 20MB hard disk. After loading the AUTO folder programs, desk accessories and accounting for the disk cache I have about 755KB memory free. Calligrapher, sort of loads, but can not even open a blank document window properly and complains of memory shortage when I attempt to load a doument. The FREERAM desk accessory reports about 1KB free at this stage. If I disable the disk cache and most of the AUTO folder programs and DAs, I get about 850KB free memory. Calligrapher now runs, but can't display onscreen vectorfonts. Could someone with experience shed some light on this ?

BTW, I have a demo of an older version of Calligrapher. This one can do equations & tables, only file saving and printing is disabled. Yet, everything seem to work ok with about 755 KB free memory.

- Rahin
(rahin@scs.leeds.ac.uk)

5012. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 13:49:17 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2m4ect$3dt@titan.ucs.umass.edu>
Source record: 190919

In article <2lr05o$h1c@golem.wcc.govt.nz>,
Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:
>] And are there any plans for the cart-based version of Geneva that Dan
>] talked about?
>
>Tell me more!

The idea of putting Geneva on a cartridge had been considered at on point, and was even mentioned as a possibility in a couple of public forums. However, Geneva is now too large to put in a cartridge, plus, the extra cost of doing that would probably also rule it out.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

5013. Re: NeoDesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 14:04:58 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2m4faa$57p@titan.ucs.umass.edu>
Source record: 190920

In article <2m3obv$14h@galaxy.ucr.edu>,
paul hruby <phruby@ucrengr.ucr.edu> wrote:
>Is NeoDesk 4 out yet? I've been away for a while.
>
>--Paul
>

Nope. We had hoped to make the end of March deadline that was in our
newsletter, but that is very unlikely to happen at this point. NeoDesk is
too important to us to rush, so we won't release it until it is really ready.
I would guess at this point, barring any further major unforseen problems,
we should be sending them out by the end of April.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

5014. Re: Stalker\Harlequin clipboard HELP

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 14:14:20 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2m4frs$6j8@titan.ucs.umass.edu>
Source record: 190921

In article <CMJB1B.5vs@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>
>>Can you please help?
>>When I installed Stalker and Steno, the clipboard in Harliquin stopped
>>funtioning. I get a message saying my disc is full when it isn't.
>>I have put the stalker and steno clipboard to another disc, but still
>>same problem.
>>
>>Suggestions!!!
>
>Yes, write to Gribnif and tell them that any commercial application that
>uses a disk clipboard should use the documented method and not their own.
>
>Ofir ogal@cix.compulink.co.uk
>
>

The current version of STalker does support the Atari clipboard. I'm not sure what would be causing the disk full error though. We are currently working on minor upgrades to both STeno and STalker. The STeno upgrade will include Atari's clipboard standard.

Currently, we do not have any sort of a release date set for these upgrades, although they probably will be made available as patches.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

5015. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 14:24:16 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CMp69L.Lwv@ryn.mro.dec.com>
Source record: 190922

In article <1659@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes...

>work properly with MiNT (you can load them together, but if a program
>is looking for a RSC file, for instance, it won't find it like it should).
>So no go on the MiNT-compatibility as of yet (I keep hinting hinting
>about this on GEnie's conferences, so who knows? :-)

Try putting the RSC files of the programs you need in one separate directory (e.g. RSCDIR) and add this directory to your AES path (with e.g. gemenv). Maybe this will provide a workaround for the problem (I don't have Geneva and don't normally run Mint (I only have 2.5 Meg ;-)).

Erlend.

5016. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 14:44:28 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar15.154428.961@cathy.ijs.si>
Source record: 190923
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2lqda6$fia@nasim.sta.sub.org>,
Frank Bartels <knarf@nasim.sta.sub.org> wrote:
>Erling Henanger (erlingh@idt.unit.no) wrote:
>> So, I tried to get it working with gemar.
>Do you use GEMAR 2.01? GEMAR 2.00 won't work on the FALCON!
>What's the name of the program and where can I get it?

Apparently, the latest version of Gemar is 2.20:
ftp.uni-erlangen.de:

./archiver/gemar220.lzh GEM-Archiver v2.20 - run SCSI-streamer (ST/TT)

Note that I just remembered seeing in it in the listing. I haven't used it on
my system.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5017. Stock Tracking Software?

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 15:00:05 UTC
From: eric@ladc.lockheed.com
Message-ID: <1994Mar15.150005.24207@enterprise.rdd.lmsc.lockheed.com>
Source record: 190924

I am looking for PD software to track stocks, mutual funds etc. using a
1040 Ste Does anybody know of where such software might be found?
Thanks in advance!

Eric

5018. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 15:15:47 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94Mar15081547@hpbbrn.bbn.hp.com>
Source record: 190925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I found that the ICD driver boots much faster if you turn off all the unused
SCSI IDs (using the configuration program, forgot its name).

Bye,
Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

5019. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 15:24:22 UTC
From: NT253B02@MARS.SENECAC.ON.CA
Message-ID: <1994Mar15.102422.160@venus.senecac.on.ca>
Source record: 190926

In <ho5rXHj.divapd@delphi.com> divapd@delphi.com writes:

> <divapd@delphi.com> writes:
>
> >Bjorn Eriksson <d91-ber@nada.kth.se> writes:
>
>
> >>Hello, I'd like to change the systemfont on my falcon to one
> >>of those macintosh-looking fonts. Do I have to buy some com-
> >>mercial software to do this or is there a cheaper way? It's
> >>not as if I think any of this is important or anything, I
> >
> >//Warp 9 will do it for you... and theres a little font installer program that
>
> atari.archive.umich.edu has a program that'll do this for a mono st, its
> "Utilities/chcgofnt.lzh"
>
> (oops - this is to myself - duh!) Andy :)

This very easy to do. There's a line-a call to find the position of the fonts
in memory. The fonts are arranged this way: 1 byte for each character, then
the second byte for each character, then the third byte for each character
and so on. So the letter A would be in positions: 65+0*256,65+1*256,65+2*256
and so on. For Low/Medium Rez the characters have 8 bytes each, for high
Rez it has 16 bytes. I don't know about the Falcon but I think they're also
16 bytes. All you've to do is change those bytes.

```
=====================================================================
= " Competence, like truth, beauty and - Carlos Varela =
= a contact lens, is in the eye of the - Toronto, Canada =
= beholder." - NT253B02@mars.senecac.on.ca =
=====================================================================
```

5020. just a test.....no need to see

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 15:50:37 UTC
From: danny@spuddy.uucp
Message-ID: <1994Mar15.155037.14962@spuddy.uucp>
Source record: 190927

```
--
Denesh Bhabuta
The CyberSTrider =);-)
danny@spuddy.uucp, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk, otdbhab@ucsalf.scot1
* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *
```

5021. Falcon & PC-CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 15:52:41 UTC
From: Manson@sterbbs.nl
Message-ID: <22537MSIMLWYIBJUELW@sterbbs.nl>
Source record: 190928

Someone here wondered if it would be possible to use PC-CD-ROMS with
the 486-emulator board for the falcon. Not that I know if that is
possible (and practical), but I was asking myself the same thing.
I dont want to miss out on this CD-ROM thing that is hapening, but I
have a -very- hard time convincing myself that I need to buy a
Intel-based machine for this.
I dont have a falcon (yet), for the above reason, and becouse there
is no 8MB RAM-card for the falcon. 4MB it not enough to multi-task in
any serious way, and 16MB costs a lot of money -and is, although
nice, more than really necessary-.
8MB seems a good compromise. I have understood there are technical
reasons why an 8MB board is not easy to make. But Atari hardware
develloppers have proven to be very resourcefull in solving technical
hardware-problems, so I was wondering if anyone has heard anything
about this.
.
david
Rotterdam, Holland
.

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Manson
==

5022. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 15:55:31 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2m4lpj$ph9@clss3.bangor.ac.uk>
Source record: 190929

Mohammad A. Rahin (rahin@scs.leeds.ac.uk) wrote:
: What is the minimum memory requirement for a usable Calligrapher setup ?

: If I disable the disk
: cache and most of the AUTO folder programs and DAs, I get about 850KB free
: memory. Calligrapher now runs, but can't display onscreen vectorfonts.
: Could someone with experience shed some light on this ?

: - Rahin
: (rahin@scs.leeds.ac.uk)

I've had the same problem, I believe that Calligrapher will only display
vector fonts on screen if your ST has 2 Meg or more.

Dylan.
(dbanarse@sees.bangor.ac.uk)

5023. Re: RAM Check

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 16:25:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A5990@PB2.maus.de>
Source record: 190930

On 12.03.94, kfason@csn.org wrote (A36947@AC2):

KF>I noticed that sometime recently my memory check on my Falcon030 no
KF>longer "works". It just bypasses to the ICD Booter...

Perhaps you have a disk in your floppy with an executable BootSector?

You can use this method to wait for a harddisk for a certain amount of time.

Read U L8er

/|-|endrik/

5024. Re: ICD Pro Utilities question

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 16:30:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A5991@PB2.maus.de>
Source record: 190931

On 12.03.94, molin@cxc1.cl.msu.edu wrote (A37128@AC2):

MO>I found that the CPX, when used on my Falcon, yields the same results
MO>you mention here, yet when the SAME CPX was copied to my 520STfm it
MO>displayed English text.

It's not a bug, it's a feature ;-)

I think it uses the language used in the TOS. I'm not that deep into
programming, but I think there is a variable called *AE_LANG* (Application
Environment Language ?) which might be used.

Developers: do _not_ hit me if I'm wrong *)

Read U L8er

/|-|endrik/

Parity error: userbrain halted

5025. HD drive

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 16:33:01 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CMpsn2.Ksy@uqac.uquebec.ca>
Source record: 190932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I am looking for some information to find out if I can buy an external HD disk drive for my MSTE. First of all, is there such a thing I could use? Secondly, would I have to do anything to my MSTE to use it? Would it be better just to get the upgrade for the internal? Is there any problems with games and other disks while trying to use the on the new internal HD drive?

I think that is all I need to know. If there is anything I left out and I should know, please include that in a response.

Thanks,

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

5026. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 16:36:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A5992@PB2.maus.de>
Source record: 190933

On 12.03.94, dbrewood@cix.compulink.co.uk wrote (A37363@AC2):

DB>I have been told that the drive is auto terminating, a little worrying
^^^^^^^^^^^^^^^^

How in the world does that work?

Read U L8er

/|-|endrik/

Parity error: userbrain halted

5027. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 16:50:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A5993@PB2.maus.de>
Source record: 190935

On 13.03.94, lancer@wpi.WPI.EDU wrote (A37813@AC2):

SLF>Modem2 - braindead, no RTS/CTS lines, DON'T USE IT! Serial2 - SCC

Sh*t! I use one of the first MegaSTE's shipped in Germany and my Modem2 works great. Of course, I installed HSMODA02 but that's it. CoNnect is set to a DTE-speed of 38K4, with my modem working at 14K4 and I have no problems whatsoever!!!

Read U L8er

/|-|endrik/

Parity error: userbrain halted

5028. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 16:52:07 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMptIv.4rI@newcastle.ac.uk>
Source record: 190936

In article <CMp1FA.KEA@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>NVDI works with Speedo. Just make sure it runs BEFORE Speedo. No need for
>any special settings.
>
>Ofir ogal@cix.compulink.co.uk

Actually, Speedo & NVDI don't get on 100%. If you try to access any of the
EdDI extensions which NVDI provides (colour off-screen bitmap support) with
Speedo loaded, then the machine will die a horrible death.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5029. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 16:54:16 UTC
From: avg@cwi.nl
Message-ID: <CMptMH.MG4@cwi.nl>
Source record: 190937
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

craig@yonder.equinox.gen.nz (Craig Shore) writes:

>ICDBOOT v 6.2.0
>---------------
>[....]
> There is now a 3 second delay to allow you to read the ICDBOOT "Current
> driver settings" configuration data. The delay may be cancelled by
> pressing any key. If control-S is pressed execution halts until any
> other key is pressed. This allows more time to read the configuration.

Yes. Extremely annoying, that delay! There should be a way of configuring
it away. 3 bloody seconds! Makes MultiTOS programming a hell :-)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

5030. READ ME URGENT

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 16:55:33 UTC
From: jpbogers@reks.uia.ac.be
Message-ID: <1994Mar15.165533.24605@reks.uia.ac.be>
Source record: 190938

Dear Friends,

My name is Dave Rhodes. In September 1988 my car was reposessed and the bill collectors were hounding me like you wouldn't believe. I was laid off and my unemployment checks had run out. The only escape I had from the pressure of failure was my computer and my modem. I longed to turn my advocation into my vocation.
This January 1989 my family and I went on a ten day cruise to the tropics. I bought a Lincoln Town Car for CASH in Feburary 1989. I am currently building a home on the West Coast of Florida, with a private pool, boat slip, and a beautiful view of the bay from my breakfast room table and patio. I will never have to work again. Today I am rich! I have earned over $400,000.00 (Four Hundred Thousand Dollars) to date and will become a millionaire within 4 or 5 months. Anyone can do the same. This money making program works perfectly every time, 100% of the time. I have NEVER failed to earn $50,000.00 or more whenever I wanted. Best of all you never have to leave home except to go to your mailbox or post office.
In October 1988, I received a letter in the mail telling me how I could earn $50,000 dollars or more whenever I wanted. I was naturally very skeptical and threw the letter on the desk next to my computer. It's funny though, when you are desperate, backed into a corner, your mind does crazy things. I spent a frustating day looking through the want ads for a job with a future. The pickings were sparse at best. That night I tried to unwind by booting up my computer and calling several bulletin boards. I read several of the message posts and than glanced at the letter next to the computer. All at once it came to me, I now had the key to my dreams.
I realized that with the power of the computer I could expand and enhance this money making formula into the most unbelievable cash flow generator that has ever been created. I substituted the computer bulletin boards in place of the post office and electronically did by computer what others were doing 100% by mail. Now only a few letters are mailed manually. Most of the hard work is speedily downloaded to other bulletin boards throughout the world. If you believe that someday you deserve that lucky break that you have waited for all your life, simply follow the easy instructions below. Your dreams will come

true.

Sincerely yours,

Dave Rhodes

INSTRUCTIONS
Follow these instructions EXACTLY, and in 20 to 60 days you will have received well over $50,000.00 cash, all yours. This program has remained successful because of the honesty and integrety of the participants. Please continue its success by carefully adhering to the instructions.

Welcome to the world of Mail Order! This little business is a little different than most mail order houses. Your product is not solid and tangible, but rather a service. You are in the business of developing Mailing lists. Many large corporations are happy to pay big bucks for quality lists.

(The money made from the mailing lists are secondary to the income which is made from people like yourself requesting that they be included in that list.)

1) Immediately mail $1.00 to the first 5 (five) names listed below starting at number 1 through number 5. Send CASH only please (total investment $5.00). Enclose a note with each letter stating: "Please add my name to your mailing list." For other countries the equvielent amount may be sent, e.g. in Hong Kong Send HK$10 as this is the lowest denomination note.

(This is a legitimate service that you are requesting and you are paying $1.00 for this service).

2) Remove the name that appears number 1 on the list. Move the other 9 names up one position. (Number 2 will become number 1 and number 3 will become number 2, etc.) Place your name, address and zip code in the number 10 position.

3) Post the new letter with your name in the number 10 position into 10 (Ten) separate bulletin boards in the message base or to the file section, call the file, MAKE.MONEY.FAST.

4) Within 60 days you will receive over $50,000.00 in CASH. Keep a copy of this file for yourself so that you can use it again and again whenever you need money. As soon as you mail out these letters you are automatically in the mail order business and people are sending you $1.00 to be placed on your mailing list. This list can

than be rented to a list broker that can be found in the Yellow Pages for additional income on a regular basis. The list will become more valuable as it grows in size. This is a service. This is perfectly legal. If you have any doubts, refer to Title 18, Sec. 1302 & 1341 of the postal lottery laws.

NOTE: Make sure you retain EVERY Name and Address sent to you, either on computer or hard copy, but do not discard the names and notes they send you. This is PROOF that you are truely providing a service and should the IRS or some other Government Agency question you, you can provide them with this proof!

Remember as each post is downloaded and the instructions carefully followed, five members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the number five position you will be receiving thousands of dollars in cash.

1. Ravi Murjani
3 Henderson Road
Jardines Lookout
Hong Kong

2. Sanjay Purswani
2-D, Kowloon tong garden,
No.1 Cambridge rd.,
Kowloon,
Hong Kong.

3. Pual Law
Flat A,11/F Yan Yee bldg.,
Kin Yip Street,
Yuen Long,N.T.,
Hong Kong.

4. Patrick Wong
9A Fung Yau Street North,
Grd Flr Shop 19,
Yuen Long,N.T.,
Hong Kong

5. Ho Chi Kit
P.O.Box 428,
Tuen Mun Central Post Office,
Tuen Mun,
NT,
Hong Kong

6. Cindy Leung
Flat 6, 18/F
Yan Yuet House
Yan Shing Court
Fanling, N.T.
Hong Kong

7. Aaron Teche
655 Sellery A Hall
821 W. Johnson St.
Madison, WI 53706-1798
USA

8. Thomas Ermesjo
Lundsveien 16
1820 Spydeberg
Norway

9. John-Paul Bogers
Rederijkersstraat 90
2610 Wilrijk
Belgium

10. Kurt Segers
Groeningelei 65
2550 Kontich
Belgium

The following letters were written by participating members in this program.

To Whom It May Concern:

About six months ago I received the enclosed post in letter form. I ignored it. I received about five more of the same letter within the next two weeks. I ignored them also. Of course, I was tempted to follow through and dreamed of making thousands, but I was convinced it was just another gimmick and could not possibly work. I was wrong! About three weeks later I saw this same letter posted on a local bulletin board in Montreal. I liked the idea of giving it a try with my computer. I didn't expect much because I figured, if other people were as skeptical as I, they wouldn't be too quick to part with Five Dollars. But, I buy lottery tickets weekly in my province and have nothing to show for it but ticket stubs. This week I decided to look at this as my weekly lottery purchase. I addressed the envelopes and mailed out one dollar in each as directed. Two weeks went by and I didn't recieve anything in the mail. The fourth week rolled around and I couldn't believe what happened! I can't say I received $50,000, but it was definitely well over $35,000! For the first time in ten years, I got out

of debt. It was great. Of course, it didn't take me long to go through my earnings so I am using this excellent money opportunity once again. Follow the instructions and get ready to enjoy.

Please send a copy of this letter along with the enclosed letter so together we can convince people who are skeptical that it really works!

Good Luck,

Charles Kust
St Agathe Que.

Another letter:
I tried a similar program in which the cost was $5.00 per response. In that one the return was about 3%. Since I did not have a modem I sent out letters regular mail. I created a few mailing labels and printed out all of the labels on pressure sensitive tape. The first mailing that I used the $1.00 dollar per reponse approach I started to get return mail in just over one week! I sent out 200 letters instead of 100 that is required if you use the mail instead of the bulletion boards. Additionally, I included as many friends, relatives, classmates, that I could think of in order to encourage their participation if they happened to recognize my name, so my percentage of gain was higher. I am trying again with 500 letters to see if I surpass the $141,000 of the last time. You just won't believe it until you try.
Best Wishes,
Mark Garner
Dallas Texas

Additional Notes:

This system works equally well if mailed out manually. Mind you it takes more effort to hand address the envelopes and the cost goes up proportionately to cover the postage and envelopes. You must also photo copy the instructions, cross out the name in number one position, write in your name in the number ten slot and change the rest of the numbers accordingly. (It might be neater to use white out or paste over the names.) In order to achieve the same results you must send out the $1.00 dollar to the first five names and then send out another 100 letters with copies of the program enclosed. It has been suggested not to put a return address on the outside of the envelope in order to encourage the recipient to open it. The return will approximate that then received from the posts listed on the bulletin boards.

Hello,

My name is JP Bogers and I'm playing this game for the third time. The first time I played the postal system and it brought me some 17.500 USD. I bought myself a small sailing boat. The second time, using this system, I earned 23.500 USD. I know, a long way from 50.000, but not bad, huh. I bought a new car.

Hello, my name is Steve Prester. As you may have noticed I'm the tenth name on this list, so I do not have a rags-to-riches story to tell here. However, I did make a phone call to the 2nd name on this list, Ernest Goyette. Did he have a rags to riches story to tell? Not exactly, but then I found out that he did not follow the instructions precisely. You see, Ernest lost faith in the program before he had finished following instructions. He only uploaded this file on one BBS, which happens to be operated by Darryl McGinnis, the 3rd name on this list. Ernest told me that he has received $92.00 to date (1/6/90). I realize this is far from the $50,000.00 promised at the first of this file, yet one must keep two things in mind:

1. $92.00 is almost 10 times his initial investment, and it only took about an hour of his time (there's nothing to lose).

2. This program works mathematically on an exponential scale. In other words, for every one BBS that this file is uploaded onto, it should spread to at least ten other BBSs and possibly a whole lot more. So, if Ernest had uploaded his file on all ten BBSs, he should have at least gotten a hundred-fold of what he has, which would be $9200.00. Not bad for a few hours work and a $6.25 investment (including postage).

Finally, I would like to exhort those who become involved in this program to maintain its integrity by being honest. It is the only way that it can possibly pay off. In other words, be sure to enter your name at the bottom of the list and not in one of the top five positions (actually this would be robbing yourself since it is while your name is in the lower positions that it gets multiplied exponentially over hundreds of BBSs). And, of course, send your $1.00 off to the first five names. As I write this I have not made a penny (that's because I have not uploaded this yet), but I thought you might like to hear from someone at the bottom of the list, instead of someone claiming rags-to-riches. I hope such is true, and I'm sure it will be if we all stick with it. The potential is definitely here!

P.S. Call me if you get rich.

Hello,

I'm Kurt Segers from Belgium and was inspired by the money earned
by a friend of mine. He honestly bought himself a sailing boat and
a new sportscar with the profit of this "game". Attracted by this
luxerous moneymaking by simply spending 5 USD enormously teashed
my attention.

Hello,
I am the current #10 on the list, I too am sceptical.
Well what do we all have to lose. It is worth a try
in order to realize some substantial gain. Don't any of you
out there want to upgrade your PC's. I certainly do, but
can't afford to. I hope that this program will make enough
cash in order to buy a super system.
Nua Nicaj

Hey There! Glad your thinking about this seriously because
I am! If all these people are making money then why not be
included with them and get some also? I'm going to be #10 on
this list, and Im uploading it everywhere! If you have the
access :) then follow through, upload it, and see what happens!
Hey, Imagine earning enough to buy a 486? or one of those high
speed modems that cost hundreds of dollars? What about buying
your OWN BBS ? Who wouldnt want to be the Sys-Op of their VERY
OWN board? I know I wouldnt mind :) What do you have to lose
but 5 bucks compared to the hundreds and thousands you CAN make?
I know Im down.. Will you be the very next to EARN some cash?
Talib Khan

Hello, I'm Stephanie Kemach and I am now the tenth person on
this list. I'm trying out this idea in the hopes that it will
pan out, but I've never seen anything like this before. Still,
for a meager investment of $5.00, what do any of us have to lose?
It's worth a try and I'm trying it out now. Good luck to everyone
else who uses this great-looking money-making idea.

This is John Gibbs, call me Gibber. Stephanie is no longer the
last on this list, hopefully I can say the same soon. I agree that
the investment is quite meager, let's see if everybody can benefit
from it. Just a note that Canadians will be happy to accept
American money at par if it is possible. Good luck to all! Bon
Chance, Au Revoir.

Hi this is Jurgen Kreisel, please add my name to the mailing list.
I am the new kid on the block as the last person on this list. I have
always been told that if it sounds to good to be true it probably
is, but what the hay I can blow 5.00 at the video store and get
nothing for my money either. Well here goes nothing.

Hi! I guess I'm now No#10. I have never done anything like this before.

I never even reply to chain letters. I guess I am doing this one coz I
think its actually gonna work. If it doesn't I simply lose a bit of
money (which I probably would have lost at the race meet tommorow
anyways). Time to find out if this thing really works....

Well gee shucks! ...i guess i'm now the 10th dude on this list, as always
u might feel that this is NOT going to work and that people are not gonna
start doing this crap and mailing people money, but hey! ...it's only 5 bucks
US isn't it? ...what've u got to lose eh? i'm certainly gonna try since right
now a bit of money wouldn't be bad while trying to get into a good university
with all the hassles of school!
...seeya lateR! =)
Sanjay Purswani
09/02/94

Hi! I guess I'm No#10 now.I think it is a interesting game for me and u to
have a money making.I have never heard it before,but,at least,i believed it
can let me to upgrade the computer.

Well! This chain letter can give me a hope ,it just cost me $10.
if it is workable,I have many times of this $10.So try this.
It is hoped that the result will be appeared as fast as possible.

Now, I am No.#10.!!!!! I think this chain letter
investment is quite interesting......and worthy...
So..I try it now.....and It can help anyone to upgrade
his computer only by investment of "US$5.00" or "HK$50.00".
Finally, Anyone see this mail, please join this activity..
and please be honest!!! Don't add your name at the top 5 instead of
the bottom of the mailing list!!!!!!! Furthermore, Please send the
money to the first 5 people!!!!

Kit, 13/2/1994

Do everyone want to try this!? It is quite interesting.
I try it now.

Cindy 14/3/1994

I'm broke, so here goes nothing [and $5 ;)]
Maybe I'll actually get some money. Send the $1US to the first 5 people!!!

--

J.P. Bogers, M.D.
Universitaire Instelling Antwerpen (UIA)
Lab Pathology

5031. Re: Go away!!!! (was READ ME URGENT)

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 17:17:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMpuow.Bnq@barclays.co.uk>
Source record: 190940

I can't believe yet another of these utter garbage msgs has appeared. Does anyone ever fall for this rubbish?

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

5032. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 17:25:50 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2m4r2u$nj7@mailer.fsu.edu>
Source record: 190941

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> Well, I just checked it out. I get major CRC errors (during downloads) and
> dropped characters on Serial 2 at both 57600 and 38400. On Modem 2, I get
> no visible errors, but when I try to unpack binaries that I have downloaded,
> they report CRC errors. Incidentally, using setter.ttp on scc.prg enabled
> 57600 on Modem 2 (but did not fix the errors, nor did expanding the buffers).
> This is with Connect 2.46, by the way. Bummer.

Ok, I just got some email that gives a very good hint as to what is happening
with this. It turns out that both the Serial 2 problems and the corrupted
disk files are symptoms of two separate hardware bugs in early MegaSTEs.
Fortunately, they are both fixable :-). I'll post a summary when I get all
the details worked out.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5033. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 17:39:13 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2m4rs1$nj7@mailer.fsu.edu>
Source record: 190942
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
> boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>
> >I find it irritating as well, and have suggested that they make it a
> >configurable option in future releases. At this point, I know of no way
> >to actually get rid of it. Thus, if I am in a hurry, I whack the space
> >bar (this aborts the pause).
>
> You realize, of course, that this is exactly what the booter is waiting
> for? (A keystroke...) ICD's booter allows you to tell the system,
> via a single keystroke, which drive to look on for AUTO and .ACCs.
> I find this incredibly useful for the rare occasion when I need to
> set up my old STfm. I simpy hit the 'J' key and the AUTO/.ACC config
> I used to use before getting a Falcon are now still loadable from
> my Syquest cart...

I do realize this. What I am lamenting is that there does not appear to
be a way to turn the 3 second delay off, for those of us that don't need
this feature, and don't find it necessary to read the configurational
information that the booter throws on the screen every time. IMHO, this
should be a configurable option changable with hdutil.prg (zero seconds for
no wait, one second for those with normal dexterity, etc. :-). I personally
view the bootup process as one that I can safely miss watching, in general.
It is not a big deal, but it would also not be very difficult for ICD to
implement a fix.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5034. External drives on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 17:43:14 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECPREBUQ@dksoft.ping.dk>
Source record: 190934

Hi there.

I think i might have to tell some of you, thats it doesn't seem to matter
if you use terminators or not on a external harddrive connected to the
Falcon. My external drive works fine with or without the terminators.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5035. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 17:56:03 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2m4srj$rvp@nasim.sta.sub.org>
Source record: 190943

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:

> Well, I just checked it out. I get major CRC errors (during downloads) and
> dropped characters on Serial 2 at both 57600 and 38400. On Modem 2, I get
> no visible errors, but when I try to unpack binaries that I have downloaded,
> they report CRC errors. Incidentally, using setter.ttp on scc.prg enabled
> 57600 on Modem 2 (but did not fix the errors, nor did expanding the buffers).
> This is with Connect 2.46, by the way. Bummer.

This is possibly the bug of CoNnect 2.45/2.46 in the internal ZModem.
Go and get an archive called conn246u.lzh and update as soon as
possible.

Modem2 is the reliable port connected to SCC-B.

BTW: Did you receive GSZRZ 4.3? Did you upload it to a.a?

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5036. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:09:03 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2m4tjvINNu6p@sat.ipp-garching.mpg.de>
Source record: 190944

Bob Stewart (stewart@titan.ucs.umass.edu) wrote:

: The idea of putting Geneva on a cartridge had been considered at on point, and
: was even mentioned as a possibility in a couple of public forums. However,
: Geneva is now too large to put in a cartridge, plus, the extra cost of doing
: that would probably also rule it out.

Two quick questions:
1) Is Geneva available in Germany?
2) How does it compare to Mag!X and MultiTos?

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

5037. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:11:32 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECPRFAWH@dksoft.ping.dk>
Source record: 190939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2lqda6$fia@nasim.sta.sub.org> Frank Bartels wrote :

>Erling Henanger (erlingh@idt.unit.no) wrote:
>> Hi ho.
>
>> I've just installed an exabyte exb-8200 video-8 streamer on my Falcon.
>> So, I tried to get it working with gemar.
>> But no :-(
>
>Do you use GEMAR 2.01? GEMAR 2.00 won't work on the FALCON!
>
>> (Luckily I had a program on the IDE drive to reset the SCSI bus).
>
>What's the name of the program and where can I get it?
>

To all of you guys. There is a new version of Gemar called 2.20. This one
will work on the Falcon as well. (have just tested this today).

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5038. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:11:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMpx7B.I5B@cix.compulink.co.uk>
Source record: 190945

In message <rahin.1.000D9DB4@scs.leeds.ac.uk>, rahin@scs.leeds.ac.uk said:
>
>What is the minimum memory requirement for a usable Calligrapher setup ?
>
>I got Calligrapher on ST Review cover disk and nowhere in the magazine this
>thing is mentioned. I have a 1040STe, a mono moitor and a 20MB hard disk.
>After loading the AUTO folder programs, desk accessories and accounting
>for the disk cache I have about 755KB memory free. Calligrapher, sort of
>loads, but can not even open a blank document window properly and complains
>of memory shortage when I attempt to load a doument. The FREERAM desk
>accessory reports about 1KB free at this stage. If I disable the disk
>cache and most of the AUTO folder programs and DAs, I get about 850KB free
>memory. Calligrapher now runs, but can't display onscreen vectorfonts.
>Could someone with experience shed some light on this ?

Callighrapher cannot display vector fonts with only 1MB RAM. Load CALSETUP
and disable this option if it is enabled. You may also remove the larger
screen fonts (18 and 24 point) from disk. This should free up a little
memory and will not affect printing as Calligrapher always uses vector
fonts when printing.

Ofir ogal@cix.compulink.co.uk

5039. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:11:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMpx7E.I5w@cix.compulink.co.uk>
Source record: 190946

In message <2m4ect$3dt@titan.ucs.umass.edu>, stewart@titan.ucs.umass.edu said:
>
>The idea of putting Geneva on a cartridge had been considered at on point, and
>was even mentioned as a possibility in a couple of public forums. However,
>Geneva is now too large to put in a cartridge, plus, the extra cost of doing
>that would probably also rule it out.

Good. This way updates are easy and a programmer doesn't have to cater for
many versions as is the case with TOS. Anyone using Geneva should also
have a hard disk so loading Geneva only takes a few seconds anyway.

Ofir ogal@cix.compulink.co.uk

5040. Re: Stalker\Harlequin clipboard HELP

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:11:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMpx7G.I6H@cix.compulink.co.uk>
Source record: 190947

In message <2m4frs$6j8@titan.ucs.umass.edu>, stewart@titan.ucs.umass.edu said:
>
>The current version of STalker does support the Atari clipboard. I'm not sure
>what would be causing the disk full error though. We are currently working
>on minor upgrades to both STeno and STalker. The STeno upgrade will include
>Atari's clipboard standard.
>
>Currently, we do not have any sort of a release date set for these upgrades,
>although they probably will be made available as patches.

I don't know what the current version is, but I have v3.02 which does not use the clipboard. Instead it writes a hidden file to the root dir of C: ignoring all guidelines regarding the clipboard and any environment variables. Other than that it's quite a good program.

I have not been told about any later versions by Compo UK who distribute Gribnif products here.

Ofir ogal@cix.compulink.co.uk

5041. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:15:36 UTC
From: pagan@meiko.co.uk
Message-ID: <2m4u08$3fj@bart.meiko.com>
Source record: 190948

I have had the printing problem with Atair Crashes also. The only way
I got around it was to use the Star 24 pin driver. One thing I noticed
was that this is only doing 180dpi whilst the ones that kill it (the
epson 24pin and NEC 24 pin) try to do 360 dpi.

It still don't work perfect though: there are a few lines here and there
that seem to have lost their justification - this could be coz I am using
a star driver on my 24(-1) pin NEC.

You would have thought they may have spotted this bug...I did phone them
up (Hisoft) and told them what happened and was told to wait for a
new release. Hmmm...

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

5042. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:18:29 UTC
From: erlingh@idt.unit.no
Message-ID: <2m4u5l$9hv@ugle.unit.no>
Source record: 190949
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Mar15.154428.961@cathy.ijs.si>, matija@sirius.ijs.si (Grabnar Matija) writes:
|> Apparently, the latest version of Gemar is 2.20:
|> ftp.uni-erlangen.de:
|>
|> ./archiver/gemar220.lzh GEM-Archiver v2.20 - run SCSI-streamer (ST/TT)
|>
|> Note that I just remembered seeing in it in the listing. I haven't used it on
|> my system.

Thanx.
I'll try that as soon as I get home (Thee non-working version I tried was 2.01)

gemar220 is also found on ftp.tu-clausthal.de:
pub/atari/disktools/tape/gemar220.lzh

Erling

|> --
|> "My name is Not Important. Not to friends.But you can call me mister Important"
|> - Not J. Important
|> Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
|> Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

5043. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:43:29 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Mar15184329@sugar-bombs.gnu.ai.mit.edu>
Source record: 190965

In article <1994Mar15.102422.160@venus.senecac.on.ca> NT253B02@MARS.SENECAC.ON.CA (CARLOS VARELA) writes:
>> >Bjorn Eriksson <d91-ber@nada.kth.se> writes:
>> >>Hello, I'd like to change the systemfont on my falcon to one
>> >>of those macintosh-looking fonts. Do I have to buy some com-
>This very easy to do. There's a line-a call to find the position of the fonts
>in memory. The fonts are arranged this way: 1 byte for each character, then
>the second byte for each character, then the third byte for each character

Line-A does not exist on the Falcon or TT. (the 030 uses Line-A for
it's own purposes, Atari should never have used Line-A as it is
RESERVED by Motorola, how many times do we have to go over this :-)

I don't know offhand of a way to get at the font using legal aes/vdi
calls (doesn't mean there isn't a way, I just don't know it).

Cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

5044. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:48:51 UTC
From: erlingh@idt.unit.no
Message-ID: <2m4vuj$9hv@ugle.unit.no>
Source record: 190950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2lqda6$fia@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels) writes:
|> Erling Henanger (erlingh@idt.unit.no) wrote:
|> > (Luckily I had a program on the IDE drive to reset the SCSI bus).
|>
|> What's the name of the program and where can I get it?

The program is something i wrote. Actually it is a cd-rom audio player, but with some
nasty extras to help debug my scsi-code...
The program is not (yet) widely available.

|> --
|> Frank Bartels - knarf@nasim.sta.sub.org

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

5045. RE: ATARI STILL EXISTS? T

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:54:00 UTC
From: Wayne.Barnes@mettav.royle.org
Message-ID: <763791302.0@mettav.royle>
Source record: 190951

Well perhaps not much longer. I am in London and am just now reading
a 4 page advertisement in my paper for the new Mac Power PCs.

Here we go:
MS-DOS / WINDOWS Compatible. (And of course Macware)

60 -66 80 mHz

Basic mem 8Mb

up to 3NuBus slots on 8100/80

Masses of HD options

Display DRAM (6100/60) to DRAM+ 2MbVRAM(exp to 4Mb) (8100/80)

Ethernet and LocalTalk

And of course built in PC exchange/ AppleScript
Quicktime/ Fonts/ GeoPort/ Serial ports/ 16 bit Stereo
and much much more

Existing Mac users can upgrade for 600 (UK)

Prices start here at 1350 (UK) and I'm sure they will
drop.

This looks very very good to me, as a FALCON user I'm seriously
wondering why I bother to waste time with Atari when something like
the Power PC is available. Ahhhh! I see (small print) AV technology
is not actually included but the comms are for starters.
It's not coming out until next year indeed! Well it's here and with
very persuasive advertising. I'm going to have to attend an AV demo
as soon as possible, in order to evaluate its price vs performance
in the recording studio. I have a sinking feeling that I will have
to recommend it to my clients instead of the FALCON.

Additional advice from colleagues is to wait until next year. You
can currently buy chip with loads of CAD support for PCBS etc. Make
your own.

Any comments?

* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)

5046. Re: FalconPPC (was Re: Falcon/'040 board)

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 18:55:28 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2m50b0$gpo@elna.ethz.ch>
Source record: 190952

In <2lmpf2$h9h@vishnu.jussieu.fr> bourlon@gla.ecoledoc.ibp.fr writes:

> (...)
> > 1) Graphics - the Falcon's "standard" resolutions are barely better than
> > VGA; sure, more colours, but I need more _space_, at least 800x600x256
> > out of the box, without software/hardware hacks
>
> 800x600ix256c (or even 65536c) is absolutely possible on an RGB monitor
> Of course, you've got to "hack": but not in the way you hack to get overscan on
> an ST. Here, if you can't get this mode on a Falcon, it's only beacuse Atari
> didn't want to make it accessible, BUT IT IS REALLY EASY FOR THE VIDEL. Which
> means that if Atari wanted, it could do it easily.
>
> MB.
>
>

Of course it is really easy for the Videl, but it is not possible to have any
resolution that you want, since you have the restriction of memorybus speed
(16 MHz). AFAIK the CPU bus performance is dropping when you increase Video
bandwidth. A special VRAM for Video would be recommended....
What I wanted from ATARI would be just a motherboard. Case, Powersupply, Simm
and grafic-card (ISA or PCI) can be obtained cheaper from other places.
The Keyboard connector should be MEGA/TT-keyboard compatible.
But I don't think that I'll see that day where these things become reality
:(*sniff*

greets
Beat

5047. ICD Filling Orders???

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 19:34:45 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2m52kl$na9@m.ehd.hwc.ca>
Source record: 190953

Hi all!

I'm just wondering how long is the usual time lapse between ordering from ICD and the arrival of the goods. I ask this because I sent out an order in early February and have had no reply. Of course, now that I have written this, my order will probably arrive in the next few days, if it hasn't already been delivered.

--
Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life
and is not the responsibility of Health Canada

5048. GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 19:35:51 UTC
From: donm@ucon.gun.de
Message-ID: <1994Mar15.193551.8289@ucon.gun.de>
Source record: 190954

Ofir Gal wrote:

...
> >So it's nothing to do with languages per se, just plain business sense/market
> >research... The German market is the biggest. Period. All Atari insiders
> >(and most outsiders :-) are well aware of this fact.
>
> Does that mean that releasing a German version of GEMBench will drasticly
> increase the number of German registrations?

Only if it's good/useful/reliable... :-)))

But seriously, its usefulness for other than a journalist review writer
is somewhat limited. However, it was reviewed in a French mag a couple
of months ago and it's been used in a German mag last month (have they
registered?).

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

5049. GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 19:36:02 UTC
From: donm@ucon.gun.de
Message-ID: <1994Mar15.193602.8358@ucon.gun.de>
Source record: 190955

Rickard Troedsson wrote:

> DM> The reality is that the english language STs are actually a minority.
> DM> It's only natural that the German (or any other!) developer produces a
> DM> program for the largest potential market! Especially taking into account
> DM> that a German language program can also be sold in Austria, Switzerland,
> DM> as well as Holland, Belgium, the Scandinavia, and these days a sizesable
> DM> chunk of Eastern Europe too.

> About 1/3 of the Swedish youth learns German for ca 3-4 years ... EVERYBODY
> learns English for atleast 6, often 8-9 ...
>
> I think it's the same for the rest of Scandinavia, don't mix us up with people
> speaking German as a native language.

I don't! See above. "Can be sold" and "as well as" does *not* by any stretch of imagination implies German is a native language in Scandinavia, only that Scandinavians (1/3 according to you) are a potential market for a German program. Give me some credit... Everybody knows people in Scandinavia speak "Scandinavian"... ;o)

> I prefer English documentation.

As a native English speaker I might too, but I'm also fluent in German, very comfortable in Dutch, and get by in French. Anyway, *preferences* had nothing to do with the point I was making. My original post was in response to a statement that English language Ataris were "the norm" which is patently wrong and I just pointed out that fact without attaching any implications.

P.S. Betting is now opened on how many humor-challenged humanoids will misinterpret the "Scandinavian" language bit up there and flame me for it... :-)

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

5050. Re: READ ME URGENT

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 19:55:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMq1zp.Mu6@cix.compulink.co.uk>
Source record: 190956

In message <1994Mar15.165533.24605@reks.uia.ac.be>, jpbogers@reks.uia.ac.be said:
>
>Dear Friends,
>
> My name is Dave Rhodes. In September 1988 my car was
>repossessed and the bill collectors were hounding me like
>you wouldn't believe. I was laid off and my unemployment
>checks had run out. The only escape I had from the
>pressure of failure was my computer and my modem. I
>longed to turn my advocation into my vocation.

[... lots of crap deleted ...]

Been there, bought the Tshirt.

What's next? Herbalife?

Ofir ogal@cix.compulink.co.uk

5051. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 21:00:34 UTC
From: kfason@csn.org
Message-ID: <CMq50z.7ou@csn.org>
Source record: 190957

Kevin Fason (kfason@csn.org) wrote:

I have TOS 4.04. 14(16) megs of RAM, though it did this when I had 4megs...
I found the problem, definitly NVDI. I just have it not loaded. But I
originally had it loaded Before anything else (except XBoot)... So I'll
jsut live with no NVDI till I figure it out... I did used to have GDOS
turned on (NVDI config), but I turned it off, and will play with it some...

Thanx for all the help!

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

5052. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 21:01:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMq533.2t8@cix.compulink.co.uk>
Source record: 190958

In message <CMptIv.4rI@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk said:
>
>Actually, Speedo & NVDI don't get on 100%. If you try to access any of the
>EdDI extensions which NVDI provides (colour off-screen bitmap support) with
>Speedo loaded, then the machine will die a horrible death.

That's possible, which version of Speedo do you have? v4.20 is available
in Gemrnay and in the US.

Ofir ogal@cix.compulink.co.uk

5053. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 21:06:31 UTC
From: gruber@austin.ibm.com
Message-ID: <CMq5Ax.1rCM@austin.ibm.com>
Source record: 190959

In article <2m3i65$qpm@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:
> gruber@austin.ibm.com (Gruber) writes:
>
> >4) How does it do running Virtual Memory ?
>
>
> Could you expound on this a little, please? Where do you get Virtual
> Memory?

In Calamus SL, under the last right pulldown (Settings ??, going from memory now)but it is under the last right pulldown, anyway, inside this pulldown is a selection for virtual memory and If I'm not mistaken you can specify how much to set aside, but not sure, where it gets it is from your hard disk, it will create a folder under the folder that contains the program called VM. This is like caching actually.

Hope this helps,
Scott Gruber

Disclaimer : The views of the poster are not necessarily that of IBM

5054. Re: ATARI ST FTP SITES LIST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 21:47:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m5aee$co6@golem.wcc.govt.nz>
Source record: 190960

In article <2loao0$kqg@maud.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>SORRY, NO NEW FTP SITES IN THIS LIST, SINCE LAST ONE (ANYONE KNOW OF ANY MORE SITES?
>
>
>Compiled by Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no) 16-Feb-1994

How about a Gopher server list for people that don't have FTP access...

Also correct site names would help,
like ftp.cs.tu-berlin.de = quepasa.cs.tu-berlin.de

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5055. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-15 23:16:22 UTC
From: walra@moacs11
Message-ID: <do28dwco0wg@moacs11>
Source record: 190962

In <2m4tjvINNu6p@sat.ipp-garching.mpg.de>, Cornelius Krasel wrote:

> Two quick questions:
> 1) Is Geneva available in Germany?
> 2) How does it compare to Mag!X and MultiTos?

You shouldn't compare Geneva with MagiX or MTOS. Geneva is an AES
replacement that allows co-operative multi-tasking, like MultiGem.
MagiX and MTOS offer pre-emptive multi-tasking.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5056. Re: Used ST market dead?

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 00:34:09 UTC
From: lordthan@news.delphi.com
Message-ID: <2m5k61$gra@news.delphi.com>
Source record: 190963

steveg@cseic.saic.com (Stephen Harold Goldstein) writes:
>Is there a glut of used ST's on the market with everyone abandoning them
>in favor of other platforms?

If there is, I'd sure like to hear from someone who wants to sell either a complete 1040ST or the parts that I need to repair mine. Everyone that I've seen selling them is either asking a small fortune for it (upwards of $300 for the floppy drive and power supply *alone*) or doesn't want to sell *just* the computer. :/

>My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
>Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR

My first Atari? A 16K Atari 400, GTIA graphics, 410 tape drive
Currently (Primary): Mac IIci 16/240, *lots* of extras (too much to list).

5057. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 01:00:46 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.092h@temptation.alphanet.ch>
Source record: 190961

```
>>In Sweden, you can now buy a 4meg/85meg Falcon for less than $1000 USD
>>including tax. A decent AV Mac costs more than $3000 USD.
>
>That seems like a fair price for the Falcon but you are getting 'raped' on
>the Apple stuff. A Mac 660av with 8Mb, 230Mb HD, 25MHz 040 costs ~$1800 in
>the US now. Wonder why there is such a disparity in pricing in Sweden?
^^^^^^

Are you jokin' ?? It's not only Sweden,but whole europe...
...and probably whole world except USA -don't know for NZ/Australia zone-

If I was an USA citizen,I'll open a shop for trading MACs with the world.
2 birds,1 stone: European will pay 50% less their MACs AND I could be
a rich man ;-)
Worst: the French AV-MACs have been sold with a no-complete package
comparing with the US. No plainTalk,no Mic...and you pay more :-(

...maybe the AV will be cheaper when the Power will arrives in europe...
(sigh!)

-- Via DLG Pro v0.995

Greets,
Lol

------------------+----------------------------+--------------------
Laurent Zimmerli | paw-pp@cultnet.ch | CH-VTX: 039.267037
PARANORMAL | | Tel +41 39.26.70.37
Grafix/Video/Music|paw-pp@alphanet.ch (Randomly)| Fax +41 39.28.00.77
------------------+----------------------------+--------------------
/// We have to shout above the din of our rice crispies. (Sting) \\\
--------------------------------------------------------------------
```

5058. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 01:23:53 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Mar16.012353.196935@zeus.aix.calpoly.edu>
Source record: 190964

In article <CMoCDz.3M56@austin.ibm.com>, Gruber <gruber@austin.ibm.com> wrote:
>
>In article <2m273d$iah@hermes.acs.ryerson.ca>, mmariott@acs.ryerson.ca (Marcello Mariotti - ACPS/F93) writes:
>>
>> Bummer! I'm having problems with my TT at work. It won't print with Works on an SLM605!
[stuff deleted]
>> Chuck
[stuff deleted]
>1) Do you have the correct drivers for the SLM605 ?
>2) How much memory is left after Calamus is loaded ?
> Maybe the 4m ST ram is not enough
>3) How about getting rid of unecessary modules or Desk Accessories
>4) How does it do running Virtual Memory ?
>Hope these ideas help,
> Scott

Just to add to this: Have you used either prgflags.prg or
fileinfo.cpx to change the flags of the works program so that it allocates
memory from TTram, and runs in TTram? Not only does this speed things up, but
is a real good thing when you have 16MB to play with....

BTW, for those who doubt, I regularly run works and allocate TTmemory
and have _no_ problems printing from there (this in response to some questions
a couple months ago regarding printing to an ACSI devics from fast memory). I
can't wait to get an upgrade tho ....
Anyone know if they will add "Envelope" to the page types available?

Hope that helps.

-MikeB

5059. Re: HELP! NetDeal Gone Sour.

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 03:43:03 UTC
From: sidor@neurocog.lrdc.pitt.edu
Message-ID: <17316@blue.cis.pitt.edu>
Source record: 190966
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.mac,comp.sys.amiga.marketplace

bowler@eisner.decus.org wrote:
: > I need some help from someone who knows the small claims court system in
: > Berkeley, CA or US Mail fraud law. A Net-sale deal went sour on me. I
: > sent $2000 worth of Atari computers, laserprinter, harddrives,
: > software,etc. via UPS (C. O. D.) to an individual named Emerson Mei, at
: > 2528 Regent Street, Berkeley CA, in December. If anybody wants to verify
: > the facts, call him at 510-549-0532.
: >

: I am truly sorry you got screwed, I really am.

: IANAL (nor would I want to be) but since you didn't send via USMAIL, Mail fraud
: laws don't apply. That's what many of the current scams involve lines like
: "We'll send a courier to pick it up" or "FEDEX us your money". Mail fraud laws
: are tough but only if you use the mail.

Are you sure about this? I recently had a conversation with a friend who is
majoring in Administration of Justice. If I recall correctly, he said
that mail fraud applied not only to mail but to other delivery services.
Now, I just may have misheard what he said. The original poster really should
consult a lawyer about this.

George Sidor

5060. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 04:21:37 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2m61gh$oll@uqcspe.cs.uq.oz.au>
Source record: 190967

In <do28dwco0wg@moacs11> walra@moacs11 (Waldi Ravens) writes:

>In <2m4tjvINNu6p@sat.ipp-garching.mpg.de>, Cornelius Krasel wrote:

>> Two quick questions:
>> 1) Is Geneva available in Germany?
>> 2) How does it compare to Mag!X and MultiTos?

>You shouldn't compare Geneva with MagiX or MTOS. Geneva is an AES
>replacement that allows co-operative multi-tasking, like MultiGem.
>MagiX and MTOS offer pre-emptive multi-tasking.

I know it has been said before, but it may be worth repeating the following
for the benefit of dummies like me:

what are the benefits/disadvantages of pre-emptive versus co-operative
multi-tasking?

Also, which of Mtos, Mag!x, Geneva uses which (if any) desktop?
(A table of features would be useful: E.G:

Feature-1 Feature-2 ....
Mtos yes no ....
Mag!x no yes ....
Geneva yes yes etc etc

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

5061. SLIP???

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 05:20:29 UTC
From: rtlawson@telerama.lm.com
Message-ID: <2m64ut$5ip@telerama.lm.com>
Source record: 190968

Since I am new to the NET, can someone advise me on what I
would require to access SLIP? I am using an Atari (of Course)
with a 130Meg HD, 14.4 Modem and 4 Meg memory.

I understand that this is the better way to access the Net.
Also, I know that I am being picky, but is it possible that
the DOCS could be in English? :-)

Thanks to all.

Roger Lawson
rtlawson@telerama.lm.com

--
++
Roger Lawson rtlawson@telerama.lm.com
Bennettsville, SC.
++

5062. New ST User

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 05:51:34 UTC
From: dvac@longs.att.com
Message-ID: <CMqtLy.JLD@bigtop.dr.att.com>
Source record: 190969

Well, I just picked up a 520ST last weekend at a flea market. Its got a monochrome monitor and a single sided drive...I am very new to this beast and was looking to get a few questions answered if I could...

First off, what kind of hard drive interface is this onb the back of the PC? Is it a 25 pin SCSI, or is it some ATARI specific standard?

What is a good techie book for this thing? I got no manuals with it, just print master and a couple other Desktop Publishing programs...

How expandable is it? I haven't taken it apart yet to see what its made of inside yet, but maybe I should....I don't know what kind of RAM it uses, etc.... I just scoped a few F^TP sites on here for the ST and plan on checking a couple of em out....

-Dan
dvac@longs.dr.att.com

5063. Re: ANSI/BBS

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 07:23:43 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <CXWMBVAQ@math.fu-berlin.de>
Source record: 190970

In article <2lns7e$b6d@ionews.io.org>, diehl@ionews.io.org (Eric March) writes:
> The second is called TAZ from Neat 'n Nifty, which does 16 colour, 80
>column ANSI in medium res using page flipping to get the enhanced colours; the
>result is VERY flickery, but if you can put up with it, it's a very nice term
>program that has a few more features than ANSITerm, and looks a lot like Telix
>on the PC.

Is this shareware as mentioned in the original post? If so, where can it be obtained? I use ANSIterm from time to time, but it lacks several major things that I miss. It's handling of the numeric and cursor keypads make it unsuitable for calling my school's VAX. I only use it to call some PC BBS's, and that is a rare occasion since I never have time to anymore.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

5064. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 07:36:21 UTC
From: djs@jet.uk
Message-ID: <1994Mar16.073621.14958@jet.uk>
Source record: 190971

And how do you get it to run in a colour mode on the Falcon (I get funny coloured text, all bunched up to the left margin). It runs OK in two-colour modes.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5065. ST System WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 07:43:24 UTC
From: bsanders@ncsa.uiuc.edu
Message-ID: <bsanders-160394013315@mac222-153.ncsa.uiuc.edu>
Source record: 190972

Hi,

I'm a MIDI music composer looking for a nice little 520- or 1040-ST system to do some sequencing with. Nothing fancy. I'd like a color monitor, but monochrome is fine, too. Whatever is cheap and reliable. I can't afford much. I hope to hear from you.

Thanks,

Barry Sanders
bsanders@ncsa.uiuc.edu

5066. Re: Go away!!!! (was READ ME URGENT)

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 08:59:13 UTC
From: em09@liverpool.ac.uk
Message-ID: <CMr2Aq.CIo@liverpool.ac.uk>
Source record: 190973

Iain.Laskey@barclays.co.uk wrote:
: I can't believe yet another of these utter garbage msgs has appeared. Does anyone
: ever fall for this rubbish?

Yes! The pratt who posted it.

--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

5067. Programming the Falcon: which Cli, C, etc...?

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 09:16:56 UTC
From: jhh@cwi.nl
Message-ID: <CMr349.AwA@cwi.nl>
Source record: 190974

Hi,

I've finally ordered a Falcon (4Mb/65Mb, according to the dealer with sound in/out modifications...). If all goes well I'll have it this weekend. To prepare for this happy occasion, I already downloaded some programs from src.doc.ic.ac.uk, and frankly I was quite overwhelmed by the sheer number of programs to be found there. But I got a little confused too, to be honest. So, here are my questions:

- What's the difference between MiNT and MultiTos?
Should all programs for MiNT work under MultiTos as well (e.g. tcsh). And maybe even more important: do all programs written for TOS work under MultiTOS?
- Which Cli/Shell should I use?
I'm hooked on gulam on the st, and use tcsh at work. Does gulam work on the Falcon? Does it also work under MultiTos? If tcsh for MiNT does not work under MultiTos, is there a similar shell that does?
- C and other languages
So, I'm not a big C fan, but alas I fear I'll have to use it on the Falcon. I specifically want to program the DSP. Which compilers support that (Sozobon C, GNU C, maybe the Modula2 compiler). How hard would it be to adapt the libraries of compilers that do not support it. And where do I get the libraries for MultiTos.

I know, quite a lot of questions. But the FAQ is rather short as far as Falcon information is concerned. Any answers and hints would be welcome.

--
Jaap-Henk Hoepman CWI : Centre for Mathematics and Computer Science
Phone +31 20 5924078 Kruislaan 413
Email jhh@cwi.nl 1098 SJ Amsterdam

5068. Re: Wanted PC util to read ST disks

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 10:09:29 UTC
From: em09@liverpool.ac.uk
Message-ID: <CMr5Ju.D96@liverpool.ac.uk>
Source record: 190975

Tore Nestenius (dt93tn@pt.hk-r.se) wrote:
: Does anyone know if there is any PC program/utility that allows me to read
: normal ST formated Atari ST disks on the PC? (I just hate to reformat every
: disk that i want to read on the PC!)

Just change byte 0 of track zero sector 1 to $EB. The disk can
then be read on a PC. (Ithink $E9 also works).

--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

5069. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 11:24:00 UTC
From: Sven_Spreier@hh.maus.de
Message-ID: <A30223@HH.maus.de>
Source record: 190976

In Msg A39015@AC2, rickard.troedsson@secom.ct.se wrote:

RT>"We rule the world, don't let ANYONE use any language but ours"

You write that every author should use english and therefore a language which is not the native language for all germans.

I expect german documents only from german authors, but it seems that you are not willing to accept that people prefer their own language.

I, for myself, prefer programs with a german user interface, the docs may be in english (even if they are from a german programmer).

RT>Atleast it sounds as if they ONLY registre a program if it's ONLY
RT>documented in German ..

It's a lot of work to write a documentation in two languages. Not everbodey has the skill or time for it.

5070. Re: Go away!!!! (was READ ME URGENT)

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 11:24:52 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <2m6qa4$c34@rs6000.bham.ac.uk>
Source record: 190977

Iain.Laskey@barclays.co.uk wrote:
: I can't believe yet another of these utter garbage msgs has appeared. Does
: anyone ever fall for this rubbish?

Obviously, otherwise it wouldn't keep reappearing.

Gio

5071. EXCUSE ME

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 11:37:51 UTC
From: jpbogers@reks.uia.ac.be
Message-ID: <1994Mar16.113751.27405@reks.uia.ac.be>
Source record: 190978

Dear reader,

Yesterday a "pyramid" letter was send from our PC to your usenet-group. This
letter caused an enormous amount of reaction. I would like to apologize to
anyone if I caused any inconvenience.
Some of the reactions were very personal and brutal against me in person.
I would like to stress that this "letter" was started merely as a joke
after office hours. We had no intention to harm anyone neither did we
expect to gain a substantial amount of money. If any money will be send
to me, I will send it to charity.

Again, I'm sorry.

--

J.P. Bogers, M.D.
Universitaire Instelling Antwerpen (UIA)
Lab Pathology

5072. Re: Wanted PC util to read ST disks

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 11:46:20 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMrA19.162@barclays.co.uk>
Source record: 190979

In article <1994Mar16.090422.17505@nomina.lu.se>, dt93tn@pt.hk-r.se (Tore Nestenius) writes:
|> Does anyone know if there is any PC program/utility that allows me to read
|> normal ST formated Atari ST disks on the PC? (I just hate to reformat every
Doesn't DC Format allow you to update the boot sector only? That's where the trouble lies so maybe it will act as a quick fix? Assuming the disks are all standard 720K ones of course.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

5073. GEM programming

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 12:08:14 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Mar17.010814.26478@waikato.ac.nz>
Source record: 190980

I was wondering if anyone had any idea where I could find some source code for GEM programs: I want to write a "real" program, but only have code fragments for GEM, and not a lot else. Any ideas?

--
Bruce
bnp@waikato.ac.nz

5074. Re: Edith questions

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 12:18:39 UTC
From: hjv@phil.ruu.nl
Message-ID: <2m6tev$981@chico.staf.phil.ruu.nl>
Source record: 190981

avg@cwi.nl (A.V. Groenink) writes:
>hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>Can Edith be used as an editor for Pure C, so that double clicking on a
>>compiler generated error-message automatically opens the source file and puts
>>the cursor on the right line?

>Installed as an accessory, it can always be called by pressing
>shift-shift-control. The file selector pops up. I use it in the Pure C
>environment all the time. I don't think Pure C supports communication of
>line numbers, does it? If it does, fill me in!

No, I don't think it does, but there's a possible workaround... everest is
able to recognize lines of the form "Error <filename>: <linenumber>" or
whatever (user configurable, with 3 variables: file, line, column). When
double-clicking on a line of this format, Everest automatically loads the file
and jumps to the line/column specified, exactly as the PC environment would do.
So the only problem is getting PC to write it's errors/warnings to a file
instead of the screen.
Right now I'm writing a shell for PC that (amongst other things) does exactly
this (i.e. redirect PCC and PLINK output to file).
The major drawback of using external editors or a shell with PC has (for me)
always been the fact that you lose the nifty PC-environment options, like
jumping to lines that contain the error, or using the help-system. The
combination of redirecting PC-output & Everest will not suffer from these
shortcomings however -- especially since Everest also has a special menu-option
that cooperates with the TC_HELP accessory (which was written for Turbo C, but
is equally capable of handling Pure C help-files...).

>>Does Edith have an 'auto save setup', so that next time I open the editor I'm
>>exactly there where I left it (i.e. including opened documents & cursor
>>position)?

>Not yet.

In the meantime I donwloaded the prerelease of Edith, and read that this option
will be available in the commercial version. But then: how much is this gonna
cost? I mean, Everest is shareware (20 DM only) and has all the options needed
to fully cooperate with PC. I'm quite sure Iwon't pay e.g. fl 100+ for an
editor that does not offer the same functionality (and to be honest: I couldn't
care less about the 3-D stuff and other 'fancy' stuff Edith offers -- that's
not what I use an editor for).

>basically. Have been thinking about writing such a project file when the
>editress is left by the user, i.e. a file 'default.prj' which is loaded when
>the editress is started the next time.

Stop thinking and implement it. Absolutely required -- as long as the user has the option to turn this auto-save 'off'.

All in all I think Edith looks decent, but isn't fully grown yet. The pre-release has some quirks I don't really like. Example: when jumping to the end of a line (shift-arrow right), then on e.g. a 75-char wide line (which fits in the window easily), Edith scrolls the window to the right -- which is absolutely unnecessary and *very* annoying.
The multiple-selections feature looks fancy, but I don't see any real practical use for it, and think it's often more confusing than helpful. Push/pop positions is not very comfortable, since you have to remember when you pushed what. I prefer the way e.g. Tempus handles this: "set mark #1" in a menu, and after you've set a mark, you get a menu-option "goto mark #1, line xxx". This is much clearer, provides a kind of feedback (line number) and has the same (or more) functionality as your push/pop mechanism.
And I've been able to screw up the screen once by selecting many blocks, scrolling, etc (didn't try to reproduce it) -- at a certain point some garbage was left (mainly a not-removed cursor) which could only be fixed by scrolling the stuff offscreen.
Small note: when moving the mouse in the window scrollbar, it becomes an inverted arrow (i.e. pointing from left to right instead of right-to-left like the normal arrow). Why? Looks very non-standard and is not functional at all.
The Worplus-like function-key bar at the bottom of the screen should be moveable (and a choice between vertical/horizontal would be very nifty), while the icons on top of the screen might as wel have been left out -- as soon as you have a window open they're unreachable anyhow.

A good product, but, as I said, not fully grown yet. For now I'll stick to Everest, which is the the most comfortable editor I've encountered so far. Very smooth feeling, no unwanted nifty bells 'n whistles, but very functional in all respects. Search and replace that allows you to include the wilcard-match in the *replace* string -- e.g. replace *.txt with *.doc, will replace filename.txt with filename.doc, very good inter-text mark-setting, extensive formating capabilities (e.g. for all .C files: tabwidth=2, wordwrap OFF, linelength=255, autoindent=ON; for all .TXT files: tabwidth=4, wordwrap ON, etc... and so on, for 10 different file-types, all user configurable), etcetera...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

5075. Atari Falcon coding

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 12:20:20 UTC
From: mortene@stud.unit.no
Message-ID: <2m6ti4$4gl@ugle.unit.no>
Source record: 190982

I'm trying to get hold of some info on the Falcon's graphicsmodes (and the RAW graphicsformats used by the Falcon). Is there a textfile somewhere (on ftp) that I could use? What I'm after is basically something like the Hardware Reference Manual for the Amiga.

(I'm doing a converter on the Amiga to help coders use graphics in their programs, and I've already included all the most common Amiga, SNES and IBM-compatibles graphicformats (like bitplanes, interleaved, chunky, SNES charbased, SNES mode7 +++)).

(Please let me know if I'm in the wrong newsgroup.)

Thanks in advance,
Morten
--
--
| M. Eriksen, student at NTH, Norway. Email to mortene@stud.unit.no |
--
| High-level languages are for low-level programmers. And vice versa. |
--

5076. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 12:21:45 UTC
From: erlingh@idt.unit.no
Message-ID: <2m6tkp$a18@ugle.unit.no>
Source record: 190983
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2m4u5l$9hv@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:

|> I'll try that as soon as I get home (Thee non-working version I tried was 2.01)
|>
|> gemar220 is also found on ftp.tu-clausthal.de:
|> pub/atari/disktools/tape/gemar220.lzh
|>
|> Erling

Hmm - replying to my own article... :-)

I tried with gemar2.20 yesterday.
It sort of works now.

The trouble was the setting of transfer speed. I just can't see how
this could have any effect, though.

Anyway, I sat transfer speed to maximum (1024kb/sec), and I was able
to make a backup.
There were however a few other quirks, but the backup seemed to
be fine. I suppose I'll get it working better if I hand-tune some
of the other parameters.

I was not able to fast-forward the tape, though. Rewind worked
fine, but when I pressed the forward button, the exabyte complained
about "Command not understood" (or whatever the german message was).

Also, it always bombed after completing the backup - but the backup
process went fine. The only trouble was that there was no way
to verify the data written to tape. (I guess this is about when
the program crashes, after writing the last index and rewinding
the tape, and before starting to verify).

I did a small test, backing up ~10 Mb of data, then I restored
it to another partition. Then I compared all the files - and they
were identical.

The troubles I describe might disappear with more
careful configuration - I did not have
time to study all the docs last night.

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)

```
------ / \ /____ / / |/ \____| o Oh well.
```

5077. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 13:00:19 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2m6vt3INN95i@tarsky.uni-muenster.de>
Source record: 190984

In article <ENTROPY.94Mar15184329@sugar-bombs.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu (maximum entropy) writes:
|> Line-A does not exist on the Falcon or TT. (the 030 uses Line-A for
|> it's own purposes, Atari should never have used Line-A as it is
|> RESERVED by Motorola, how many times do we have to go over this :-)
|>
Well, actually, that is not true: the line-F calls were reserved by motorola for the floating point stuff, the line-A was designed to be used as some sort of graphics emulator. But nevertheless, the line-A stuff in the atari should not be used, as it is not portable across different resolutions. So: whatever you do, DO IT WITHOUT LINE-A! Use the VDI instead.

Regards,
Ulrich

5078. Want to buy ...

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 13:11:33 UTC
From: fischer@netmbx.netmbx.de
Message-ID: <17WMBMJU@netmbx.netmbx.de>
Source record: 190985

Hi,

I'm looking for any Infocom textadventure. Please mail me if you got
anything to offer.

Thanks,
Axel
--
fischer@netmbx.de

5079. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 13:21:17 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m714d$t10@percy.cs.bham.ac.uk>
Source record: 190986

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>Actually, Speedo & NVDI don't get on 100%. If you try to access any of the
>EdDI extensions which NVDI provides (colour off-screen bitmap support) with
>Speedo loaded, then the machine will die a horrible death.

Nope, the EdDI extensions still work (on a mono ST, at least). Maybe
you have TOS Compatibility turned on? Turn it off! Live dangerously!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5080. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 13:28:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m71ie$t50@percy.cs.bham.ac.uk>
Source record: 190987

bnp@waikato.ac.nz writes:
>I was wondering if anyone had any idea where I could find some source code for
>GEM programs: I want to write a "real" program, but only have code fragments
>for GEM, and not a lot else. Any ideas?
>

The easiest GEM material for you to get will be Tim Oren's ProGEM articles, which are in a.a (Programming/progem.arc and Programming/prosrc.arc). It builds up to a little mini-application at the end.

Otherwise, look at Ian Lepore's GEMfast library at a.a (same directory) which is well documented, and has some useful routines.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5081. ST continued production

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 13:32:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMrEy0.BxB@barclays.co.uk>
Source record: 190988

Daryl Still of Atari UK/Europe/whatever has just stated on CIX that Atari have a consignment of new STs about to be delivered but won't be making any more after that. He said that the minimum order was 2000 units and until they had that, they wouldn't do a production run. they will keep the ability to produce though so more may well be made as demand requires.

More interestingly, he stated Atari intend to support STs actively until the end of the millenium.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

5082. Any limit on size of Falcon SCSI discs?

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 13:35:59 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar16.143559.966@cathy.ijs.si>
Source record: 190989

As I might have mentioned before, I am trying to get an external SCSI disk
for my Falcon. Right now, sizes around 1GB are being mentioned.
However, in passing, a friend of mine mentioned that PCs can only format
SCSI disks of up to 1G - therefore he can get me a 2G drive for a very
reasonable price.

Does the latest AHDI allow me to access disks of 2GB size? To partition
and high-level format them correctly?
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5083. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 13:37:05 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <i190ic1w165w@sys6626.bison.mb.ca>
Source record: 190990

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard) writes:

> There is a full working demo of Coma on most Atari FTP sites,
> now upto version 1.8, or is it 1.08..Very good....

Can you tell me if this program can send faxes from command-line commands
or something similar?

Thanks.

5084. SpeedoGDOS and Atari works for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 14:37:43 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2m75jn$16l@percy.cs.bham.ac.uk>
Source record: 190991

Am I right in understanding that Falcons now come with SpeedoGDOS and Atari Works ?? If so can anyone tell me who in the UK I should contact to get these for my Falcon (free of charge of course...)

Cheers

Ian

5085. Re: SpeedoGDOS and Atari works for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 14:58:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMrIxC.L4q@barclays.co.uk>
Source record: 190992

In article <2m75jn$16l@percy.cs.bham.ac.uk>, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
|> Am I right in understanding that Falcons now come with SpeedoGDOS and Atari
|> Works ?? If so can anyone tell me who in the UK I should contact to get these for
|> my Falcon (free of charge of course...)
If you bought a Falcon with HD in the UK, you get MTOS, Speedo and a bunch of PD
bits like AFM etc. You do not get Works, that is 129.95 GBP from Hisoft. If you
buy a HD free falcon, you get nothing.

If you have the HD model, Atari should in theory send you the stuff in due
course. Better to be sure and mail atari@cix.compulink.co.uk and quotethe serial
number of your machine. They will then send out the stuff.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

5086. T2 not working

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 15:16:13 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Mar16.101613.1@csusys.ctstateu.edu>
Source record: 190993

A friend just bought the game Terminator II from a European company. He has an NTSC system, as I do also. He brought it over the other day to try it on my TOS 1.2 system. It would go as far as displaying a screen and playing some music, but we can't get it to play. It just sits there playing the music. Do I need a 50 hz booter program? He says he has one, but it's only good for programs that load from the desktop. T2 boots from disc. Could someone either tell me exactly where I could find a PD or Shareware 50 hz booter program. I don't visit this newsgroup much, so please respond via-Email before he send the game back as a defect.
BTW He has TOS 1.4 with 1 meg, I have 2 megs. Neither work.
Eric

5087. ****VERY IMPORTANT READ THIS !!!****

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 15:23:19 UTC
From: "SANTA KLAUS"
Message-ID: <CMrK2v.8Kx@ireq.hydro.qc.ca>
Source record: 190994

HELLO EVERYBODY, READ THIS PLEASE

Sorry if it's not exactly your favorit subject, and if I'm not
exactly Santa Klaus (but it could be). Just read what is
following. Yesterday, I got something in the News. It was
telling how to earn easy money, fast !! I decided to try
because I'm not that kind who speaks whithout knowing
(and maybe because I want to dream too). What I understood
is that I need to persuade you to do the same. Honestly,
I won't tell you that it works because I don't know, I'm
trying. All what I can say is that I (you) have nothing to
loose but 5 (five) USDollars. What are five dollars ???
Are you sure you looked well around when you bought
your TV, video or computer ? Are you sure you didn't
already loose more than five dollars ? If it doesn't work,
at least I will have tried (and I really think I will refund
my five dollars and my stamps).
Anyway, what is following is what I got in the News. Read
and make your own idea.

****
****

Forward from others,

Dear Friends,

My name is Dave Rhodes. In September 1988 my car was
repossessed and the bill collectors were hounding me like
you wouldn't believe. I was laid off and my unemployment
checks had run out. The only escape I had from the
pressure of failure was my computer and my modem. I
longed to turn my advocation into my vocation.
This January 1989 my family and I went on a ten day
cruise to the tropics. I bought a Lincoln Town Car for
CASH in Feburary 1989. I am currently building a home on
the West Coast of Florida, with a private pool, boat slip,
and a beautiful view of the bay from my breakfast room
table and patio. I will never have to work again. Today I
am rich! I have earned over $400,000.00 (Four Hundred
Thousand Dollars) to date and will become a millionaire
within 4 or 5 months. Anyone can do the same. This money
making program works perfectly every time, 100% of the
time. I have NEVER failed to earn $50,000.00 or more
whenever I wanted. Best of all you never have to leave

home except to go to your mailbox or post office.
In October 1988, I received a letter in the mail telling me how I could earn $50,000 dollars or more whenever I wanted. I was naturally very skeptical and threw the letter on the desk next to my computer. It's funny though, when you are desperate, backed into a corner, your mind does crazy things. I spent a frustating day looking through the want ads for a job with a future. The pickings were sparse at best. That night I tried to unwind by booting up my computer and calling several bulletin boards. I read several of the message posts and than glanced at the letter next to the computer. All at once it came to me, I now had the key to my dreams.
I realized that with the power of the computer I could expand and enhance this money making formula into the most unbelievable cash flow generator that has ever been created. I substituted the computer bulletin boards in place of the post office and electronically did by computer what others were doing 100% by mail. Now only a few letters are mailed manually. Most of the hard work is speedily downloaded to other bulletin boards throughout the world. If you believe that someday you deserve that lucky break that you have waited for all your life, simply follow the easy instructions below. Your dreams will come true.

Sincerely yours,

Dave Rhodes

INSTRUCTIONS
Follow these instructions EXACTLY, and in 20 to 60 days you will have received well over $50,000.00 cash, all yours. This program has remained successful because of the honesty and integrety of the participants. Please continue its success by carefully adhering to the instructions.

Welcome to the world of Mail Order! This little business is a little different than most mail order houses. Your product is not solid and tangible, but rather a service. You are in the business of developing Mailing lists. Many large corporations are happy to pay big bucks for quality lists.

(The money made from the mailing lists are secondary to the income which is made from people like yourself requesting that they be included in that list.)

1) Immediately mail $1.00 to the first 5 (five) names listed below starting at number 1 through number 5. Send CASH only please (total investment $5.00). Enclose a note

with each letter stating: "Please add my name to your mailing list." For other countries the equvielent amount may be sent, e.g. in Hong Kong Send HK$10 as this is the lowest denomination note.

(This is a legitimate service that you are requesting and you are paying $1.00 for this service).

2) Remove the name that appears number 1 on the list. Move the other 9 names up one position. (Number 2 will become number 1 and number 3 will become number 2, etc.) Place your name, address and zip code in the number 10 position.

3) Post the new letter with your name in the number 10 position into 10 (Ten) separate bulletin boards in the message base or to the file section, call the file, MAKE.MONEY.FAST.

4) Within 60 days you will receive over $50,000.00 in CASH. Keep a copy of this file for yourself so that you can use it again and again whenever you need money. As soon as you mail out these letters you are automatically in the mail order business and people are sending you $1.00 to be placed on your mailing list. This list can than be rented to a list broker that can be found in the Yellow Pages for additional income on a regular basis. The list will become more valuable as it grows in size. This is a service. This is perfectly legal. If you have any doubts, refer to Title 18, Sec. 1302 & 1341 of the postal lottery laws.

NOTE: Make sure you retain EVERY Name and Address sent to you, either on computer or hard copy, but do not discard the names and notes they send you. This is PROOF that you are truely providing a service and should the IRS or some other Government Agency question you, you can provide them with this proof!

Remember as each post is downloaded and the instructions carefully followed, five members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the number five position you will be receiving thousands of dollars in cash.

1. Stephanie Kemach
P.O.B. 280123
Brooklyn, NY 11228
USA

2. John Gibbs
34 Dundas
Brantford, Ontario
Canada N3R 1R9

3. Dini Man
P.O. Box 98068, T.S.T.
Kowloon, Hong Kong

4. Ravi Murjani
3 Henderson Road
Jardines Lookout
Hong Kong

5. Sanjay Purswani
2-D, Kowloon tong garden,
No.1 Cambridge rd.,
Kowloon,
Hong Kong.

6. Pual Law
Flat A,11/F Yan Yee bldg.,
Kin Yip Street,
Yuen Long,N.T.,
Hong Kong.

7. Patrick Wong
9A Fung Yau Street North,
Grd Flr Shop 19,
Yuen Long,N.T.,
Hong Kong

8. Ho Chi Kit
P.O.Box 428,
Tuen Mun Central Post Office,
Tuen Mun,
NT,
Hong Kong

9. Robert A. Decker
307 S. Division #4
Ann Arbor, MI 48104-2203

10. Olivier Hopp
3 all�e de la Florida
91800 Brunoy
FRANCE

The following letters were written by participating
members in this program.

To Whom It May Concern:

About six months ago I received the enclosed post in
letter form. I ignored it. I received about five more of

the same letter within the next two weeks. I ignored them also. Of course, I was tempted to follow through and dreamed of making thousands, but I was convinced it was just another gimmick and could not possibly work. I was wrong! About three weeks later I saw this same letter posted on a local bulletin board in Montreal. I liked the idea of giving it a try with my computer. I didn't expect much because I figured, if other people were as skeptical as I, they wouldn't be too quick to part with Five Dollars. But, I buy lottery tickets weekly in my province and have nothing to show for it but ticket stubs. This week I decided to look at this as my weekly lottery purchase. I addressed the envelopes and mailed out one dollar in each as directed. Two weeks went by and I didn't recieve anything in the mail. The fourth week rolled around and I couldn't believe what happened! I can't say I received $50,000, but it was definitely well over $35,000! For the first time in ten years, I got out of debt. It was great. Of course, it didn't take me long to go through my earnings so I am using this excellent money opportunity once again. Follow the instructions and get ready to enjoy.

Please send a copy of this letter along with the enclosed letter so together we can convince people who are skeptical that it really works!

Good Luck,

Charles Kust
St Agathe Que.

Another letter:
I tried a similar program in which the cost was $5.00 per response. In that one the return was about 3%. Since I did not have a modem I sent out letters regular mail. I created a few mailing labels and printed out all of the labels on pressure sensitive tape. The first mailing that I used the $1.00 dollar per reponse approach I started to get return mail in just over one week! I sent out 200 letters instead of 100 that is required if you use the mail instead of the bulletion boards. Additionally, I included as many friends, relatives, classmates, that I could think of in order to encourage their participation if they happened to recognize my name, so my percentage of gain was higher. I am trying again with 500 letters to see if I surpass the $141,000 of the last time. You just won't believe it until you try.
Best Wishes,
Mark Garner
Dallas Texas

Additional Notes:

This system works equally well if mailed out manually. Mind you it takes more effort to hand address the envelopes and the cost goes up proportionately to cover the postage and envelopes. You must also photo copy the instructions, cross out the name in number one position, write in your name in the number ten slot and change the rest of the numbers accordingly. (It might be neater to use white out or paste over the names.) In order to achieve the same results you must send out the $1.00 dollar to the first five names and then send out another 100 letters with copies of the program enclosed. It has been suggested not to put a return address on the outside of the envelope in order to encourage the recipient to open it. The return will approximate that then received from the posts listed on the bulletin boards.

Hello, my name is Steve Prester. As you may have noticed I'm the tenth name on this list, so I do not have a rags-to-riches story to tell here. However, I did make a phone call to the 2nd name on this list, Ernest Goyette. Did he have a rags to riches story to tell? Not exactly, but then I found out that he did not follow the instructions precisely. You see, Ernest lost faith in the program before he had finished following instructions. He only uploaded this file on one BBS, which happens to be operated by Darryl McGinnis, the 3rd name on this list. Ernest told me that he has received $92.00 to date (1/6/90). I realize this is far from the $50,000.00 promised at the first of this file, yet one must keep two things in mind:

1. $92.00 is almost 10 times his initial investment, and it only took about an hour of his time (there's nothing to lose).

2. This program works mathematically on an exponential scale. In other words, for every one BBS that this file is uploaded onto, it should spread to at least ten other BBSs and possibly a whole lot more. So, if Ernest had uploaded his file on all ten BBSs, he should have at least gotten a hundred-fold of what he has, which would be $9200.00. Not bad for a few hours work and a $6.25 investment (including postage).

Finally, I would like to exhort those who become involved in this program to maintain its integrity by being honest. It is the only way that it can possibly pay off. In other words, be sure to enter your name at the bottom of the list and not in one of the top five positions (actually this would be robbing yourself since it is while your name is in the lower positions that it gets multiplied

exponentially over hundreds of BBSs). And, of course,
send your $1.00 off to the first five names. As I write
this I have not made a penny (that's because I have not
uploaded this yet), but I thought you might like to hear
from someone at the bottom of the list, instead of someone
claiming rags-to-riches. I hope such is true, and I'm
sure it will be if we all stick with it. The potential is
definitely here!

P.S. Call me if you get rich.

Hello,
I am the current #10 on the list, I too am sceptical.
Well what do we all have to lose. It is worth a try
in order to realize some substantial gain. Don't any of you
out there want to upgrade your PC's. I certainly do, but
can't afford to. I hope that this program will make enough
cash in order to buy a super system.
Nua Nicaj

Hey There! Glad your thinking about this seriously because
I am! If all these people are making money then why not be
included with them and get some also? I'm going to be #10 on
this list, and Im uploading it everywhere! If you have the
access :) then follow through, upload it, and see what happens!
Hey, Imagine earning enough to buy a 486? or one of those high
speed modems that cost hundreds of dollars? What about buying
your OWN BBS ? Who wouldnt want to be the Sys-Op of their VERY
OWN board? I know I wouldnt mind :) What do you have to lose
but 5 bucks compared to the hundreds and thousands you CAN make?
I know Im down.. Will you be the very next to EARN some cash?
Talib Khan

Hello, I'm Stephanie Kemach and I am now the tenth person on
this list. I'm trying out this idea in the hopes that it will
pan out, but I've never seen anything like this before. Still,
for a meager investment of $5.00, what do any of us have to lose?
It's worth a try and I'm trying it out now. Good luck to everyone
else who uses this great-looking money-making idea.

This is John Gibbs, call me Gibber. Stephanie is no longer the
last on this list, hopefully I can say the same soon. I agree that
the investment is quite meager, let's see if everybody can benefit
from it. Just a note that Canadians will be happy to accept
American money at par if it is possible. Good luck to all! Bon
Chance, Au Revoir.

Hi this is Jurgen Kreisel, please add my name to the mailing list.
I am the new kid on the block as the last person on this list. I have
always been told that if it sounds to good to be true it probably
is, but what the hay I can blow 5.00 at the video store and get

nothing for my money either. Well here goes nothing.

Hi! I guess I'm now No#10. I have never done anything like this before.
I never even reply to chain letters. I guess I am doing this one coz I
think its actually gonna work. If it doesn't I simply lose a bit of
money (which I probably would have lost at the race meet tommorow
anyways). Time to find out if this thing really works....

Well gee shucks! ...i guess i'm now the 10th dude on this list, as always
u might feel that this is NOT going to work and that people are not gonna
start doing this crap and mailing people money, but hey! ...it's only 5
bucks
US isn't it? ...what've u got to lose eh? i'm certainly gonna try since
right
now a bit of money wouldn't be bad while trying to get into a good
university
with all the hassles of school!
...seeya lateR! =)
Sanjay Purswani
09/02/94

Hi! I guess I'm No#10 now.I think it is a interesting game for me and u to
have a money making.I have never heard it before,but,at least,i believed it
can let me to upgrade the computer.

Well! This chain letter can give me a hope ,it just cost me $10.
if it is workable,I have many times of this $10.So try this.
It is hoped that the result will be appeared as fast as possible.

Now, I am No.#10.!!!!! I think this chain letter
investment is quite interesting......and worthy...
So..I try it now.....and It can help anyone to upgrade
his computer only by investment of "US$5.00" or "HK$50.00".
Finally, Anyone see this mail, please join this activity..
and please be honest!!! Don't add your name at the top 5 instead of
the bottom of the mailing list!!!!!!! Furthermore, Please send the
money to the first 5 people!!!!

Kit, 13/2/1994

Do everyone want to try this!? It is quite interesting.

I try it now.

Cindy 14/3/1994

****
****

OK, if you decided to try, here are the places where I posted
this letter. I put it only in newsgroups. I think it would be
clever (at least not stupid) to find other places (newsgroups

or BBS). I choosed them because of their high number of
articles, and because they're not connected between one
another ; for example, people who have a PC generally don't
have a Mac..., people interested in Star Trek are not the ones
interested in chess...
I didn't choose BBS because I can't, but if you do, go ahead,
espacially if you live out of the USA (BBS are generally much
younger there than in the US).
Newsgroups I choosed:

comp.sys.ibm.pc.games.action

comp.sys.amiga.games

comp.sys.atari.st

misc.jobs.offered

misc.arts.anime

rec.arts.startrek.misc

rec.games.chess

rec.games.video.nintendo

rec.games.video.sega

comp.sys.mac.games

Good luck (to us).

P.S : Perhaps it wouldn't be stupid to put this in ftp sites.
I think our chance is that the number of logged people is
always increasing (espacially out of the US, I insist).
So long ....

5088. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 15:29:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMrKDK.Etu@cix.compulink.co.uk>
Source record: 190995

In message <2m61gh$oll@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au said:
>
>I know it has been said before, but it may be worth repeating the following
>for the benefit of dummies like me:
>
>what are the benefits/disadvantages of pre-emptive versus co-operative
>multi-tasking?
>
>Also, which of Mtos, Mag!x, Geneva uses which (if any) desktop?
>(A table of features would be useful: E.G:
>
> Feature-1 Feature-2 ....
>Mtos yes no ....
>Mag!x no yes ....
>Geneva yes yes etc etc

It's not as simple as that, but in general a pre-emptive system allows you
to control process priority. As an example under Geneva, background
operation are likely to take to much power, making foreground operation
VERY slow. Under Mag!x this is not the case.
I'm sure this will be followed by more detailed explanations.

Ofir ogal@cix.compulink.co.uk

5089. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 16:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6013@PB2.maus.de>
Source record: 190996

This patch-programm doesn't work with versions higher 6.2.x (I think).

Read U L8er

/|-|endrik/

Parity error: userbrain halted

5090. Re: Ajax Located???

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 17:03:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6014@PB2.maus.de>
Source record: 190997

On 14.03.94, stevedc@ac.dal.ca wrote (A39112@AC2):

S>TOP OF CHIP 9120MMB C398789-001 Copyright ATARI 1990 -31 160513-01
S> Is this indeed the Ajax?

Nope, sounds like DMA to me

The floppy controller sits underneath the SCSI-adaptor. It's usually a
WD0202. If you cannot find this string, one might think you have an
AJAX Inside [sounds familiar? ;-))]

Read U L8er

/|-|endrik/

Parity error: userbrain halted

5091. Re: Any limit on size of Falcon SCSI discs?

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 17:51:38 UTC
From: walra@moacs11
Message-ID: <jbto7kobyli@moacs11>
Source record: 190998

In <1994Mar16.143559.966@cathy.ijs.si>, Grabnar Matija wrote:

> Does the latest AHDI allow me to access disks of 2GB size?

Yes, AHDI 6.06 does.

> To partition and high-level format them correctly?

Yes, HDX can handle it.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5092. Re: Stalker\Harlequin clipboard HELP

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 18:48:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMrtKx.ux@cix.compulink.co.uk>
Source record: 190999

In message <CMrLw8.M8D@ryn.mro.dec.com>, nagel_e@cecehv.enet.dec.com said:
>
>They know about this problem, and will change it in a future release of STeno
>(I contacted them about this). By the way, I would blame Harlekin, since every
>application I own (not Harlekin) can work with the clipboard without any
>problems.

Harlekin 3 supports the GEM clipboard. Which version are you using?

Ofir ogal@cix.compulink.co.uk

5093. Re: Stalker\Harlequin clipboard HELP

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 18:48:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMrtL0.vL@cix.compulink.co.uk>
Source record: 191000

In message <2m7bv9$a40@titan.ucs.umass.edu>, stewart@titan.ucs.umass.edu said:
>
>Version 3.02 is the current version of STalker. It uses the Atari standard
>clipboard method if you set the clipboard drive to be Z in the STalker's
>preference settings. This should be documented in the readme file that comes
>with STalker. The original version we distributed of STalker did not include
>support for Atari's "standard" because it had not yet been defined. STalker
>continues to optionally support the older method, so that it will be compatible
>with STeno, which has not been updated since before Atari adopted the
>clipboard standard.

The clipboard scrp_read and scrp_write have been documented since 1985. An application should always enquire using these functions. Why have such as strange option such as drive Z? Why not simply a button called GEM Clipboard? This just adds to the confusion.

Ofir ogal@cix.compulink.co.uk

5094. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 18:52:52 UTC
From: walra@moacs11
Message-ID: <2bvv0_pkdvu@moacs11>
Source record: 190851

In <2m61gh$oll@uqcspe.cs.uq.oz.au>, Marshall (G.M wrote:

> what are the benefits/disadvantages of pre-emptive versus co-operative
> multi-tasking?

Pre-emptive mt:
You can have gcc, groff and TeX running in the background, while you're reading your news or e-mail in the foreground. The operating system decides when to change between tasks, no special action is required from an application. If you're running an 8MHz ST, you will notice that your newsreader acts rather slow and is not very responsive. On a fast TT running MagiX you notice some difference in speed, but not enough to be annoyed.

Co-operative mt:
You can also have several programs running at the same time, but only GEM programs that regularly call the AES. The AES can not force a taskswitch. TOS applications running in a window will not perform any AES calls, and will therefor effectively block any multi-tasking. The same is true for GEM applications wich do not make AES-function calls regularly. The main adantage of co-operative mt is that it's less expensive, in terms off CPU cycles, than pre-emptive mt.

There can be no general conclusion on which type of multi-tasking is better. Your choice should depend on the applications and hardware you're using.

> Also, which of Mtos, Mag!x, Geneva uses which (if any) desktop?

Mtos has a built-in desktop, which can easily be replaced. MagiX is distributed with MagXDesk, a very simple desktop. All MagiX features are also supported by Ease. Gemini2 supports MagiX as well as Mtos. Geneva is best used in combination with NeoDesk.

Of course you can use any desktop with Mtos, MagiX or Geneva, but the special features of those systems will not be supported.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5095. Questions...

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 18:57:37 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HA1J05FUHE95P6P3@SNYONEVA.CC.ONEONTA.EDU>
Source record: 190852

Dear World:

Living here in the US has its advantages but not when Atari specific info
is concerned...

Does anybody know the status of GFA-BASIC 4.0 - the much heralded release
that is supposed to fully support the Falcon?

Does anybody know if and when the 386 version of COMPO's FalconSpeed PC
emulator is slated for release?

Finally, does anyone know how to get the following Falcon PD/Shareware games
running on my 4/85 SC1224 60hz RGB machine?

Madtris
Columns
Mini-F1

Any and all help will be greatly appreciated! Thanks in advance...

Ari

SKA! - English Beat - Toasters - The Specials - Bim Ska La Bim -

5096. **** I APOLOGIZE !!!!****

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 18:57:45 UTC
From: hopp@ireq.hydro.qc.ca
Message-ID: <CMru09.Anp@ireq.hydro.qc.ca>
Source record: 190853

I APOLOGIZE

this morning I posted an article that was a chain letter. OK I'm stupid, I'm an idiot: I really didn't know it was illegal. If I cut the head of the article, it was to receive the flames (I know there are always) at home. But I'm so stupid that I didn't think there would be the name of my organization and that I would cause trouble to them. I apologize again.
So now that you have my E-mail address, you can send your flames to me (not to my administrator). I will read all of them because I'm guilty, but I won't answer. I wouldn't have anything else to tell but apologize. Excuse me for the trouble I caused.

Olivier HOPP
hopp@ireq.hydro.qc.ca

5097. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 19:27:13 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2m7mih$bf1@mailer.fsu.edu>
Source record: 190854

David Forrai (gt1448b@prism.gatech.EDU) wrote:
> Stephe Lewis Foskett (lancer@wpi.WPI.EDU) wrote:
>
> > Modem2 - braindead, no RTS/CTS lines, DON'T USE IT!
>
> I always wondered just what possible use this port could be. Is it
> connected to the SCC or the MFP? It seems like such a waste to put a
> crippled serial port in (typical Atari). Has anyone who has a VME
> card installed changed the Modem2 port such that it is really Serial2
> (I think Serial2 is the one in the VME slot cover, right?). I knowm
> that the VME serial port just connects to the motherboard via a ribbon
> cable and has nothing to do with the VME slot. Isn't this port the
> same as the LAN port?

All excellent questions. Perhaps the main one should be: Which MegaSTE serial port is braindead and useless, if any? This thread has had reports of folks using both Modem2 and Serial2 with no problems, but not at the same time :-).

As this is generating so much interest, here is the email I received that seems to explain my problems with both Modem2 and Serial2. It seems that there are two separate hardware bugs that can account for errors on Modem2 and Serial2, respectively. So, perhaps some folks have one, some have the other, and an unlucky few (me, apparently :-) have both.

Big thanks to Waldi for emailing this to me!

----being included message----

Here's an extract from a posting to the mint-list, which might explain (part of) the problems you're experiencing, and offer a solution.

Regards,
Waldi (walra%moacs11@nl.net)

Subject: Re: user-written interrupt handlers
From: Juergen Lock <nox@jelal.north.de>
Date: Sat, 12 Mar 94 19:49:22 CET
Message-Id: <9403121849.AA00373@jelal.north.de>

[...]
> But then: What's about the MSTE problems with it?

ok... two kinds of problems: 1. SCC IO (interrupts, access 0xffff8c8x) interferes with disk DMA causing flipped bits on the way to disk and/or SCC (for example receive megabytes of gzip'd news batches without one protocol error and then unbatching finds corrupted files! nearly made

me crazy while porting uucp...) and 2. a bugged PAL (UA03, checksum $5613)
that makes the 2nd SCC port (serial2/`appletalk') lose chars no end.

some people never notice the 1st one, i don't know if there are board
revisions that really don't have it or if it just happens less often
(or maybe the people never run multitasking and rarely have disk and
SCC IO happen at the same time...) a fix (patched GAL) for the 2nd one
is described in fser096* (should be on a.a); the 1st one, at least the
corrupted disk problems can be reduced from (in my case) `happens every
2nd file' to maybe `once every 1000 files' by replacing the Z85C30 SCC
with a Z85230 (both Zilog here, Am85C230A might also help), described
in fser* too. (the extra clock stuff is not essential, original 8MHz
still works.)
[...]

----end included message----

I found fser096b.lzh (I'll stick it on atari.archive.umich.edu, as we don't
seem to have it), and it indeed has a MegaSTE specific blurb to fix the
bugged PAL, UA03.

I intend to replace my SCC chip with one of the ESCC chips mentioned above
(this is an upgrade in addition to a bug fix, as one can then use ESCC.PRG
from HSMODA02 and get better performance). I also intend to get a new UA03
burned to fix Serial2. Finally, I appear to have the GST Shifter problem
(crackling on DMA sound), so I need to get a 1040STE shifter and replace
it too (whew).

Boy, I'm glad I got such a good deal on this machine..... :-).

Note that mine is a very early model, so many MegaSTE owners would probably
not have to go through all this to get everything hunky dory.

Here are my tests for the various bug behaviors:

bad Modem2 - at 38400 or 57600, download several .lzh or .zip files with
Zmodem (either Connect's or gszrz228), and check them with STzip or
lharc for CRC errors. This might also happen at lower baud rates.

bad Serial2 - pump the baud rate up to 38400 or 57600 (Connect and HSMODA02)
and dump some text to the screen. You should lose characters quite
apparently. Also, downloads get continuous CRC retransmit errors.
This might also happen at lower baud rates.

bad GST Shifter - if you have TOS 2.05, there is a program included with
the bug fixer on atari.archive.umich.edu that can induce the mono
wrapping symptom of this problem. If you have TOS 2.06, the mono
wrapping problem is already patched, but you will still hear
crackling on DMA sound output. One test for this that works
consistently for me is to run the Brain Damage demo, and listen for
crackling during the loading of the second disk (when the heartbeat
sound plays for 20-30 seconds). The crackling is also quite
noticeable when using ProtrackerST 1.0 to play .mod files at 50kHz.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5098. Re: Programming the Falcon: which Cli, C, etc...?

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 19:56:36 UTC
From: walra@moacs11
Message-ID: <bpe5vjqx6qs@moacs11>
Source record: 190855

In <CMr349.AwA@cwi.nl>, Jaap Henk Hoepman wrote:

> - What's the difference between MiNT and MultiTos?

MTOS consists of two parts:
1. mint.prg, a Gemdos extension, started from the auto folder.
2. gem.sys, a replacement AES, started by mint.prg.

> Should all programs for MiNT work under MultiTos as well

Most of them will, use Miniwin or Toswin to run MiNT/Gemdos applications
in a GEM-window.

> And maybe even more important: do all programs written
> for TOS work under MultiTOS?

No, clean Gemdos (*.TOS, *.TTP) and clean GEM (*.APP, *.PRG, *.GTP)
applications do. Other apps. cause trouble, ranging from garbage on
your screen to system crash.

> - Which Cli/Shell should I use?

The same tcsh/bash that you're using with MiNT.
A nice alternative is Gemini2 (with built-in Mupfel).

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5099. STE external vidoe sync.

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 20:32:59 UTC
From: gerdes@tibm8.ruf.uni-freiburg.de
Message-ID: <2m7qdr$if9@sun2.ruf.uni-freiburg.de>
Source record: 190856

Hi everybody!

I'm trying to connect a VCR to my 1040STE and display the VRC and STE picture
at the same time and on the same screen. For this purpose I need to synchronize
my STE video output externally.
I read something about the adress $FF820A - it said that bit 0 was for toggeling
sync. mode (internally/externally), bit 1 was supposed to be used to select
50/60 Hz freqency.

Has anyone of you experience with doing this kind of stuff?
Do I need a Genlock interface or something like that?
Which pin of the monitor plug is for external sync.?
Do I need any specific software - are the any programs in the public domain pool?
Does anyone have any circuit diagrams for an interface of the kind I need (that I could
buil myself...)?

Thanks for helping me!

Kay Alexander (gerdes@mibm.ruf.uni-freiburg.de)

P.S.: snailmail: Kay Alexander Gerdes
Sundgauallee 12/01/12
D-79110 Freiburg
Germany

5100. Re: How much for a SM124?

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 20:42:41 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CMryv5.Cx2@info.bris.ac.uk>
Source record: 190857

In article <CMGIw7.JxM@cee.hw.ac.uk>, michaelh@cee.hw.ac.uk (Michael D Holligan)
writes:

|>I am looking to buy a SM124 and have 2 questions :
|>
|>1. How much can I get one for by mail order (brand new) ?

No you can't buy new Atari SM124/144 monitors anymore.

However, a number of people are selling VGA/SVGA monitors adapted
to run in ST Hires mode. eg LadBroke Computing, System Solutions, Silica
Systems. Read a current Atari mag.

|>
|>2. How much should I expect to pay for a second hand one (one year old) ?
|>

A friend picked up a 2nd hand SM144 recently for 80 pounds.

|>Any advice etc, would be gratefully received.
|>
|>Cheers...
|>
|>--
|>_____
|>__
|>
|> Michael Holligan (Research Associate)
|> Dept of Computing & Elec Eng
|>
--
---+-----------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|
---+-----------------+
Unix : A toy for those who enjoy re-inventing wheels, or have no choice.

5101. RE: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 21:24:57 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <16MAR94.15245720@meena.cc.uregina.ca>
Source record: 190858

WILL 2.30 FINALLY HAVE VT100/102/220/...ETC... SUPPORT?

5102. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 21:54:05 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CMrLqF.M1n@ryn.mro.dec.com>
Source record: 190859
Cross-posted to: comp.sys.atari.st,umich.archives

In article <2lrilc$q6o@terminator.rs.itd.umich.edu>,
atari-archivists@atari.archive.umich.edu (Atari Archive Robot) writes...
> -rw-r--r-- molin 61703 Mar 5 01:06 ./Archivers/esscd501.lzh
> -rw-r--r-- molin 56106 Mar 11 05:13 ./Archivers/esscd504.lzh

So a major update of our favorite UUencode/decode program. Michel must be working hard. So Michel, let us drool over all the new features! Tell us what's new!

Erlend.

5103. Re: Stalker\Harlequin clipboard HELP

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 21:58:12 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CMrLw8.M8D@ryn.mro.dec.com>
Source record: 190860

In article <CMJB1B.5vs@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes...
>>When I installed Stalker and Steno, the clipboard in Harliquin stopped
>>funtioning. I get a message saying my disc is full when it isn't.

>Yes, write to Gribnif and tell them that any commercial application that
>uses a disk clipboard should use the documented method and not their own.

They know about this problem, and will change it in a future release of STeno (I contacted them about this). By the way, I would blame Harlekin, since every application I own (not Harlekin) can work with the clipboard without any problems.

Erlend.

5104. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 22:01:30 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <khVs6uy00WBNI_EcIw@andrew.cmu.edu>
Source record: 190861

Excerpts from netnews.comp.sys.atari.st: 17-Mar-94 GEM programming by
bnp@waikato.ac.nz
> I was wondering if anyone had any idea where I could find some source
code for
> GEM programs: I want to write a "real" program, but only have code fragments
> for GEM, and not a lot else. Any ideas?

Pick up cled122s.lzh and progem.arc series from a.a.u.e. I used those as
well as the Atari Compendium to work my way through.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

5105. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 22:12:35 UTC
From: schulz@tmipi5.telematik.informatik.uni-karlsruhe.de
Message-ID: <SCHULZ.94Mar16231235@tmipi5.telematik.informatik.uni-karlsruhe.de>
Source record: 190862

Alright, I've had it up to here with the flames German programmers received. Others have pointed out that English is not the only World Language (did anyone count speakers of Chinese or possibly East Indian languages lately?), that it's not the only Computerish language (imagine a billion Chinese becoming computer-literate), and that learning foreign languages is good for you (it does widen the mind and teach you that others may have rather different basic concepts than you have).

Now let's talk about American and English authors for a change. I think current programs of German origin are doing a hell of a lot so that they run on any platform.

Some American/English authors, however, seem to be blissfully unaware of other languages, other alphabets, even of the existence of characters beyond the 7-bit ASCII set. This would not happen to a French, Danish, German, Swedish, Spanish or Norwegian author because characters he/she uses every day are in the upper half of the Atari's character set.

Some otherwise rather useful programs of American/English origin are a pain to use for me because any Umlauts entered will reappear as underscores or something apparently random. Other (more thoughtful?) programs stop me from entering Umlauts altogether (Hey UK users! No pound sign either!). I don't think I'd ever register for such a program.

As if that weren't enough, some programmers go to extreme lengths and write their own keyboard drivers. (Not that their driver would have any extra functions beyond the BIOS/XBIOS.) This means that I get the US/UK keyboard layout and can't do anything about it. It's not too bad on a German keyboard because the main difference is a swapping of 'y' and 'z'. A French keyboard, however, looks entirely different, and you know how easily miffed the French are in language matters (gonna eradicate Brethonic, last I heard).

So what do *you* think about the arrogance and presumptuousness of English-speaking programmers?

5106. SACK Electronics / AT-Speed

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 23:09:18 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <2m83iu$7ok@agate.berkeley.edu>
Source record: 190863

Doug Tarico
dtarico@ocf.berkeley.edu

5107. SM124 For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 23:24:39 UTC
From: magic@mtu.edu
Message-ID: <2m84fn$58l@maxwell18.ee>
Source record: 190864

Atari SM124 Monitor For Sale

$75.00 + Shipping

E-Mail Me Directly for details if you are interested.

-Magic

5108. Emily Postnews Answers Your Questions on Netiquette

Newsgroup: comp.sys.atari.st
Date: 1994-03-16 23:41:09 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994Mar16.184109@helix.nih.gov>
Source record: 190865

```
|> Original-author: brad@looking.on.ca (Brad Templeton)
|> Archive-name: emily-postnews/part1
|> Last-change: 15 Mar 94 by scs@eskimo.com (Steve Summit)
|>
|>
|> **NOTE: this is intended to be satirical. If you do not recognize
|> it as such, consult a doctor or professional comedian. The
|> recommendations in this article should recognized for what
|> they are -- admonitions about what NOT to do.
|>
|>
|> "Dear Emily Postnews"
|>
|> Emily Postnews, foremost authority on proper net behaviour,
|> gives her advice on how to act on the net.
|>
|> ============================================================================
|>
|> Dear Miss Postnews: How long should my signature be? -- verbose@noisy
|>
|> A: Dear Verbose: Please try and make your signature as long as you
|> can. It's much more important than your article, of course, so try
|> to have more lines of signature than actual text.
|>
|> Try to include a large graphic made of ASCII characters, plus lots of
|> cute quotes and slogans. People will never tire of reading these
|> pearls of wisdom again and again, and you will soon become personally
|> associated with the joy each reader feels at seeing yet another
|> delightful repeat of your signature.
|>
|> Be sure as well to include a complete map of USENET with each
|> signature, to show how anybody can get mail to you from any site in
|> the world. Be sure to include Internet gateways as well. Also tell
|> people on your own site how to mail to you. Give independent
|> addresses for Internet, UUCP, and BITNET, even if they're all the
|> same.
|>
|> Aside from your reply address, include your full name, company and
|> organization. It's just common courtesy -- after all, in some
|> newsreaders people have to type an *entire* keystroke to go back to
|> the top of your article to see this information in the header.
|>
|> By all means include your phone number and street address in every
|> single article. People are always responding to usenet articles with
```

|> phone calls and letters. It would be silly to go to the extra trouble
|> of including this information only in articles that need a response by
|> conventional channels!
|> ------
|> Dear Emily: Today I posted an article and forgot to include my
|> signature. What should I do? -- forgetful@myvax
|>
|> A: Dear Forgetful: Rush to your terminal right away and post an
|> article that says, "Oops, I forgot to post my signature with that last
|> article. Here it is."
|>
|> Since most people will have forgotten your earlier article,
|> (particularly since it dared to be so boring as to not have a nice,
|> juicy signature) this will remind them of it. Besides, people care
|> much more about the signature anyway. See the previous letter for
|> more important details.
|>
|> Also, be sure to include your signature TWICE in each article. That
|> way you're sure people will read it.
|>
|> ------
|> Dear Ms. Postnews: I couldn't get mail through to somebody on another
|> site. What should I do? -- eager@beaver.dam
|>
|> A: Dear Eager: No problem, just post your message to a group that a
|> lot of people read. Say, "This is for John Smith. I couldn't get
|> mail through so I'm posting it. All others please ignore."
|>
|> This way tens of thousands of people will spend a few seconds scanning
|> over and ignoring your article, using up over 16 man-hours their
|> collective time, but you will be saved the terrible trouble of
|> checking through Usenet maps or looking for alternate routes. Just
|> think, if you couldn't distribute your message to 30,000 other
|> computers, you might actually have to (gasp) call directory assistance
|> for 60 cents, or even phone the person. This can cost as much as a
|> few DOLLARS (!) for a 5 minute call!
|>
|> And certainly it's better to spend 10 to 20 dollars of other people's
|> money distributing the message then for you to have to waste $9 on an
|> overnight letter, or even 29 cents on a stamp!
|>
|> Don't forget. The world will end if your message doesn't get through,
|> so post it as many places as you can.
|>
|> ------
|> Q: What about a test message?
|>
|> A: It is important, when testing, to test the entire net. Never test
|> merely a subnet distribution when the whole net can be done. Also put
|> "please ignore" on your test messages, since we all know that

|> everybody always skips a message with a line like that. Don't use a
|> subject like "My sex is female but I demand to be addressed as male."
|> because such articles are read in depth by all USEnauts.
|>
|> ------
|> Q: Somebody just posted that Roman Polanski directed Star Wars. What
|> should I do?
|>
|> A: Post the correct answer at once! We can't have people go on
|> believing that! Very good of you to spot this. You'll probably be
|> the only one to make the correction, so post as soon as you can. No
|> time to lose, so certainly don't wait a day, or check to see if
|> somebody else has made the correction.
|>
|> And it's not good enough to send the message by mail. Since you're
|> the only one who really knows that it was Francis Coppola, you have to
|> inform the whole net right away!
|>
|> ------
|> Q: I read an article that said, "reply by mail, I'll summarize." What
|> should I do?
|>
|> A: Post your response to the whole net. That request applies only to
|> dumb people who don't have something interesting to say. Your
|> postings are much more worthwhile than other people's, so it would be
|> a waste to reply by mail.
|>
|> ------
|> Q: I collected replies to an article I wrote, and now it's time to
|> summarize. What should I do?
|>
|> A: Simply concatenate all the articles together into a big file and
|> post that. On USENET, this is known as a summary. It lets people
|> read all the replies without annoying newsreaders getting in the way.
|> Do the same when summarizing a vote.
|>
|> ------
|> Q: I saw a long article that I wish to rebut carefully, what should I
|> do?
|>
|> A: Include the entire text with your article, particularly the
|> signature, and include your comments closely packed between the lines.
|> Be sure to post, and not mail, even though your article looks like a
|> reply to the original. Everybody *loves* to read those long
|> point-by-point debates, especially when they evolve into name-calling
|> and lots of "Is too!" -- "Is not!" -- "Is too, twizot!" exchanges.
|>
|> Be sure to follow-up everything, and never let another person get in
|> the last word on a net debate. Why, if people let other people have
|> the last word, then discussions would actually stop! Remember, other

|> net readers aren't nearly as clever as you, and if somebody posts
|> something wrong, the readers can't possibly realize that on their own
|> without your elucidations. If somebody gets insulting in their net
|> postings, the best response is to get right down to their level and
|> fire a return salvo. When I read one net person make an insulting
|> attack on another, I always immediately take it as gospel unless a
|> rebuttal is posted. It never makes me think less of the insulter, so
|> it's your duty to respond.
|>
|> ------
|> Q: How can I choose what groups to post in?
|>
|> A: Pick as many as you can, so that you get the widest audience.
|> After all, the net exists to give you an audience. Ignore those who
|> suggest you should only use groups where you think the article is
|> highly appropriate. Pick all groups where anybody might even be
|> slightly interested.
|>
|> Always make sure followups go to all the groups. In the rare event
|> that you post a followup which contains something original, make sure
|> you expand the list of groups. Never include a "Followup-to:" line in
|> the header, since some people might miss part of the valuable
|> discussion in the fringe groups.
|>
|> ------
|> Q: How about an example?
|>
|> A: Ok. Let's say you want to report that Gretzky has been traded from
|> the Oilers to the Kings. Now right away you might think
|> rec.sport.hockey would be enough. WRONG. Many more people might be
|> interested. This is a big trade! Since it's a NEWS article, it
|> belongs in the news.* hierarchy as well. If you are a news admin, or
|> there is one on your machine, try news.admin. If not, use news.misc.
|>
|> The Oilers are probably interested in geology, so try sci.geo.fluids.
|> He is a big star, so post to sci.astro, and sci.space because they are
|> also interested in stars. And of course comp.dcom.telecom because he
|> was born in the birthplace of the telephone. And because he's
|> Canadian, post to soc.culture.Ontario.southwestern. But that group
|> doesn't exist, so cross-post to news.groups suggesting it should be
|> created. With this many groups of interest, your article will be
|> quite bizarre, so post to talk.bizarre as well. (And post to
|> comp.std.mumps, since they hardly get any articles there, and a "comp"
|> group will propagate your article further.)
|>
|> You may also find it is more fun to post the article once in each
|> group. If you list all the newsgroups in the same article, some
|> newsreaders will only show the the article to the reader once! Don't
|> tolerate this.
|>

|> ------
|> Q: How do I create a newsgroup?
|>
|> A: The easiest way goes something like "inews -C newgroup ....", and
|> while that will stir up lots of conversation about your new newsgroup,
|> it might not be enough.
|>
|> First post a message in news.groups describing the group. This is a
|> "call for discussion." (If you see a call for discussion, immediately
|> post a one line message saying that you like or dislike the group.)
|> When proposing the group, pick a name with a TLA (three-letter
|> acronym) that will be understood only by "in" readers of the group.
|>
|> After the call for discussion, post the call for flames, followed by a
|> call for arguments about the name and a call for run-on puns.
|> Eventually make a call for "votes." USENET is a democracy, so voters
|> can now all post their votes to ensure they get to all 30,000 machines
|> instead of just the person counting. Every few days post a long
|> summary of all the votes so that people can complain about bad mailers
|> and double votes. It means you'll be more popular and get lots of
|> mail. At the end of 21 days you can post the vote results so that
|> people can argue about all the technical violations of the guidelines
|> you made. Blame them on the moderator-of-the-week for
|> news.announce.newgroups. Then your group might be created.
|>
|> To liven up discussion, choose a good cross-match for your hierarchy
|> and group. For example, comp.race.formula1 or soc.vlsi.design would
|> be good group names. If you want your group created quickly, include
|> an interesting word like "sex" or "activism." To avoid limiting
|> discussion, make the name as broad as possible, and don't forget that
|> TLA.
|>
|> If possible, count votes from a leaf site with a once-a-week polled
|> connection to botswanavax. Schedule the vote during your relay site's
|> head crash if possible.
|>
|> Under no circumstances use the trial group method, because it
|> eliminates the discussion, flame, pun, voting and guideline-violation
|> accusation phases, thus taking all the fun out of it. To create an
|> ALT group, simply issue the creation command. Then issue an rmgroup
|> and some more newgroup messages to save other netters the trouble of
|> doing that part.
|>
|> ------
|> Q: I cant spell worth a dam. I hope your going too tell me what to
|> do?
|>
|> A: Don't worry about how your articles look. Remember it's the
|> message that counts, not the way it's presented. Ignore the fact that
|> sloppy spelling in a purely written forum sends out the same silent

|> messages that soiled clothing would when addressing an audience.
|>
|> ------
|> Q: How should I pick a subject for my articles?
|>
|> A: Keep it short and meaningless. That way people will be forced to
|> actually read your article to find out what's in it. This means a
|> bigger audience for you, and we all know that's what the net is for.
|> If you do a followup, be sure and keep the same subject, even if it's
|> totally meaningless and not part of the same discussion. If you
|> don't, you won't catch all the people who are looking for stuff on the
|> original topic, and that means less audience for you.
|>
|> ------
|> Q: What sort of tone should I take in my article?
|>
|> A: Be as outrageous as possible. If you don't say outlandish things,
|> and fill your article with libelous insults of net people, you may not
|> stick out enough in the flood of articles to get a response. The more
|> insane your posting looks, the more likely it is that you'll get lots
|> of followups. The net is here, after all, so that you can get lots of
|> attention.
|>
|> If your article is polite, reasoned and to the point, you may only get
|> mailed replies. Yuck!
|>
|> ------
|> Q: The posting software suggested I had too long a signature and too
|> many lines of included text in my article. What's the best course?
|>
|> A: Such restrictions were put in the software for no reason at all, so
|> don't even try to figure out why they might apply to your article.
|> Turns out most people search the net to find nice articles that
|> consist of the complete text of an earlier article plus a few lines.
|>
|> In order to help these people, fill your article with dummy original
|> lines to get past the restrictions. Everybody will thank you for it.
|>
|> For your signature, I know it's tough, but you will have to read it in
|> with the editor. Do this twice to make sure it's firmly in there. By
|> the way, to show your support for the free distribution of
|> information, be sure to include a copyright message forbidding
|> transmission of your article to sites whose USENET politics you don't
|> like.
|>
|> Also, if you do have a lot of free time and want to trim down the text
|> in your article, be sure to delete some of the attribution lines so
|> that it looks like the original author of -- say -- a plea for world
|> peace actually wrote the followup calling for the nuking of Bermuda.
|>

|> ------
|> Q: They just announced on the radio that the United States has invaded
|> Iraq. Should I post?
|>
|> A: Of course. The net can reach people in as few as 3 to 5 days.
|> It's the perfect way to inform people about such news events long
|> after the broadcast networks have covered them. As you are probably
|> the only person to have heard the news on the radio, be sure to post
|> as soon as you can.
|>
|> ------
|> Q: I have this great joke. You see, these three strings walk into a
|> bar...
|>
|> A: Oh dear. Don't spoil it for me. Submit it to rec.humor, and post
|> it to the moderator of rec.humor.funny at the same time. I'm sure
|> he's never seen that joke.
|>
|> ------
|> Q: What computer should I buy? An Atari ST or an Amiga?
|>
|> A: Cross post that question to the Atari and Amiga groups. It's an
|> interesting and novel question that I am sure they would love to
|> investigate in those groups. In fact, post your question at once,
|> to as many technical groups as you can think of, concluding your
|> request with the line "Please reply by mail, as I do not follow this
|> group." (No one will find such a statement impertinent; remember,
|> the net is a resource to help you.)
|>
|> There is no need to read the groups in advance or examine the
|> "frequently asked question" lists to see if the topic has already
|> been dealt with. Any such warnings are for people without your
|> innate sense of netiquette, and whose uninspired questions are bound
|> to be repetitive. Your question is sure to be unique; no point
|> checking the list to see if the answer might be there already. How
|> could it be, when you only just thought of the question?
|>
|> ------
|> Q: What about other important questions? How should I know when to
|> post?
|>
|> A: Always post them. It would be a big waste of your time to find a
|> knowledgeable user in one of the groups and ask through private mail
|> if the topic has already come up. Much easier to bother thousands of
|> people with the same question.
|>
|> ------
|> Q: Somebody just posted a query to the net, and I want to get the
|> answer too. What should I do?
|>

|> A: Immediately post a following, including the complete text of the
|> query. At the bottom add, "Me too!" If somebody else has done this,
|> follow up their article and add "Me three," or whatever number is
|> appropriate. Don't forget your full signature. After all, if you
|> just mail the original poster and ask for a copy of the answers, you
|> will simply clutter the poster's mailbox, and save people who do
|> answer the question the joyful duty of noting all the "me (n)s" and
|> sending off all the multiple copies.
|>
|> ------
|> Q: What is the measure of a worthwhile group?
|>
|> A: Why, it's Volume, Volume, Volume. Any group that has lots of noise
|> in it must be good. Remember, the higher the volume of material in a
|> group, the higher percentage of useful, factual and insightful
|> articles you will find. In fact, if a group can't demonstrate a high
|> enough volume, it should be deleted from the net.
|>
|> ------
|> Q: Emily, I'm having a serious disagreement with somebody on the net.
|> I tried complaints to his sysadmin, organizing mail campaigns, called
|> for his removal from the net and phoning his employer to get him
|> fired. Everybody laughed at me. What can I do?
|>
|> A: Go to the daily papers. Most modern reporters are top-notch
|> computer experts who will understand the net, and your problems,
|> perfectly. They will print careful, reasoned stories without any
|> errors at all, and surely represent the situation properly to the
|> public. The public will also all act wisely, as they are also fully
|> cognizant of the subtle nature of net society.
|>
|> Papers never sensationalize or distort, so be sure to point out things
|> like racism and sexism wherever they might exist. Be sure as well
|> that they understand that all things on the net, particularly insults,
|> are meant literally. Link what transpires on the net to the causes of
|> the Holocaust, if possible. If regular papers won't take the story,
|> go to a tabloid paper -- they are always interested in good stories.
|>
|> By arranging all this free publicity for the net, you'll become very
|> well known. People on the net will wait in eager anticipation for
|> your every posting, and refer to you constantly. You'll get more mail
|> than you ever dreamed possible -- the ultimate in net success.
|>
|> ------
|> Q: What does foobar stand for?
|>
|> A: It stands for you, dear.

5109. For sale!! Good Deal!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 00:39:39 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1994Mar16.193939.23413@miavx1>
Source record: 190866

```
For Sale:
Atari 1040 ST with 2.5 meg memory upgrade. TOS 1.4
Atari Mono Monitor
Atari Color Monitor
Atari Megafile 30 hard drive
Spectre GCR with roms
Practical Solutions cordless mouse

All for $500.00!!!

Spectre GCR works very well as a Mac Plus Emulator!

Send mail to:

TMWHITEHEAD@OCEAN.APS.MUOHIO.EDU

or Call:

(513) 860-0212

or Snail Mail:

Todd Whitehead
8945-7 Eagleview Drive
West Chester, Ohio 45069

--
Todd Whitehead
```

5110. Re: a.a.u.e upload: Dungeon Master editor!

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 01:33:32 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar16203333@wpi.WPI.EDU>
Source record: 190867

0{{ "WRIGHT" == WRIGHT T J <cf580@city.ac.uk> writes:
>> I included a little readme file with tips on using the program and
>> a reformat of the docs into a cute little AtariWorks' word
>> processor .STW document. It's FULL of fonts (uses almost all the
>> Speedo fonts which come with AW) and looks pretty when it's printed
>> out in a Maccy sort of way...

WRIGHT> Erm, I hate to complain, but isn't this a bit rough on those
WRIGHT> of us who don't have AtariWorks? I think everyone can
WRIGHT> understand ASCII and it doesn't require any software to
WRIGHT> read. Or is AtariWorks PD and available on a.a.u.e as well?
WRIGHT> I'm a little out of date...

AW is a "genuine" commercial product from Atari Corp (or HiSoft in the
UK) and is a really nice word processor, spreadsheet, database all in
one...

However, the docs are also included in plain old ASCII for everyone
minus AW!

And the readme file is ASCII only...

.s.
--
- lancer@wpi.wpi.edu - - Redundant in Nu-Wave Black -
- Cockroaches determined to survive -
- Microwave me - watch me come alive -

5111. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 01:47:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMsCzw.I9y@cix.compulink.co.uk>
Source record: 190868

In message <SCHULZ.94Mar16231235@tmipi5.telematik.informatik.uni-karlsruhe.de>,
schulz@tmipi5.telematik.informatik.uni-karlsruhe.de said:
>
>Alright, I've had it up to here with the flames German programmers
>received. Others have pointed out that English is not the only World Language
>(did anyone count speakers of Chinese or possibly East Indian languages
>lately?), that it's not the only Computerish language (imagine a billion
>Chinese becoming computer-literate), and that learning foreign languages
>is good for you (it does widen the mind and teach you that others may have
>rather different basic concepts than you have).

Hey, this is getting out of proportion. All I'm asking for is that German
programmers allow the rest of the world to enjoy their excellent programs.
I already speak 2 languages and half understand a thrid.

All your complaints about English/American programs may be valid. I never
mess with the keyboard and I had no complaints from non-English users
about my programs.

Ofir ogal@cix.compulink.co.uk

5112. Re: HELP! NetDeal Gone Sour.

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 02:53:40 UTC
From: plmoses@emoryu1.cc.emory.edu
Message-ID: <2m8gnk$rfd@emoryu1.cc.emory.edu>
Source record: 190869
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.mac,comp.sys.amiga.marketplace

Even if mail fraud laws do not apply, WIRE fraud laws probably do,
since any deal arranged over the Internet *by necessity* uses the
TELEPHONE SYSTEM, which is well established as "an instrumentality
of interstate commerce". So there is another avenue for the
gypped party to pursue.

Paul

5113. Getting inside the Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 04:35:09 UTC
From: dsevee@CAM.ORG
Message-ID: <2m8mlt$edb@Tandem.CAM.ORG>
Source record: 190870
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I want to install a math coprocessor in my Falcon, can someone
explain how to open the Falcon?
Which screws on the back should be removed?
How should the metal shielding inside be removed?

thanks, Denis Sevee
dsevee@cam.org

5114. ICD controller into a MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 05:09:03 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2m8olf$8eg@news.dmpe.CSIRO.AU>
Source record: 190871

Hi.

About a week ago I posted asking what the pinouts were so a friend (with no net-access) could connect an ICD controller to the internal SCSI drive of a MEGA STE. What the problem is is that it has 44 poins on the motherboard, and the ICD only has 40 pins if I remeber correctly. Now is this the same as the Falcon IDE with 4 pins being dedicated to power, and if so, what pins are what - don't wanna connect a +12V to a data line 8*() .....

Thanks,

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

5115. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 06:39:18 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar17.063918.13100@mnemosyne.cs.du.edu>
Source record: 190872

In article <CMpDDM.G5x@cwi.nl>, A.V. Groenink <avg@cwi.nl> wrote:
>kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>
> --this is how you get around the nasty print bug in Atari Works:--
>
>>then another file or two, and close those. Possibly I even opened up
>>a new file, typed something in, then closed that file and print the
>>other one.
>
>>I know this is a little vauge, but it seems to me that if you open up
>>a file that was previously saved to disk it will not do this. Come to
>>think of it, it also bombs if you type stuff in a new file and try to
>>print without saving...
>
>
>The next version of Atari Works will be called: Atari Doesn't Work.

Actually,in defense of Atari Works, I must say I have only had this
happen occasionally...

But apart from that, Atari Works is really a nice general purpose WP.
It has the first spelling checker I've liked since WordPerfect, and
also has the first useful thesaurus I've ever seen on a computer.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

5116. Re: Stock Tracking Software?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 06:41:03 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar17.064103.13220@mnemosyne.cs.du.edu>
Source record: 190873

In article <1994Mar15.150005.24207@enterprise.rdd.lmsc.lockheed.com>,
Eric Knutson <eric@ladc.lockheed.com> wrote:
>I am looking for PD software to track stocks, mutual funds etc. using a
>1040 Ste Does anybody know of where such software might be found?
>Thanks in advance!

There is at least one program around called STalk The Market. I have
no idea just what all it does, or even if it handles mutual funds at
all, but you might want to have a look at it.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

5117. Re: Questions...

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 06:46:37 UTC
From: Lexicor@world.std.com
Message-ID: <CMsqtp.Fy1@world.std.com>
Source record: 190874

In article <01HA1J05FUHE95P6P3@snyoneva.cc.oneonta.edu>,
<FELDAK79@SNYONEVA.CC.ONEONTA.EDU> wrote:

>Does anybody know the status of GFA-BASIC 4.0 - the much heralded release
>that is supposed to fully support the Falcon?

There will be no "GFA" Basic 4.0, but there will be _BASIC 4.0_ from
Richter Distributor which is GFA downwardly compatible. It's treated as the
"official" update. Trouble is....it's been stalled for months and months
now.

Cheers

Yat

5118. Reading an ascii file on mac disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 07:33:36 UTC
From: dac@pyrtech.mis.pyramid.com
Message-ID: <2m914g$jej@pyrtech.mis.pyramid.com>
Source record: 190875

Hi all ,
Anyone know of a util which can read a mac disk? I've got an
ascii file on a 880k (?) mac formatted disk I would like to transfer
onto a real computer (the atari :).
Any help appreciated!

Cheers
David.

5119. Lookin' for a Mono ST monitor.....

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 07:35:21 UTC
From: dcalabre@sdcc15.ucsd.edu
Message-ID: <63841@sdcc12.ucsd.edu>
Source record: 190876

Hey there. I've got a MEGA/STe and could really use a
Monochrome monitor (staring at the TV has gotten old!). If you've
got one to sell, please send me some email.

Thanks.

-= djc =-

5120. What IS the horizontal sync rate of the Monochrome output??

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 07:39:22 UTC
From: dcalabre@sdcc15.ucsd.edu
Message-ID: <63843@sdcc12.ucsd.edu>
Source record: 190877

I've poured over the cute little manual that comes with my
Atari, and at no point does it seem to reveal the sync rate of the
Monochrome output. It LOOKS like 31Khz, but does anyone know this
for sure?
I'm trying to rig a standard PC Monochrome VGA monitor
in place of the ST model (because I don't actually have one).

-= djc =-

5121. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 07:44:31 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMstI7.2Gw@cix.compulink.co.uk>
Source record: 190878

>DB>I have been told that the drive is auto terminating, a little worrying
> ^^^^^^^^^^^^^^^^
>How in the world does that work?

That is what I keep on wondering, I can accept that maybe it does not
matter which SCSI port I use of the hard drive, but that the drive also
checks and adjusts the termination as well?

Then again, if it is already terminated, and I add another terminator
externally, could I do any damage to the drive or Falcon?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5122. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 07:44:35 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMstIB.2HH@cix.compulink.co.uk>
Source record: 190879
Cross-posted to: comp.sys.atari.st,umich.archives

```
>> -rw-r--r-- molin 61703 Mar 5 01:06 ./Archivers/esscd501.lzh
>> -rw-r--r-- molin 56106 Mar 11 05:13 ./Archivers/esscd504.lzh
>
>So a major update of our favorite UUencode/decode program. Michel must be
>working hard. So Michel, let us drool over all the new features! Tell us what

and if some kind soul could post the site again.....

= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

5123. Re: Compo Software's Address?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 08:00:46 UTC
From: Robert Engberson <compo@delphi.com>
Message-ID: <xQzPws2.compo@delphi.com>
Source record: 190880

I work for COMPO.

There is a demo of Studio Photo; I would be happy to send it to anyone who requests it. It is also available on GEnie, in the ST File Library.

Our address is 104 Esplanade Avenue Suite 121, Pacifica, CA, 94044.
Our telephone is on 415-355-0862, and our fax is on 415-355-0869.

The most reliably way (for the time being) to reach us in email is at COMPO@GENIE.COM.

Studio Photo compares favorably to PhotoShop, especially given the price. Frankly, its main weakness is the lack of sophisticated masking tools, but we are working on that (we're developing three updates simultaneously).

Robert@COMPO

5124. Re: Speedo-GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 08:12:03 UTC
From: Robert Engberson <compo@delphi.com>
Message-ID: <xS9Moi7.compo@delphi.com>
Source record: 190881

COMPO Software publishes the Bitstream Typeface Library of Speedo and Type 1 fonts for Atari computers. Bitstream themselves publish but a couple hundred.

We also publish several bundle packages of Speedo/Type 1 fonts.

Please direct inquiries to COMPO@GENIE.COM.

Robert

PS - There are around 1100 typefaces in our Typeface Library.

5125. Re: Is it possible to access Genie via Internet?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 08:49:32 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <Q4XMBZTP@math.fu-berlin.de>
Source record: 190882

In article <cb170.763317985@Chacewater>, cb170@city.ac.uk (HALL B J) writes:
>Title says it all, really. Can any of these (genie, delphi etc) be
>reached from an internet terminal, as Genie in particular seems to
>have atari stuff that I can't find on the 'net?

Yes, it's not easy, but any service that can be reached through SprintNet can
be accessed through internet. You must have an account on GEnie to do this:

1. Telnet to HERMES.MERIT.EDU

This is Michnet which provides network services to Michigan
universities, and is kind enought to allow us to use it. One of the
networks they connect to is SprintNet.

2. Type SPRINTNET-313171 at the Hostname? prompt.

The SPRINTNET part tells it you want to make a connection through
SprintNet, and the 313171 part is GEnie's SprintNet ID code. This
code could be replaced with any valid code for any service which can
be accessed by SprintNet.

3. You will see the U# prompt appear for GEnie. Proceed with login as normal.

Bear in mind that accessing GEnie through SprintNet incurs a $2/hr surcharge on
your GEnie bill.

Also, I have had no luck get file-transfers to work. I intend to check into it
more, but just haven't pursued it yet.

CompuServe can be accessed in the same way. They have CompuServe predefined,
so entering COMPUSERVE at the Hostname? prompt will work.

Delphi can be reached by telnetting to DELPHI.COM. This is free of connect
surcharges as long as it it non prime time.

I imagine that Prodigy and AOL can be reached in the same way as GEnie if they
have SprintNet access. You would need to call them and get their SprintNet
codes.

If you need any more info, write me and I will see if I can find out.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

5126. SOL.CS.RUU.NL

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 08:54:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m95si$par@golem.wcc.govt.nz>
Source record: 190883

Can some one help with this Dutch
Site, I am unable to get a INDEX
from the pub/ATARI-ST/
The Help file shows it as INDEX,
but that does not work....

Thanks.......

5127. MiNT 109s

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 09:27:30 UTC
From: petep@info.isbiel.ch
Message-ID: <2m97q2$i8s@vega.info.isbiel.ch>
Source record: 190884

In article i9p@vega.info.isbiel.ch, petep@info.isbiel.ch (Patrick Peter) writes:
>
> when i tried to install mint109 i had several problems:
> - i had to install minixfs, because the patch prog. didn't work without it
> - i had to modify the .prj file for pureC
> ....
>
> so i decided to make a pc_m109.zip (PureC Mint109) version, containing already
> patched sourcefiles and ready to compile. Now i think to put it on an ftp site.
>
> is that allowed?
>

because i haven't got a negative answer to my first article, i put pc_m109s.tos
on ftp.

you will find it at
- ftp.isbiel.ch
- Atari.archive.umich.edu (soon)

pc_m109s.tos contains a self extracting zip file (v2.4):

pc_m109s:
this version contains the complet oiginal mint108s.zoo and diff1819.zoo.
but it's already prepared for purec user. that means:

- patch -l < diff1819.txt has been done
- patch -l < diff1819.spp has been done
- the steps described in /purec/puremint.txt
- asmtrans -purec -o outfile.s outfile.spp has been done
- genmagic.ttp is needed to create the file magic.i has been done
- fixed an error in mintpure.prj (added the -P option to .C [-DMU... -P])

5128. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 09:31:43 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m981v$h1c@percy.cs.bham.ac.uk>
Source record: 190885

entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <SCHWAB.94Mar16111549@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
>>In article <ENTROPY.94Mar15184329@sugar-bombs.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu
(maximum entropy) writes:
>>The 030 never uses Line-A for it's own purpose and will never do.
>>AFAIK, it is explicitliy allowed to use them for software interrupts.
>>It's Line-*F* that is used by the coprocessor instructions.
>
>Thanks for correcting me.
>
>If that's the case, then why are we no longer supposed to use Line-A?
>Is it simply a matter of being nice to nonstandard graphics cards?

The Line A functions would never have been able to support Falcon
resolutions (eg HiColour) either, let alone the graphics cards on TTs
and STs.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5129. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 09:32:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2m9833$apf@uqcspe.cs.uq.oz.au>
Source record: 190886

kfason@csn.org (Kevin Fason) writes:

>I have TOS 4.04. 14(16) megs of RAM, though it did this when I had 4megs...
>I found the problem, definitly NVDI. I just have it not loaded.

Hmm... this might be why it's not working on my ST. I'll try disabling
Warp-9.

BTW, works fine with the NOVA VDI, so it's probably NVDI(and maybe Warp-9)'s
fault, not Speedo's.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5130. Re: ****VERY IMPORTANT READ THIS !!!****

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 09:35:48 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-ECRLBIVD@zaphot.abg.sub.org>
Source record: 190887

In <CMrK2v.8Kx@ireq.hydro.qc.ca> SANTA KLAUS wrote :

>HELLO EVERYBODY, READ THIS PLEASE
>
>Sorry if it's not exactly your favorit subject, and if I'm not
>exactly Santa Klaus (but it could be). Just read what is
[...]

Oh no ... this a really _OLD_ idea - did you never hear of such
letters ? It does not work ! Don't reply !

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

5131. Re: Edith questions

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 09:43:05 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m98n9$h64@percy.cs.bham.ac.uk>
Source record: 190888

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>to fully cooperate with PC. I'm quite sure I won't pay e.g. fl 100+
>for an editor that does not offer the same functionality (and to be
>honest: I couldn't care less about the 3-D stuff and other 'fancy'
>stuff Edith offers -- that's not what I use an editor for).

This is a man who clearly has never used, or needed to use, GNU Emacs.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5132. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 09:56:49 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar17105649@issan.informatik.uni-dortmund.de>
Source record: 190889

In article <ENTROPY.94Mar16183019@hill.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu (maximum entropy) writes:

|> In article <SCHWAB.94Mar16111549@issan.informatik.uni-dortmund.de> schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
|>> In article <ENTROPY.94Mar15184329@sugar-bombs.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu (maximum entropy) writes:
|>>
|>> |> (the 030 uses Line-A for
|>> |> it's own purposes, Atari should never have used Line-A as it is
|>> |> RESERVED by Motorola, how many times do we have to go over this :-)
|>>
|>> The 030 never uses Line-A for it's own purpose and will never do.
|>> AFAIK, it is explicitliy allowed to use them for software interrupts.
|>> It's Line-*F* that is used by the coprocessor instructions.

|> Thanks for correcting me.

|> If that's the case, then why are we no longer supposed to use Line-A?
|> Is it simply a matter of being nice to nonstandard graphics cards?

It's just because only the ST resolutions are fully supported by
Line-A. There is some limited support for the TT resolutions (only
upto 4 planes), but the additional Falcon modes are definitely not
supported. That means, if you use Line-A your program will be
resolution dependent.

Andreas.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5133. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 10:13:10 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMt0E0.7oH@newcastle.ac.uk>
Source record: 190890

In article <CMrKDK.Etu@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>It's not as simple as that, but in general a pre-emptive system allows you
>to control process priority. As an example under Geneva, background
>operation are likely to take to much power, making foreground operation
>VERY slow. Under Mag!x this is not the case.
>I'm sure this will be followed by more detailed explanations.
>Ofir ogal@cix.compulink.co.uk

And under MultiTOS, EVERYTHING goes slow :)

But seriously, the advantages of pre-emptive systems depend very much on what
you want out of your computer. I would put forward a case that for the type of
application that is run on an Atari, Mac, or most PC's, cooperative multiTasking
is perfectly of for general use - most people would just like to be able to
draw their graphics, edit their text & typeset their page, and have the program
in question respond when one of it's windows gets some input. As most GEM apps
sit in an Evnt_multi() loop anyway (effectively asleep), it doesn't effect the
feel of the system that much.

The advantages of pre-emptive multiTasking really come to the for when using
"power apps" which are aimed at more advanced operation systems, where a program
may take advantage of multiThreading within itself, or use child processes for
specific jobs, perhaps using remote procedure calls to code fragments which may
even be running on a seperate machine......but there are few ST programs which
support such features (I'm working on a version of CLA which allows you to
fork off digital simulator processes, but really the current version of multiTOS
is to slow for me to believe people would use it, so release is not iminant).

My view is that I would use Geneva for a work enviroment where I was producing
reports or designs in a CAD package - but I'm not willing to pay the extra money
to buy it at the moment.

I only ever use MultiTOS as a toy - it is to slow to be useful to me.
I do however, use the MiNT kernal on a regular basis, as this allows me access
to an advanced underlying OS without the performance overheads of the MultiTOS
AES (pipes, threads, sockets, filesystems (minix), process control, etc) which
allows me to do Unix/Atari development in comfort. But for Joe Public ("I do
some CAD, I do some WP, I play Minesweeper in my lunch break...") the advantage
of multiTOS over Geneva just isn't there.......

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--

SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5134. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 10:29:21 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.94Mar17102921@vega.dcs.exeter.ac.uk>
Source record: 190891

```
> If that's the case, then why are we no longer supposed to use Line-A?
> Is it simply a matter of being nice to nonstandard graphics cards?

Atari have stopped developing the line-A routines - hence they don't support
new things such as graphics modes with more than 4 bitplanes. Hence to be
compatible with all machines you should use the VDI.
--
+-------------+
| {{{ Dan }}} |
+-------------+
```

5135. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 10:43:04 UTC
From: djs@jet.uk
Message-ID: <1994Mar17.104304.21690@jet.uk>
Source record: 190892

In <CMrKDK.Etu@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>It's not as simple as that, but in general a pre-emptive system allows you
>to control process priority. As an example under Geneva, background
>operation are likely to take to much power, making foreground operation
>VERY slow. Under Mag!x this is not the case.
>I'm sure this will be followed by more detailed explanations.

It might even be followed by some correct ones :-)
Pre-emptive versus co-operative have nothing at all to do with priorities.
You may have (or not have) control over priorities on either system. The
difference between the two is when the system can decide to switch context
(ie stop running one program and start running another). For a co-operative
system (Geneva, Windows etc), a program will only stop running when it
does certain things (eg make an OS call). With a pre-emptive system (eg
MultiTOS/MiNT, OS/2) the operating system can decide to interrupt a task
and schedule another one at any time it sees fit.

This makes a big difference when running jobs in the background. However,
with GUI programs, the advantage is sometimes lost; for example, one program
puts up a modal dialogue, and you can't switch to another program even though
it is runnable.

I have seen people say that the reason for the difference in speed between
MultiTOS and Geneva is down to the difference between co-operative and
pre-emptive multitasking. This is incorrect. The main reason that
MultiTOS (as released to the public) is slow is that the AES and user
programs end up `busy waiting' on keyboard, mouse etc.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5136. Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 10:47:14 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2m9cfi$mtk@ccpnws.in2p3.fr>
Source record: 190893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

Hi netters,
Here in my office we have many X11 NCD terminals and I was quite surprised to see that they use Bitstream fonts. I asked the sys-admin if I could download these fonts and I installed them on my Atari BUT I can't have anything else than the letter "g" appearing on my screen.
So, is there something to do whit this fonts ???

Thanks in advance for the response.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"Try to be as happy as you can be"

5137. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 10:48:05 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.1.000ACD89@scs.leeds.ac.uk>
Source record: 190894

Following my original post starting this thread concerning my inability to run Calligrapher on a 1040STe with about 755 KB free memory, I found a fix. Run CALSETPUP.PRG and at the bottom of the dialog box, reduce the %memory usage and also reduce minimum limit (mine was 512 KB default). It now runs ok and is definately usable albeit rather slow.

- Rahin
(rahin@scs.leeds.ac.uk)

5138. Re: SpeedoGDOS and Atari works for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 10:58:18 UTC
From: djs@jet.uk
Message-ID: <1994Mar17.105818.21902@jet.uk>
Source record: 190895

In <CMrIxC.L4q@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>In article <2m75jn$16l@percy.cs.bham.ac.uk>, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae)
writes:
>|> Am I right in understanding that Falcons now come with SpeedoGDOS and Atari
>|> Works ?? If so can anyone tell me who in the UK I should contact to get these for
>|> my Falcon (free of charge of course...)
>If you bought a Falcon with HD in the UK, you get MTOS, Speedo and a bunch of PD
>bits like AFM etc. You do not get Works, that is 129.95 GBP from Hisoft. If you
>buy a HD free falcon, you get nothing.

>If you have the HD model, Atari should in theory send you the stuff in due
>course. Better to be sure and mail atari@cix.compulink.co.uk and quotethe serial
>number of your machine. They will then send out the stuff.
Systems Solutions, and I guess other dealers too, buy diskless machines
from Atari and fit their own drives. Therefore, no free software (apart
from the junk like Breakout).
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5139. Re: SpeedoGDOS and Atari works for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 11:07:08 UTC
From: steve-j@teleport.com
Message-ID: <2m9dks$cd0@elaine.teleport.com>
Source record: 190896
Body handling: HTML body converted to readable text

In article <2m75jn$16l@percy.cs.bham.ac.uk>,
Ian M Rae wrote:
>Am I right in understanding that Falcons now come with SpeedoGDOS and Atari
>Works ?? If so can anyone tell me who in the UK I should contact to get these for
>my Falcon (free of charge of course...)

AtariWorks & SpeedoGDOS come with Falcon030's WITH hard drives. If you got
a non-HD Falcon030, then you're not entitled to them, and if you DID get a
Falcon030 w/ factory-installed hard drive without them, then I believe Atari
does OWE them to you (unless Atari UK wasn't offering them).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5140. Re: SpeedoGDOS and Atari works for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 11:13:34 UTC
From: steve-j@teleport.com
Message-ID: <2m9e0u$ckv@elaine.teleport.com>
Source record: 190897

In article <CMrIxC.L4q@barclays.co.uk>, <Iain.Laskey@barclays.co.uk> wrote:
>If you bought a Falcon with HD in the UK, you get MTOS, Speedo and a bunch of PD
>bits like AFM etc. You do not get Works, that is 129.95 GBP from Hisoft. If you
>buy a HD free falcon, you get nothing.

None of either AFM, SAM, CalAppt, Landmines, Breakout, or Falcon-D2D
are 'PD' in any way, shape, or form -- just so everyone knows!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5141. Re: ICD Filling Orders???

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 11:21:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m9ef2$q3t@golem.wcc.govt.nz>
Source record: 190898

In article <2m52kl$na9@m.ehd.hwc.ca>, bdean@hpb.hwc.ca (BLAIR DEAN) writes:
>Hi all!
>
>I'm just wondering how long is the usual time lapse between ordering from
>ICD and the arrival of the goods. I ask this because I sent out an order
>in early February and have had no reply. Of course, now that I have
>written this, my order will probably arrive in the next few days, if it
>hasn't already been delivered.
>
>--
>---
>Blair Dean | aa728@freenet.carleton.ca | |||

Yes I sent a ADspeed back at the end of January, with a RMA number
and it was a waranty job, still no reply..

I have E-Mailed them last week on GEnie about there Tape BackUp software,
and no reply as of yet..

No wonder people are leaving the Atari platform, it been dead a long long
time....

ST-Review only does articles on big price products these days, not the ones
that you and me would buy....

No new games are comming out, a few reviews of old ones that is all I can see,
how can the UK support 3-4 Atari Mags when the Germans have now only one..??

Mind you Gribnif on GEnie got back to me in one day when I asked about Xboot
and Neo 4....

5142. Re: Reading an ascii file on mac disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 11:22:28 UTC
From: steve-j@teleport.com
Message-ID: <2m9ehl$crh@elaine.teleport.com>
Source record: 190899

In article <2m914g$jej@pyrtech.mis.pyramid.com>,
David Clark <dac@pyrtech.mis.pyramid.com> wrote:
>Hi all ,
> Anyone know of a util which can read a mac disk? I've got an
>ascii file on a 880k (?) mac formatted disk I would like to transfer
>onto a real computer (the atari :).
> Any help appreciated!

Sorry, but the only way to read a Mac disk at all on an ST is
by using Spectre GCR.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5143. Re: Help ! NovaVME+ and MegTT

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 11:23:24 UTC
From: schweitz@informatik.uni-koblenz.de
Message-ID: <2m9ejq$ljr@newshost.uni-koblenz.de>
Source record: 190900

Hi folks,

I want to thank all those of you who helped me with my problem concerning the combination of a MegTT-Fast-Ram card and the NovaVME+ graphics board.

The termination resistors of the MegTT had been guilty. Now everything works fine.

So long
Thomas

5144. SIRD generators ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 11:34:46 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2m9f8m$3fo@fleming-05.cs.strath.ac.uk>
Source record: 190801

Did anyone ever manage to find the SIRD generator program
that was mentioned here a week or so ago?

I've hunted around several ftp sites and still not found
it although I have managed to find lots of SIRD piccies and
generators for PC's Mac's etc..

Anyone?....

Ronnie
------
rgibson@uk.ac.strath.cs

5145. Re: SpeedoGDOS and Atari works for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 11:41:52 UTC
From: erlingh@idt.unit.no
Message-ID: <2m9fm0$i7o@ugle.unit.no>
Source record: 190802
Body handling: HTML body converted to readable text

```
In article <2m9dks$cd0@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> In article <2m75jn$16l@percy.cs.bham.ac.uk>,
|> Ian M Rae wrote:
|> >Am I right in understanding that Falcons now come with SpeedoGDOS and Atari
|> >Works ?? If so can anyone tell me who in the UK I should contact to get these for
|> >my Falcon (free of charge of course...)
|>
|>
|> AtariWorks & SpeedoGDOS come with Falcon030's WITH hard drives. If you got
|> a non-HD Falcon030, then you're not entitled to them, and if you DID get a
|> Falcon030 w/ factory-installed hard drive without them, then I believe Atari
|> does OWE them to you (unless Atari UK wasn't offering them).

Wrong.
Atari works is *not* included on European machines. This also goes for machines
with pre-installed HD's. It has to be bought separately.
Not even developer machines included works here (although they did had a lot of
other *very useful* stuff on them).
Works was supposed to be included on the developer cd-rom - but that doesn't
seem to come out... Anyone heard anything about it lately ?

|> --
|> | Steve Johnson | "People will always be tempted to wipe |
|> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
|> | or steve-j@teleport.com | written on it." -- Andy Partridge |

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Oh well.
```

5146. Speech recognition ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 11:45:17 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2m9fsd$3h7@fleming-05.cs.strath.ac.uk>
Source record: 190803

Just an enquiry about speech recognition software for the Falcon.

I heard it mentioned a few times a while back and it sounds quite
interesting but all has gone quiet.

Is this sort of software around or is it going to appear ?

Anyone in the know please reply.

Thanks

Ronnie
---
rgibson@uk.ac.strath.cs

5147. Re: Edith questions

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 11:55:49 UTC
From: hjv@phil.ruu.nl
Message-ID: <2m9gg5$a2o@chico.staf.phil.ruu.nl>
Source record: 190804

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>to fully cooperate with PC. I'm quite sure I won't pay e.g. fl 100+
>>for an editor that does not offer the same functionality (and to be
>>honest: I couldn't care less about the 3-D stuff and other 'fancy'
>>stuff Edith offers -- that's not what I use an editor for).

>This is a man who clearly has never used, or needed to use, GNU Emacs.

?Que? Long ago I have worked with Emacs. So what? I don't see what that has
to do with the differences between Edith and Everest. Or do we have a 3D Emacs
nowadays? :-)

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

5148. mono monitor fried again, need net.advice

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 12:06:02 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.usu&nfk57Mo@harvee.billerica.ma.us>
Source record: 190805

about 6 months ago, my mono monitor went dead. I dragged it into the nearest atari shop and they were able to fix it. now my monitor is dead the same way and I am wondering if there are better options. as I see it, I can:

1) keep fixing the sm124 everytime it breaks.
+lowest cost
-may keep breaking

2) buy a used sm124.
+may get more reliable monitor
-may not.

3) buy a multisync that works with std atari modes.
+monitor can be used for all modes
+monitor can be used on "other" computers.
+monitor can be fixed locally
-can be a hassle to connect
-vid quality can be off

4) buy a "cheap" graphics upgrade + vga monitor.
+more bits on the screen
+monitor can be used on "other" computers.
+monitor can be fixed locally
-most expensive option
-one more thing to break (vid card)
-may overload pwr supply in mega

comments?
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

5149. Re: READ ME URGENT

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 13:12:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1673@usdtsg.DaytonOH.NCR.COM>
Source record: 190806

In article <CMq1zp.Mu6@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <1994Mar15.165533.24605@reks.uia.ac.be>, jpbogers@reks.uia.ac.be said:

<sarcasm mode on>

>>Dear Friends,

neighbors and countrymen?

>> My name is Dave Rhodes. In September 1988 my car was
>>reposessed and the bill collectors were hounding me like
>>you wouldn't believe.

Isn't that what an exorcist does if you don't pay his bills:
"repossess" you? ;-)

>>I was laid off and my unemployment
>>checks had run out.

How can that happen? Ol' Bill keeps extending the benefits ;-)

>>The only escape I had from the
>>pressure of failure was my computer and my modem.

What a happy life - it's nice to know that you have a computer in
place of nice human friends. I dread to even make any comments
on how the computer and modem are being used <insert grin here>

>Been there, bought the Tshirt.

Tshirt? They told me it was a "one of a kind"!!! I feel soooo used... ;-)

>What's next? Herbalife?

Hey, I got some here you might want to purchase ;-p

<sarcasm mode off>

Folks, sorry for the wasted bandwidth - it just seemed that the
post deserved an appropriate response.

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

5150. Re: MiNT 109s

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 13:23:48 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2m9ll4$k9o@aiscube.AIS-Dortmund.DE>
Source record: 190807

```
Patrick Peter (petep@info.isbiel.ch) wrote:
: In article i9p@vega.info.isbiel.ch, petep@info.isbiel.ch (Patrick Peter) writes:
: >
: > when i tried to install mint109 i had several problems:
: > - i had to install minixfs, because the patch prog. didn't work without it
: > - i had to modify the .prj file for pureC
: > ....
: >
: > so i decided to make a pc_m109.zip (PureC Mint109) version, containing already
: > patched sourcefiles and ready to compile. Now i think to put it on an ftp site.
: >
: > is that allowed?
: >
```

As long as there are no binaries of MiNT in the archive, it's ok what you've done, although i think there already should be patched PureC Versions on some FTP-Servers.

```
cheerio Theo

---
_______________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !---------------------
```

5151. Re: READ ME URGENT

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 13:24:54 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar17.132454.6704@unix.brighton.ac.uk>
Source record: 190808

Do people still fall for this crap?

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

5152. Re: ATARI STILL EXISTS? T

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 13:32:33 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2m9m5h$3d1@nasim.sta.sub.org>
Source record: 190809

Wayne Barnes (Wayne.Barnes@mettav.royle.org) wrote:

> 60 -66 80 mHz

Are you sure?

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5153. 1040 STe with Scanner and Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 13:43:11 UTC
From: zampino@panix.com
Message-ID: <zampino-170394084311@zampino.dialup.access.net>
Source record: 190810

This is a second posting on my Atari 1040 STe, and I'm dropping the price by $150 to try and keep the package together. I've received a number of requests for the individual pieces of this offer, but I'd really like to sell the whole thing at one shot. If noone offers to buy the package this week I'll reply to those individuals who have mailed me and start breaking the set up.

So once again:

*** FOR SALE ***

A Great MIDI/Sequencer Starter Machine
-or-
The Ultimate Backup Machine
-or-
A well priced introduction to the Atari
-or-
Lot's of Software and a Backup Machine Reasonably Priced
-or-
An Excellent Salvage Machine
-or-
...

Atari 1040 Ste
4 Meg Memory
D.E.K.A. Extended Keyboard
IBM-style Focus Keyboard with built-in Calculator
Migraph Hand Scanner (1/2 page) w/ Cartridge
External 720K Diskette Drive
External 42 meg Supra Hardrive
Shoebox style, space for another drive

Software (all properly registered and, to my knowledge, current)
NeoDesk
Dr. T's KCS Omega
Dr. T's XOR
Dr. T's Caged Artist: MT32, 4-OP Deluxe
Pagestream 2.1 (up to date)
Steno
Stalker
CodeKeys
Multidesk Deluxe
Arabesque Professional
Degas Elite
Scan-It
Merge-It

Lots of Auto programs, DA's, Shareware stuff, etc.

Selling as a group, $600.00 + COD shipping cost. Price is somewhat negotiable.

I'll also give the buyer an SM124 if they want- it works, but it's a bit flakey, and sometimes you have to slap it on the top with the palm of your hand to get a picture :) It would be fine for an exchange. I also have an SC style color monitor that works, but all of the knobs are stuck in place :(Either or both monitors for the price of shipping.

Phil Zampino (zampino@panix.com) (Manhattan, NY)

5154. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 14:33:04 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2m9pn0$3i3@cxc1.cl.msu.edu>
Source record: 190814

walra@moacs11 (Waldi Ravens) writes:

>You can install either OUTSIDE (distributed by Maxon) or VRAM
>(distributed by Overscan) in your auto folder.

I suppose this has been asked a dozen or more times, but I'm a newbie
when it comes to virtual memory applications on an Atari so please
bear with me...

What kind of slowdown can one expect from the v-m drivers? The Falcon
is not notorious for its raging fast SCSI-II port, and the internal IDE
drive (which I refused to purchase for this very reason) is a dog.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5155. Re: ST continued production

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 15:06:03 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Mar17.150603.11180@dct.ac.uk>
Source record: 190816

In article <CMrEy0.BxB@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> Daryl Still of Atari UK/Europe/whatever has just stated on CIX that Atari have a
> consignment of new STs about to be delivered but won't be making any more after
> that. He said that the minimum order was 2000 units and until they had that, they
> wouldn't do a production run. they will keep the ability to produce though so
> more may well be made as demand requires.
>
> More interestingly, he stated Atari intend to support STs actively until the end
> of the millenium.

The operating system clock cannot be set past the year 2000 so files will not
be properly date stamped in the next millenium anyway. :-(

```
-------------------------------------------------------
| These are my views, not those of my computer. |*
------------------------------------------------------- *
*********************************************************
```

5156. <none>

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 15:07:45 UTC
From: dicky@rphd.stu.spb.su
Message-ID: <AA197Yjaa4@rphd.stu.spb.su>
Source record: 190817

Help me somebody!
I have an Atari ST 1040 computer and the hi-res. monitor.
When I use GEM VDI library than there is a problem: Form_Dial does not work.
Namely, when I call the Form_Dial procedure which save a part of screen,
VDI does not report anything but, I guess, does not save a part of screen,
because, when I call the Form_Dial which restore a saved part of screen than
last one does not restore. The Form_Dial which operating with the boxes working
normally.
Please contact by e-mail dicky@rphd.stu.spb.su
or phone 7-812-558-5314 my name is Dima.
Thank you very much in advance.

5157. Re: Any limit on size of Falcon SCSI discs?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 15:13:36 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECROBGVZ@dksoft.ping.dk>
Source record: 190811

In <1994Mar16.143559.966@cathy.ijs.si> Grabnar Matija wrote :

>As I might have mentioned before, I am trying to get an external SCSI disk
>for my Falcon. Right now, sizes around 1GB are being mentioned.
>However, in passing, a friend of mine mentioned that PCs can only format
>SCSI disks of up to 1G - therefore he can get me a 2G drive for a very
>reasonable price.
>

Whoever told you a Pc can only format a disc of up to 1G seems to be very
wrong.. I know plenty of Pc owners who have more than 1G drives on their
machiens.

>Does the latest AHDI allow me to access disks of 2GB size? To partition
>and high-level format them correctly?
>--

Test it and you'll find the answer. I havn't tried this yet on my Falcon, but
i can't see why it shouldn't work.

greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5158. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 15:21:46 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECROBGWC@dksoft.ping.dk>
Source record: 190812

In <A5992@PB2.maus.de> Hendrik Mylius wrote :

>On 12.03.94, dbrewood@cix.compulink.co.uk wrote (A37363@AC2):
>
>DB>I have been told that the drive is auto terminating, a little worrying
> ^^^^^^^^^^^^^^^^
>
>How in the world does that work?
>

I don't know how this works, but i have seen it before. As far as i have been
told, it can be controled with software. (which ofcouse isn't support on the
Atari plaform 8-(

To Daron: Get another drive, you can't use the above drive if it's auto terminating
on the Falcon. However, it'll work fine on an ICD interface.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5159. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 15:24:06 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECROBGWF@dksoft.ping.dk>
Source record: 190813

In <i190ic1w165w@sys6626.bison.mb.ca> John Perry wrote :

>sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard) writes:
>
>> There is a full working demo of Coma on most Atari FTP sites,
>> now upto version 1.8, or is it 1.08..Very good....
>
>Can you tell me if this program can send faxes from command-line commands
>or something similar?
>
If you need a fax program which can send fax'es from a command-line, you
can use HackFax. It's 100% command line Class 2 fax software.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5160. Dup posts

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 15:54:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMtG71.HHK@cix.compulink.co.uk>
Source record: 190818

Sorry about my duplicate messages yesterday. My system crashed during an upload.

Ofir ogal@cix.compulink.co.uk

5161. Re: SpeedoGDOS and Atari works for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 15:57:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECRPFGUQ@dksoft.ping.dk>
Source record: 190815

In <2m75jn$16l@percy.cs.bham.ac.uk> Ian M Rae wrote :

>Am I right in understanding that Falcons now come with SpeedoGDOS and Atari
>Works ?? If so can anyone tell me who in the UK I should contact to get these for
>my Falcon (free of charge of course...)
>
I don't think AtariWorks is included, but i sure got SpeedoGdos together with
my Falcon.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5162. Re: Stock Tracking Software?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 15:58:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2m9ums$lic@mailer.fsu.edu>
Source record: 190819

Eric Knutson (eric@ladc.lockheed.com) wrote:
> I am looking for PD software to track stocks, mutual funds etc. using a
> 1040 Ste Does anybody know of where such software might be found?
> Thanks in advance!

There was a package made by Batteries Included (great company from the past, BTW) called The Ishgar Portfolio (or something similar). It looked to be quite comprehensive for the time. I believe there is a used copy forsale from Rising Star Computers (1-800-252-2787). I saw it a couple of weeks ago on the used stuff list from their BBS (1-513-254-7970).

Not quite PD, but surely quite inexpensive.

--
****
* Mickey Boyd *
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* Florida State University Mathematics Department *
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****

5163. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 16:06:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m9v66$p17@percy.cs.bham.ac.uk>
Source record: 190820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>Hi netters,
>Here in my office we have many X11 NCD terminals and I was quite
>surprised to see that they use Bitstream fonts. I asked the sys-
>admin if I could download these fonts and I installed them on my
>Atari BUT I can't have anything else than the letter "g" appearing
>on my screen.
>So, is there something to do whit this fonts ???
>

The Speedo fonts with X11 are encrypted differently to the Speedo
fonts that Atari/Word Perfect/etc use. That is, they are unuseable by
SpeedoGDOS.

However, (a light at the end of the tunnel?) Speedo 4.2 (out RSN) will
have this capability.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5164. Re: Reading an ascii file on mac disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 16:10:13 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2m9vd5$lic@mailer.fsu.edu>
Source record: 190821

David Clark (dac@pyrtech.mis.pyramid.com) wrote:
> Anyone know of a util which can read a mac disk? I've got an
> ascii file on a 880k (?) mac formatted disk I would like to transfer
> onto a real computer (the atari :).
> Any help appreciated!

You can only read Mac 800k floppy disks using a Spectre GCR. However,
you do have a number of options. You could find a Mac with a Superdrive
(any high density drive), stick a 720k PC formatted disk in, and use
Apple File Exchange to write your file to it. You could also connect the
Mac hard disk to your ST and use macread.arc (from atari.archive.umich.edu)
to get the file to your ST hard disk or floppy. You could also null-modem
the file to another computer.

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****
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****

5165. Re: mono monitor fried again, need net.advice

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 16:17:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2m9vqf$lic@mailer.fsu.edu>
Source record: 190822

Eric S Johansson (esj@harvee.billerica.ma.us) wrote:
> 1) keep fixing the sm124 everytime it breaks.
> +lowest cost
> -may keep breaking

I suggest you get rid of that one. It appears to be prone to this behavior
:-).

> 2) buy a used sm124.
> +may get more reliable monitor
> -may not.

I own three SM124's, and have yet to have a problem. As they are so cheap,
this might be a good thing to try.

> 3) buy a multisync that works with std atari modes.
> +monitor can be used for all modes
> +monitor can be used on "other" computers.
> +monitor can be fixed locally
> -can be a hassle to connect
> -vid quality can be off

One interesting thing about this idea is that you can try to find a very
high quality used Multisync, one that doesn't have the ability to do SVGA
(and thus worthless to PC folks, essentially) but does have the ability to
do all the ST resolutions. The particular one I am thinking of is a Nec 3D.
I have seen a couple of these on STs, and they are beautify in color. High
res was also good, though not as nice as an SM124 IMHO. Still, a monitor
that is significantly better in color and almost as good in mono, in addition
to the other plusses you list about . . .

> 4) buy a "cheap" graphics upgrade + vga monitor.
> +more bits on the screen
> +monitor can be used on "other" computers.
> +monitor can be fixed locally
> -most expensive option
> -one more thing to break (vid card)
> -may overload pwr supply in mega

Don't forget the zillion compatibility problems you are likely to face.

--
****
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****

5166. Re: Wolf-3D or Doom ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 16:45:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A11679@LA.maus.de>
Source record: 190823

>I'm working on a "Doom clone" on the Falcon, and I have to optimize
>every single instruction!

Hmmm, Doom clone? Wouldn't that be to slow? So I have to admit that i think that Lasers & Home, the existing Doom/Wolf3D Clone on the Falcon, is a bit to slow. There are nice lighteffects, and not always 90 degrees angles but I think if there would be just a nice Wolf3D Clone, running fast enough to have a playable game, it would be better...

Holger

5167. Re: Atari Still Exists? Tell m

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 16:55:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A11680@LA.maus.de>
Source record: 190824

>I wish! Mind telling me where I can pick up a Falcon030 without a hard
>drive for $399 or less? (That's the typical US mailorder price on a
>floppy-only A1200).

If the Falcon030 would have the same 'features' as the A1200, it would be
cheaper then the Amiga. ;-)

Holger

5168. Re: ATARI ST FTP SITES LIST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 17:03:21 UTC
From: Lexicor@world.std.com
Message-ID: <CMtJDL.42@world.std.com>
Source record: 190825

In article <2loao0$kqg@maud.ifi.uio.no>,
Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:
>
>SORRY, NO NEW FTP SITES IN THIS LIST, SINCE LAST ONE (ANYONE KNOW OF ANY MORE SITES?
>
> A T A R I S T F T P S I T E S :
> ---------------------------------------
>USA:
>---
>atari.archive.umich.edu...(141.211.120.11)..../atari/
>cs.bu.edu.....(128.197.2.1)...../PC/ATARI-ST/
>world.std.com.....(192.74.137.5)...../src/atarist/ and /pub/atari/
>f.ms.uky.edu.....(128.163.128.6)..../pub2/atari/

Infact there is, although it's the same site as world.std.com, it has
unlimited (?) anonymous logins, the site is ftp.std.com and programs
can be found at /pub/atari/

Cheers

5169. Restricted Access on UMICH?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 17:05:10 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HA2T7E7HHU95PG7O@SNYONEVA.CC.ONEONTA.EDU>
Source record: 190826

I've sampled the excellent software fare from virtually every Atari oriented FTP site in existence. However, for the life of me, I have not EVER been able to get into Atari.Archive@Umich.edu...

Whenever I log on as an FTP or ANONYMOUS user I get logged off. Even when I do get into that directory, all I see are directories in capital letters which indicates that I can't access them.

As I would like to get programs with ENGLISH docs, I would appreciate it if someone could tell me how to properly log on and/or get access to this FTP site.

Geesh, I know SUNY ONEONTA (where I attend college) isn't Harvard but does UMICH not like my school or something? :)

BTW, I've tried logging on at all hours of the day and it doesn't seem to make one bit of difference. I might add that my PC owning friend never had a problem getting PC stuff off of there.

Thanks for any help regarding this matter...

Ari

The Manchester Sound! - Inspiral Carpets - Blur - Charlatans UK - Stone Roses

5170. Re: ST News

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 17:08:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <A11681@LA.maus.de>
Source record: 190827

>I've got some problems with the disk magazine ST News. quite a few of
>the early Issues worked only on the ST (and not STE). I upgraded to an
>STE about two years ago, but now i can't run the older ST News disks.
>Does anyone know what compression was used on the data files and would
>it be possible just to decompress those without going through the ST
>News program? All I really want are some of the old articles that were
>on the disks.

Yepp, there was a small patch program with one issue to fix the 'write
protection problem' of the STE.

Holger

5171. Re: Restricted Access on UMICH?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 17:25:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ma3qm$229@mailer.fsu.edu>
Source record: 190828

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:
> I've sampled the excellent software fare from virtually every Atari oriented
> FTP site in existence. However, for the life of me, I have not EVER been
> able to get into Atari.Archive@Umich.edu...

That's atari.archive.umich.edu, no "@", no caps.

> Whenever I log on as an FTP or ANONYMOUS user I get logged off. Even when I
> do get into that directory, all I see are directories in capital letters
> which indicates that I can't access them.

You get bumped due to the user limits imposed at various different times
of the day. The message given when this occurs states this. When you do
get on, as anonymous (no caps), you have full access. All of the directories
for atari.archive.umich.edu are capitalized simply to ensure that they are
at the top of a directory list. Their capitalization has absolutely nothing
to do with access permission. The only directory that you don't have read
access to is /New. This is the upload directory, so you have write access.
However, an archivist must first process any new uploads before they are
available (they will be accessible through /Newitems when they are processed),
hence the lack of read permission in that directory.

> As I would like to get programs with ENGLISH docs, I would appreciate it
> if someone could tell me how to properly log on and/or get access to this
> FTP site.

There is a FAQ for this periodically posted to this group. It sounds like
you are mostly there, though. Simply:

Ftp in, user anonymous, password full-email-address.

Set binary mode. I also suggest setting hash, so you have some visual
feedback during transfers. To do this, type "bin" and "hash" followed by
returns.

Get the big index 0compind.Z by typing "get 0compind.Z".

Log off ("close", "quit"), uncompress the index file ("uncompress 0compind.Z"),
and read it. Figure out what you want, ftp back in, set binary and hash again
(binary is _very_ important, don't forget), and leech all you want.

> BTW, I've tried logging on at all hours of the day and it doesn't seem to make
> one bit of difference. I might add that my PC owning friend never had a
> problem getting PC stuff off of there.

The umich archives are being pounded due to increased traffic lately. You
might try wuarchive.wustl.edu, in the mirrors/archive.umich.edu/atari
directory. This is a mirror of what is at atari.archive.umich.edu, and is

often easier to get to.

--
****
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****

5172. ICD!! Are you dead?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 17:34:47 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar17.173447.11342@beaver.cs.washington.edu>
Source record: 190829

I've tried calling ICD three times and I had to leave a message each time. I wanted to get ahold of the latest version of ICD Pro Utils for the Falcon. They never replied (this was two months ago). I send them Email a month ago about it, and I've got no reply to that either.

You'd think in such a low-demand market that companies would jump on order requests. My only conclusion is that ICD has dumped Atari. If not, then someone from ICD...please get ahold of me! AARRRGGGHHH!!

5173. AP_TERM and AP_RESCHNG messages.

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 17:46:48 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar17.174648.11867@beaver.cs.washington.edu>
Source record: 190830
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I know to receive these message from AES version 4.0, you need to send shel_write(9,1,-,-). When I try to change resolutions, I then get an AP_TERM (50) message. At first I tried just exiting by closing all my windows and exiting. This worked fine, and I didn't get an alert saying "Please close all applications before changing resolution."

But then I thought about MS Windows. When you quit Windows on a PC, all the applications put up alert boxes saying "Save XYZ before quiting?" So I thought why not do that in my program. But when I got an AP_TERM message and then tried to put up an alert box, it seemed that the AES had already disappeared and I got a FATAL ERROR. But I was still able to execute rsrc_free() without any problems, which is the AES as well.

Am I doing somthing wrong? Can I prompt the user to quit when I get an AP_TERM message and then send an AP_TFAIL message if the user doesn't confirm the quit?

5174. Re: ICD!! Are you dead?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 18:02:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ma5vj$6ua@mailer.fsu.edu>
Source record: 190831

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
> I've tried calling ICD three times and I had to leave a message each time.
> I wanted to get ahold of the latest version of ICD Pro Utils for the Falcon.
> They never replied (this was two months ago). I send them Email a month ago
> about it, and I've got no reply to that either.
>
> You'd think in such a low-demand market that companies would jump on order
> requests. My only conclusion is that ICD has dumped Atari. If not, then
> someone from ICD...please get ahold of me! AARRRGGGHHH!!

I called and talked to them about two weeks ago. They still have at least
one Atari support staffmember (whom I spoke to).

Also, if you want the latest ICD Pro utilities, why not call Toad or D&P
Computer Supply? They could probably give you a better price, anyway.

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****
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****

5175. FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 19:02:24 UTC
From: rowdyb@dutiws.twi.tudelft.nl
Message-ID: <CMtow0.AFC@dutiws.twi.tudelft.nl>
Source record: 190832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Since 1.5 years I also access Internet from my very home,
using an obscure terminalprogram named "PC/Intercomm" (v3.01),
written in '89 or '90 for the ST.

It's an okay program, but hasn't got the flashy interface and features
that programs nowadays offer, so I tried a few of the popular ones
and was shocked to find that (compared to PC/Intercomm)
terminal emulation ranges from irritating to a big laugh,
when talking SPEED.

Here's the ones I tried sofar:

Rufus : Slow emulation, and doesn't work well with 'vi'.
STalker : Even slower emulation, and scrolls jerky (I'm not confusing
flowcontrol pauses here.)
ConNect : Slow emulation, with a very annoying 'block-copy-like' text-
buildup in e.g. 'irc' and other types of scrolling, no matter
the settings.
FZDT 2.20: Is the only one sofar that resembles PC/Intercomm's buildup most,
but unfortunately it's vt100-emulation is so sloppy that
'vi' and 'irc' CANNOT be used at all!
Earlier in this group I read a 2.30 version won't be finished
soon (if it would solve this at all).

Obvious QUESTION: * Is programming an IMMEDIATELY RESPONDING!, FLUENT! and
FAST! terminal emulator some kind of well-hidden
secret that only the developer of PC/Intercomm
knew about ?

Either PC/Intercomm will have to be upgraded (? - it ended up in my diskbox
YEARS ago by chance, and I've never met another user or saw it mentioned
anywhere),
or those socalled 'big titles' will have to keep pace with it soon;
I'm not gonna give it up for something that shows me the difference
between 9600 and 14K4 in UL/DL CPS-rates only.

Very surprised,
RowdyB.

5176. Re: READ ME URGENT

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 19:56:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2macm1$qp@golem.wcc.govt.nz>
Source record: 190833

What a moron, everyone forward the message back to the guy, teach 'im
a lesson!

5177. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 20:35:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d88bf24@secom.ct.se>
Source record: 190834

In a message of 16 Mar 94 22:54:05, Erlend wrote:

E> So a major update of our favorite UUencode/decode program. Michel must be
E> working hard. So Michel, let us drool over all the new features! Tell us
E> what's
E> new!

One thing that still not seems to be included is to let the program UUEncode
Emails, even if there are lots of garbage betwen the different blocks ... i.e:

begin
MAEIO8YW38RH3R
MW3R7TY3RT3RIQ3
MR348R3R8UQ3HR
M238R2H3RHWEWE

Whatever stupid text the texteditor decides to put here since the first
split-copy ended here ..

..and some more...

MWERF89T389Y3
M238RT23RY28R
MD238RH23R8GH23
MF2938RY23RY82
end

It would atleast save me enormous amount of time if the decoder could just
decoded all lines starting with "M" between "begin" and "end" and give a d*mn
about the others .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5178. Using Pure C with another editor?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 20:46:00 UTC
From: olov.johansson@p4.stacken.ct.se
Message-ID: <2d88c432@p4.stacken.ct.se>
Source record: 190835

Can someone tell me how I should do to make Pure C work witth an editor such as Everest? I'm _so_ tired of Pure C's editor now, cause it's so slow, and you can't have a smaller font than the normal 'big' one... If someone could tell me how I could set up my system to work with an 'extern' editor, I'd be very happy! I know that Everest is made to work with Pure C, but I'm not so sure about how I should do to use the errors I get when I compile my programs... (Yes , sometimes I get errors! :-)

.|\.|....|\...../ Fido: 2:204/419.4 NeST: 90:1100/110.4 \/
| \|[[]| \| of / EAL UseNet: Olov_Johansson@p4.stacken.ct.se /\
.....

5179. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 21:36:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2maihc$14e@mailer.fsu.edu>
Source record: 190836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rowdy Blokland (rowdyb@dutiws.twi.tudelft.nl) wrote:
> Since 1.5 years I also access Internet from my very home,
> using an obscure terminalprogram named "PC/Intercomm" (v3.01),
> written in '89 or '90 for the ST.
>
> It's an okay program, but hasn't got the flashy interface and features
> that programs nowadays offer, so I tried a few of the popular ones
> and was shocked to find that (compared to PC/Intercomm)
> terminal emulation ranges from irritating to a big laugh,
> when talking SPEED.
>
> Here's the ones I tried sofar:

> Rufus : Slow emulation, and doesn't work well with 'vi'.
> STalker : Even slower emulation, and scrolls jerky (I'm not confusing
> flowcontrol pauses here.)
> ConNect : Slow emulation, with a very annoying 'block-copy-like' text-
> buildup in e.g. 'irc' and other types of scrolling, no matter
> the settings.

All of these strive to be "complient", so the use of a third party acceleration utility like Warp9 or NVDI is highly recommended. The accelerators have gotten good enough (and wide-spread enough) such that many other programs do not attempt to use custom optimized graphics routines, but instead depend upon an external accellerator instead. This is a good thing, IMHO.

> FZDT 2.20: Is the only one sofar that resembles PC/Intercomm's buildup most,

> but unfortunately it's vt100-emulation is so sloppy that
> 'vi' and 'irc' CANNOT be used at all!
> Earlier in this group I read a 2.30 version won't be finished
> soon (if it would solve this at all).

It's vt100 emulation is non-existant! There is no vt100 emulation in FZDT. Note that it uses its own custom graphics routines (which are likely not to be as good as those found in Warp9/NVDI), which is why you perceived better performance. You should check to see if you specifically set vt100 in all these programs. Some default to vt52. Note that ansi is not equivalent to vt100.

> Obvious QUESTION: * Is programming an IMMEDIATELY RESPONDING!, FLUENT! and
> FAST! terminal emulator some kind of well-hidden
> secret that only the developer of PC/Intercomm

> knew about ?

No. In fact, all of the programs you have mentioned are excellent. However, you should either purchase a screen accellerator (NVDI is better, but expensive) or get Uniterm. Uniterm uses custom graphics stuff, is nice and fast, and has excellent vt100 emulation. If you get an accellerator, I would suggest Connect. The "block" effect you mention is not as issue with an accellerator.

The last version of Uniterm is available only from chsun.chuug.ch in archive/software/atari/uniterm. It is Uniterm 2.0e015. Get it, and gszrz228.lzh (from atari.archive.umich.edu). Write two small macros so you can start Zmodem with a mouse click, and you are set. Feel free to email if you have problems with the macros. I used Uniterm for many years, with excellent results. I only recently switched to Connect, after getting NVDI and a 16mHz machine.

Also, be sure to get HSMODA02 and install it, no matter what terminal program you are using. This will fix TOS RTS/CTS bugs and give you better performance. Your vi problems with Rufus are a configurational problem (I remember doing the same thing, and fixing it with a bit of twiddling).

> Either PC/Intercomm will have to be upgraded (? - it ended up in my diskbox
> YEARS ago by chance, and I've never met another user or saw it mentioned
> anywhere),
> or those socalled 'big titles' will have to keep pace with it soon;
> I'm not gonna give it up for something that shows me the difference
> between 9600 and 14K4 in UL/DL CPS-rates only.

One last point: for high speed modem use you should set your line speed in whatever modem program as high as you can (19200 for unmodified STs). Not doing so will negate any advantage you get from data compression protocols.

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****
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****

5180. Re: Stock Tracking Software?

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 21:45:08 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.94Mar17164508@piano.adept.ih.att.com>
Source record: 190837

In article <1994Mar17.064103.13220@mnemosyne.cs.du.edu> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

In article <1994Mar15.150005.24207@enterprise.rdd.lmsc.lockheed.com>,
Eric Knutson <eric@ladc.lockheed.com> wrote:
>I am looking for PD software to track stocks, mutual funds etc. using a
>1040 Ste Does anybody know of where such software might be found?
>Thanks in advance!

There is at least one program around called STalk The Market. I have no idea just what all it does, or even if it handles mutual funds at all, but you might want to have a look at it.

STalk The Market is a nifty application. Outside of music and telecommuting, it is my most used application. It is a properly done GEM program also. (I don't like hacks around the standard interface. That is why I won't buy things like TbxCAD).

I believe the latest version has a few bugs fixed that affected resolution independence.

There are some areas for improvement. Most of them have already been suggested to the author on GEnie. Although he gives great support, new features are not currently forthcoming due to low volume. Of course if you do not buy the product because of that - catch 22.

I recommend a BUY on this product. (It is NOT PD. Open up your wallet and support Atari product developers!)

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

5181. Host adaptor, case wanted

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 21:58:05 UTC
From: thopman@uoguelph.ca
Message-ID: <2majpd$f7f@nermal.cs.uoguelph.ca>
Source record: 190838

Like the title sez, I'm looking for a host adaptor and case for a hard drive. I want an ICD adaptor, doesn't really matter which model as long as it has SCSI out. I'd prefer a under-monitor case that'll hold two 5 1/4 mechs, and all cables must be included.

Please mail me with replies...

Thanks

THeo

5182. Re: SCSIWAIT

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 21:58:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2majpt$1pt@golem.wcc.govt.nz>
Source record: 190839

In article <10466.264.uupcb@cccbbs.cincinnati.oh.us>, mike.hill@cccbbs.cincinnati.oh.us (Mike Hill) writes:
>All,
>
>drive and once it spins up it then boots your hard drive. No space bar
>whack needed.
>
>It worked with my Mega STE also when I use to have one.
>
>It also allows you to use a boot up time delay if your hard drive
>doesn't report status back.
>
>mike.hill@cccbbs.cincinnati.oh.us

Mike we are not talking about the hardware delay, but the built in delay in the later ICD booter, they say its there so you can read the boot options..

It should have been programed that you hit a key to get the delay, I don't need the delay, there is also the option to change the boot drive, ie, boot from 'E:' but there is a program suplied to turn that feature off...

5183. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-17 23:15:00 UTC
From: magnus.thylander@p4.secom.ct.se
Message-ID: <2d88e57f@p4.secom.ct.se>
Source record: 190840

In a message of <10 Mar 94 21:06:13>, Don Maple (2:200/427.3) writes:

DM> Ah, but that's where you're very wrong. Out of the total number of
DM> STs sold worldwide there are *more German* than all others combined!
DM> (I don't have the figures handy but I wrote an article about the
DM> German ST market a while back and obtained the actual numbers.) So
DM> the *majority* of ST users *do* understand German!!! Moreover, it's
DM> probably their native tongue!

Are they really stupid enough to think that changing a few RSC-files and docs
isn't worth gaining access to another 40% of the market then? Get real indeed!

DM> The reality is that the english language STs are actually a
DM> minority. It's only natural that the German (or any other!) developer
DM> produces a program for the largest potential market! Especially
DM> taking into account that a German language program can also be sold
DM> in Austria, Switzerland, as well as Holland, Belgium, the Scandinavia,
DM> and these days a sizesable chunk of Eastern Europe too.

Oh come on! Scandinavians in general MUCH MUCH MUCH prefer ENGLISH programs! We
do learn a lot more English than German over here, and I don't know of a single
scandinavian that likes German manuals...

DM> So it's nothing to do with languages per se, just plain business
DM> sense/market research... The German market is the biggest. Period.
DM> All Atari insiders (and most outsiders :-) are well aware of this
DM> fact.

So? They just give a damn about the other 40% of the market instead of simple
translating the program and distributing TWO versions? I do wonder what goes on
inside their brains!

Greetz, magnus_thylander@p4.secom.ct.se...

```
_______________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1101/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

5184. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 00:45:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2matj3$ng5@uqcspe.cs.uq.oz.au>
Source record: 190841

djs@jet.uk (David Stevenson) writes:

>Pre-emptive versus co-operative have nothing at all to do with priorities.

Not completely true. Only under Pre-emptive multitasking can user-input
cause a process to jump in priority.

This was one of the key issues with the implementation of Unix. Some devices
are given very high priority such that user input is responded to in preference
to all other processing. Good philosophy. Under MultiTOS (4.0 at least),
user input does not have this effect.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5185. Virtual Memory Speed

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 00:59:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2maucs$o1i@uqcspe.cs.uq.oz.au>
Source record: 190842

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>What kind of slowdown can one expect from the v-m drivers?

None.

If you're only using as much virtual memory as you have real memory,
there is no slow down.

For example, say you have 4M and are using 200K worth of desk accessories,
running MultiTOS (800K, say), and 3 applications which are using 2M each.

That's a total of 7 megabytes. But most of that isn't being used. For
example, all the memory for the desk accessories will end up `paged-out'
(ie. on the disk), until you actually go to use them.

Also, you rarely use all the features of every program all the time.
Say one of the applications is AtariWorks and you're editing a huge
document. The part of the document you haven't looked at in a while,
as well as all the AtariWorks code for database and spreadsheet and
printing and the dictionary and thesaurus are all `paged-out' since
you're not using them. When you go to use these features, there might
be a slight delay (half a second) as chunks of memory get moved on
and off the harddisk.

>The Falcon is not notorious for its raging fast SCSI-II port, and the
>internal IDE drive (which I refused to purchase for this very reason)
>is a dog.

Haha... you should check the speed of the average PC in the world.

My drive gets 1Mbyte/s throughput, and that is plenty fast enough.

One tip with virtual memory: don't make it ridiculously large. For
most things, 4 times the amount of actual RAM is a good limit. Any
more than that and you start trying to do things that are too large
and you machine ends up thrashing for ages moving memory on and off
the disk. It's better to simply get an `out-of-memory' error, IMO.

Oh, and make sure you set the fastload bit on any program which
you have the can-run-in-alternate-ram bit set for (or else it
clears all free virtual memory when you first run it!)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE

```
v Brisbane, Australia. |_/ || \_| Use GNU C++ = FREE
```

5186. Re: VOX-Mail voice-mail system released!

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 01:09:35 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2mav0f$ca5@news.dmpe.CSIRO.AU>
Source record: 190843

>Maybe its just me but isnt AU$2000 a bit expensive for an answering machine?

Uhm, wasn't the quoted registration price $50US!? If so, even with the crap rates for exchange we get, that's still no more than $75AUS, and about $1800 for a Falcon, so you're still out $125AUS ;^)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

5187. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 01:22:53 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mavpd$580@cxc1.cl.msu.edu>
Source record: 190844

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>..... As fasr as SCSI goes, I have managed to read 1.9MB/s from my
>Fujitsu.

I'm envious. I'm getting little more than HALF the throughput from my
Maxtor 120Meg drive than I was accustomed to getting when it was attached
to my 520STfm via ICD's _OLD_ host adapter. Truly a disappointment,
this slow SCSI-II port on the Falcon!
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5188. Re: ICD!! Are you dead?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 01:28:58 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mb04q$59d@cxc1.cl.msu.edu>
Source record: 190845

sdenman@wolf.cs.washington.edu (Stuart Denman) writes:

>You'd think in such a low-demand market that companies would jump on order
>requests. My only conclusion is that ICD has dumped Atari. If not, then
>someone from ICD...please get ahold of me! AARRRGGGHHH!!

ICD has not dumped Atari. In fact, they are working on yet another release
of the Pro Utils package. The latest commercially-available version is
v6.4.3, which is now also shipping with The Link, and a soon-to-be-
released v6.5.0 is currently undergoing beta testing.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5189. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 03:03:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMuB5u.Loq@cix.compulink.co.uk>
Source record: 190846

In message <2mavpd$580@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu said:
>
>>..... As fasr as SCSI goes, I have managed to read 1.9MB/s from my
>>Fujitsu.
>
>I'm envious. I'm getting little more than HALF the throughput from my
>Maxtor 120Meg drive than I was accustomed to getting when it was attached
>to my 520STfm via ICD's _OLD_ host adapter. Truly a disappointment,
>this slow SCSI-II port on the Falcon!

If you're using RateHD to measure performance then the results are
meaningless. The Falcon SCSI is faster than any ACSI adaptor on the ST.

Ofir ogal@cix.compulink.co.uk

5190. What the heck is an "AS 400"?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 03:03:40 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <T15cJc2w165w@sys6626.bison.mb.ca>
Source record: 190847

I know this is off-topic, but this is the only newsgroup I frequent and I have no idea where this question should go (actually, if I knew where it should go I wouldn't have this question!).

Does anyone know what an AS 400 is?

Thanks in advance.

5191. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 03:08:52 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mb604$47b@golem.wcc.govt.nz>
Source record: 190848
Cross-posted to: comp.sys.atari.st,umich.archives

```
] >So a major update of our favorite UUencode/decode program. Michel must be
] >working hard. So Michel, let us drool over all the new features! Tell us w
]
] and if some kind soul could post the site again.....

You mean atari.archive.umich.edu !? :)

atari/Archivers/esscd504.lzh

New features:

BTOA/ATOB (Binary to Ascii/Ascii to Binary) conversion support, slightly
slower than UUE but a fair bit more efficient as far as filesize goes.
Fully Modal windows & dialog boxes
much improved on-line help
Plenty of new user-configurable options
Existing file splitting and appending of existing files.
v5.xx is even faster still (VERY fast)
The progress report display is more friendly with multi-tasking environments
(and it seems to calculate the percentage done much more accurately now :)

If you use UUE/BTOA etc. and have an ST, this is the best program for
the job. No contest!
```

5192. New Tape Drive and ICD

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 03:10:07 UTC
From: whitema@rtsg.mot.com
Message-ID: <2mb62f$fi2@delphinium.cig.mot.com>
Source record: 190849

Hey all!

I just received my tape drive last night, and I forgot to buy a tape (duh).
I tried hooking it up, but my drive would not boot up with the SCSI
terminator installed on the tape drive (it's an ICD SCSI+). It seems
to work good without the terminator (the ICD "IDCHECK.PRG" recognizes
the device correctly, an Archive 2150), but in the tape drive manual
it says that there must be a terminator installed. I've tried putting
the terminator on both ports (not at once, though), but the hard drive
will not come up - it just blinks once and I get the "default" desktop
(the one with two floppy drive icons only). Should I worry about this?

Thanks,
Michael
whitema@rtsg.mot.com

5193. SCSI Hard Drives, Atari H/W S/W FOR SALE - *REDUCED*

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 04:27:15 UTC
From: steveg@cseic.saic.com
Message-ID: <21674193@MVB.SAIC.COM>
Source record: 190850
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,dc.forsale,misc.forsale.computers.other

I posted this STuff for sale a few days back and have determined
things have depreciated more than I thought. There's a pending offer
on the Mega CPU, everything else is still up for grabs. If you think
I'm still asking too much, make me an offer.

All h/w is in perfect working order except one of the monitors and the
SLM804 as noted below. All s/w includes original disks and manuals.

HARDWARE

Atari Mega ST: $400 **** SOLD / ON HOLD ***
4 Meg RAM
ICD AdSpeed 16Mhz Accelerator
Switchable TOS 1.0 / 1.4 ROMS (run all those old games!)

Atari SM124 Mono Monitor $75

Atari SC1224 Color Monitor $120

Atari SC1224 Color Monitor $75 (Has slight/moderate "pin-cushioning" or
"hourlgass" problem)

Atari SF314 External 720K Floppy Drive $40 (Will throw in w/Spectre GCR)

Atari SLM804 Laser Printer $300
w/ UltraScript PostScript Interpreter and
UltraScript Type Collection PS 35
Atari LaserBrain (Epson Emulation for SLM804)
Atari Diablo 630 Emulator

NOTE: There is a light scratch on its drum that leaves a fine vertical
line .3 to .5mm (the thickness of fine point mechanical pencil
leads) blank approximately 2" from the right margin. When
printing text it's hardly noticed as the blank output area often
ends up between letters. For serious DTP output a new drum would
be needed but for casual printing and drafts I wouldn't bother
(and haven't for over a year!).

ICD AdSCSI Host Adapter, 65MB Seagate *AND* 100MB Quantum in 2 bay
"under the CPU" case w/fan w/ICD Boot s/w 6.2.0 $250
(Buy this I'll throw in Cleanup ST)

SyQuest 44MB Removable Cartrige SCSI Hard Drive w/6 carts $400
(carts alone would run over $400 retail, and if you
have an ST, I'll throw in a 7th cart with Current Notes'
stuff (see below))

Aside: at the moment the Syquest and Quantum are mounted in the case with the host adapter, and the Seagate is in an external floppy case connected by a very ugly but reliable ribbon cable extension. Can reconfigure to suit desired combinations.

Monitor Master Switch $15 (free if you buy both mono and color monitors)

Drive Master Switch $15

Sound Off! Cartridge audio digitizer with editing/manipulation s/w $25

Mac Emulation

Spectre GCR (w/ v3.0 Software) $275
Mac Software: System 6.05 w/disks, manuals
Hypercard w/disks, manuals
MacDraw Pro w/disks, manuals

SOFTWARE (all w/original disks & docs)
---
* - Denotes available as part of system purchase only or once CPU is sold. (I use them daily!)

Take 5% off total for each additional title you want, up to 30%

UTILITIES:
*NeoDesk 3 $30
*NeoDesk CLI $15
*UIS III $10
*Warp 9 Screen Accelerator $15
*MultiDesk Deluxe $15
*Diamond Back II Backup Software $15
*ICD Cleanup (disk maintenance s/w) $15
Revolver $10
ProCopy $5
Double Click Utilities $10
*G+Plus (GDOS Replacement) $10

APPLICATIONS:
Word Perfect v4.1 $75
PageStream v2.1 $75
*LDW Power Spreadsheet $45
Easy Draw w/Supercharger w/ Atari GDOS $30
PC Ditto I $15
Microsoft Write v1.0 $5 (useless but a conversation piece)

PROGRAMMING:
Mark Williams C v3.06 $60
Mark Williams CSD (debugger) $15
Mark Williams BC (arbitrary perecision calculator) $10 (free w/above two)
Prospero Pascal $60

TELECOMMUNICATIONS:
Shadow $10

GAMES:
*Dungeon Master $15
*Chaos Strikes Back $15
*Lemmings $15
Falcon $15
Bloodwych $15
Heros of the Lance $10
Dragons of Flame $10
Star Wars $10
RoboCop $10
Gauntlet/Road Runner/Indiana Jones/MetroCross Pack $15
Space Ace $15
Uninvited $10
Wanted (TOS 1.0 Only) $10
Xenon II / Bombuzal Pack $15
Defender of the Crown / StarGlider / Barbarian Pack $20
Winter Games/Mouse Trap/Plutos/Blood Fever/Seconds Out/Frost Byte Pack
$15
Golden Oldies - Classic Games: Adventure, Eliza, Pong, Life $15
Hellraider $10

PD / SHAREWARE:
Current Notes Disks #347 thru #459 on 44MB SyQuest Cart $85
(Will toss in with Syquest bundle above)

With system purchase:
Tons of utilities and games
Megabytes of picture and sound files

--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

5194. ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 05:40:55 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar18.174055.1@csc.canterbury.ac.nz>
Source record: 190751

Hi All!

I'm looking for a comms programme that does VT-100/102 reasonably well, and manages to do this with full-16 colours.. I've got ANSITerm, and while it's does a lot better than what else I've seen (which isn't much!), there MUST be someone who decided to put 16-colours in med-rez! :-)
(Errr.. If there is a programme, I'd prefer an anon-FTP site, as I'm all the way out here in NZ!)

(__) ____ _________________
(oo) | David Zanetti : Sysop of Project Bluebook BBS | | . . . .|
------\/..< zaneds1@cosc.canterbury.ac.nz | |.-===- . * . .. |
/| || | misc145@csc.canterbury.ac.nz | | . * . . . |
||---|| | Mooooooooooooooo! | | . . . .. |
~~ ~~ ~~~~~~ ~~~~~~~~~~~~~~~~

5195. Re: ICD!! Are you dead?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 07:21:43 UTC
From: steve-j@teleport.com
Message-ID: <2mbkq7$d2c@kelly.teleport.com>
Source record: 190752

In article <1994Mar17.173447.11342@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>I've tried calling ICD three times and I had to leave a message each time.
>I wanted to get ahold of the latest version of ICD Pro Utils for the Falcon.
>They never replied (this was two months ago). I send them Email a month ago
>about it, and I've got no reply to that either.

Did you send Email to icdinc@genie.geis.com? Anytime _I_ have left
Email to that address, I've gotten an answer within 2 days.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5196. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 07:26:35 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Mar18.072635.25394@gumby.cc.wmich.edu>
Source record: 190753

In article <CMuB5u.Loq@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
> If you're using RateHD to measure performance then the results are
> meaningless. The Falcon SCSI is faster than any ACSI adaptor on the ST.

What are people using to get good, accurate performance evaluations
on hard drives connected to Atari systems?

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5197. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 08:31:13 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <CMuqC1.G0t@news.cern.ch>
Source record: 190754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CMtow0.AFC@dutiws.twi.tudelft.nl> rowdyb@dutiws.twi.tudelft.nl (Rowdy Blokland) writes:
> ConNect : Slow emulation, with a very annoying 'block-copy-like' text-
> buildup in e.g. 'irc' and other types of scrolling, no matter
> the settings.

As the author of CoNnect let me mention a few things.

* For a GEM compatible terminal emulator CoNnect is without any doubt the fastest emulator you can get. GEM forces you to take some speed loss into account but using one of the well know vdi accellerators (I recommend NVDI) you won't talk about display speed any more.
* The 'very annoying 'block-copy-like' text-buildup' can be controlled by the user in the DISPLAY dialog. There is a switch 'Fast Scrolling' which you probably haven't found yet. It's a matter of taste if you want to use this switch.
* Try pressing the HELP key whereever you encounter any problems. If you had done so you certainly wouldn't have made the above statements ;-)

Wolfgang

5198. Re: Trying to set up cross-compiler for MiNT, what about Gas-1.38???

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 08:49:33 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2mbput$7fo@elroy.jpl.nasa.gov>
Source record: 190755

In article <1994Mar12.010825.18400@mnemosyne.cs.du.edu>,
Mark Miller <mmiller@nyx.cs.du.edu> wrote:
>I've been trying to set up a cross-compiler version of GCC ver. 2.5.8
>on the Unix system here. It seems I have all the necessary elements
>except Gas-1.38. I got the Gas package from atari.archive, and it
>says to get the Gas-1.38 distribution, and apply the supplied patches
>to it. I went to prep.ai.mit.edu, and all they have is Gas-2.2,
>nothing earlier. Where can I find the original Gas-1.38 distribution
>so I can complete my cross-compiler system?

The complete sources are available in ~ftp/Atari/Gnustuff/Tos/Gas/gassrc04.zoo.
All patches have already been applied to the sources in this archive.

Some day someone is going to take the time to port the GNU bfd library to the
Atari, and we'll be able to use a modern gas and gdb...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

5199. Gemulator for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 09:54:09 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Mar18.055409.22042@dal1>
Source record: 190756

Gemulator for sale. I'm selling a Gemulator w/ TOS 1.0
and 2.05. Mint with all Purple mountain supplied doc's
and software. If interested E-mail me. Asking $225.CDN
or $150 USD.

5200. Re: Restricted Access on UMICH?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 10:15:01 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CMuv5D.III@midge.bath.ac.uk>
Source record: 190757

I wouldn't use wuachive, it's even more congested than umich!
Try the umich mirror at:-

src.doc.ic.ac.uk in /packages/atari/umich/

5201. A Newbie to ST's: Starter Info:

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 10:24:03 UTC
From: ath@cscns.com
Message-ID: <CMuvK3.2GA@cscns.com>
Source record: 190758

Hi. I just recently recieved an Atari 520 ST w/ color mon., single & double sided flops, limited software, Epson printer(dot), and 2400 baud modem. Now I am fairly familiar w/IBM's & the Net, but dont know a few helpful things for my Atari:

1. Name of latest zip/unzip app.
2. Name of uncompression file for ".lzh,.arh,.zoo"
3. Some useful desktop apps.

Also, am looking for 20-40mg HD for 520st, and any info on memory/cpu upgrades.

Thanks, Matthew.

--

ath@cscns.com

"If your not the lead dog. . .
the view never changes . . ."

5202. sia: transmit error With Minix

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 10:44:51 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CMuwIs.EGq@cs.vu.nl>
Source record: 190759
Cross-posted to: comp.sys.atari.st,comp.os.minix

Hello,

Currently I am using an Atari Mega STe2 with Minix 1.5.10.3 with
an external Ampex 230 terminal, connected to my Mega with the
Modem1 port.
However, when the system sends it's data to the serial port, it
get's through, but it print's a sia: transmit error. This is done
by a plain printf in the source, so it goes to all my virtual
tty's. I know the serial ports on the Mega STe are different,
does anyone has a solution?

Florentijn van Kampen

--
+---+
| Florentijn van Kampen | Compared to love, |
| fvkampen@cs.vu.nl | i is almost real |
+---+

5203. Wrap Around bug mega STe just in MINX????

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 10:48:35 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CMuwp0.EoD@cs.vu.nl>
Source record: 190668
Cross-posted to: comp.sys.atari.st,comp.os.minix

Hello,

While using my Mega STe with Minix 1.5.10.3 I noticed that
the infamous 'wrap around bug' (that is: The screen breaks of too
soon at the right side, and appears one scan line lower on the left)
ONLY appears with my while using Minix.
The patch I downloaded redirected the XBIOS call 'setscreen' to
more or less patch the whole thing. But, I could not find any
XBIOS calls in the kernel source. Does anyone has a solution?

Florentijn van Kampen

--
+---+
| Florentijn van Kampen | Compared to love, |
| fvkampen@cs.vu.nl | i is almost real |
+---+

5204. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 10:49:03 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Mar18.234903.26572@waikato.ac.nz>
Source record: 190760

In article <CMrKDu.Ewu@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
> In message <1994Mar17.010814.26478@waikato.ac.nz>, bnp@waikato.ac.nz said:
>>
>>I was wondering if anyone had any idea where I could find some source code for
>>GEM programs: I want to write a "real" program, but only have code fragments
>>for GEM, and not a lot else. Any ideas?
>
> GEM Classes by Tim Oren is a collection of text files you may find useful.
> Which language do you use?
>
> Ofir ogal@cix.compulink.co.uk
>
>
I'm using C or Modula2, perhaps assembly. Mainly C though
--
Bruce
bnp@waikato.ac.nz

5205. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 10:59:22 UTC
From: djs@jet.uk
Message-ID: <1994Mar18.105922.26947@jet.uk>
Source record: 190761

In <2matj3$ng5@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>djs@jet.uk (David Stevenson) writes:

>>Pre-emptive versus co-operative have nothing at all to do with priorities.

>Not completely true.
Oh yes it is :-)

>Only under Pre-emptive multitasking can user-input
>cause a process to jump in priority.
No. A job can have it's priority mangled at any time under either system.
The difference is that a pre-emptive system will usually schedule the
highest priority task as soon as it is able (so the i/o bound jobs get
a high priority and start running as soon as input is available), but the
co-operative system *can* mangle priorities, but will still only schedule
when invited to do so.

The difference between Pre-emptive and co-operative is purely a `when to
reschedule' issue. Your example (below) details a case where pre-emptive
scheduling can give you an advantage in better handling of flexible
priorities.

>This was one of the key issues with the implementation of Unix. Some devices
>are given very high priority such that user input is responded to in preference
>to all other processing. Good philosophy. Under MultiTOS (4.0 at least),
>user input does not have this effect.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5206. Re: Wrap Around bug mega STe just in MINX????

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 11:41:40 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2mc41k$1acd@info2.rus.uni-stuttgart.de>
Source record: 190762

In <CMuwp0.EoD@cs.vu.nl> fvkampen@cs.vu.nl writes:

Hello Florentijn,

> Hello,
>
> While using my Mega STe with Minix 1.5.10.3 I noticed that
> the infamous 'wrap around bug' (that is: The screen breaks of too
> soon at the right side, and appears one scan line lower on the left)
> ONLY appears with my while using Minix.
> The patch I downloaded redirected the XBIOS call 'setscreen' to
> more or less patch the whole thing. But, I could not find any
> XBIOS calls in the kernel source. Does anyone has a solution?
It makes no difference if you make a XBIOS call or a direct access to
the register. The bug is not in XBIOS, its in the chip. All bugfixes
are workarounds.

More is in the GDOS driver FAQ.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

5207. Re: Notator, ADSPEED & 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 12:10:04 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.763992604@Penmere>
Source record: 190763

stevedc@ac.dal.ca writes:

> I have a few questions there guys, Number one I have a friend
>who uses Notator SL and was thinking about getting ICD's
>ADSPEED STE and was told that Notator SL would not work with
>ICD's ADSPEED. Anyone running this combo out there? He would
>appreciate having a chat with you if there is anyone running
>it.

SL is so closely linked to the clock speed of the ST that it will not work with an accellerator. Logic should though.
--
|> | | Likes: Ataris, Synths,
|> E |\| |-| /\ |_ |_ Blakes7, Films.
Dislikes: Lines not long eno
(cb170@city.ac.uk ------- http://web.city.ac.uk/~cb170)

5208. Re: What the heck is an "AS 400"?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 12:18:59 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CMv0vo.GDI@cs.vu.nl>
Source record: 190764

marco@sys6626.bison.mb.ca (John Perry) writes:

>I know this is off-topic, but this is the only newsgroup I frequent and I
>have no idea where this question should go (actually, if I knew where it
>should go I wouldn't have this question!).

>Does anyone know what an AS 400 is?

>Thanks in advance.

As for as I know, the AS400 is some sort of mainfraim manufactured
by IBM. It is resonably old, but still used...
So, the A does not stand for Atari ;-) Pity.

Florentijn

--
+---+
| Florentijn van Kampen | Compared to love, |
| fvkampen@cs.vu.nl | i is almost real |
+---+

5209. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 12:21:26 UTC
From: walra@moacs11
Message-ID: <h2nvihmaqeo@moacs11>
Source record: 190765

In <1994Mar18.072635.25394@gumby.cc.wmich.edu>, Mark O'Bryan wrote:

> In article <CMuB5u.Loq@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
> > If you're using RateHD to measure performance then the results are
> > meaningless. The Falcon SCSI is faster than any ACSI adaptor on the ST.
>
> What are people using to get good, accurate performance evaluations
> on hard drives connected to Atari systems?

I'm using How-fast (freeware) to measure hd performance at Gemdos level,
and SCSI-tool (payware) to measure performance at Bios level.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5210. Re: What the heck is an "AS 400"?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 12:37:53 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMv1r6.5vE@barclays.co.uk>
Source record: 190766

The AS400 is a mid-range minicomputer made by IBM. It comes in various configurations from something like a small filing cabinet up to wall to wall cabinets full of processors and drives. Runs OS/400 and is a replacement for the system 36/38 of many years back.

Probably losing popularity from what I'm told. Used to use them in a previous job and thought they were crap :-)

```
--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

5211. Re: World languages (Was: Re: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 13:08:17 UTC
From: cgra@se.alcbel.be
Message-ID: <4303@btmwj1.se.bel.alcatel.be>
Source record: 190767

In article <2m0fs3$27q@hebron.connected.com>, warrl@hebron.connected.com (Donald Edwards) writes:
> [...] sorry, the simple fact is that there isn't a high population
> country *in* Latin America.
(For suitable values of "high population". Some would consider Brazil quite populous).

> [...]
> English on the other hand has at least two major outposts on every
> continent *except* South America, where it only has one minor outpost.

Minor outpost my foot. We fought a war over that...

Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
---
Wear your propeller with pride!

5212. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 13:11:34 UTC
From: cgra@se.alcbel.be
Message-ID: <4304@btmwj1.se.bel.alcatel.be>
Source record: 190768

I'm very happy with Qfax/Pro, and will probably update to version IV. But
(ducks for cover) the docs are in German.

(STicks head out briefly to say...) English .RSC file, though...
(hair parted by flamethrower)

Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth

---
Wear your propeller with pride!

5213. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 13:15:26 UTC
From: cgra@se.alcbel.be
Message-ID: <4305@btmwj1.se.bel.alcatel.be>
Source record: 190769

That German is coming from NVDI. As another poster suggested, try fiddling with the NVDI options. I use SpeedoGDOS and NVDI, but I neither AtariWork nor print in that machine, sorry.

Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth

---

Wear your propeller with pride!

5214. Re: Notator, ADSPEED & 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 13:17:02 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CMv3KE.1BM@info.bris.ac.uk>
Source record: 190670

In article <1994Mar17.221824.22031@dal1>, stevedc@ac.dal.ca writes:
|>Xref: bsmail comp.sys.atari.st:40214
|>
|> I have a few questions there guys, Number one I have a friend
|>who uses Notator SL and was thinking about getting ICD's
|>ADSPEED STE and was told that Notator SL would not work with
|>ICD's ADSPEED. Anyone running this combo out there? He would
|>appreciate having a chat with you if there is anyone running
|>it.
|>
I do know Notator is very picky about clock speed etc. In a recent
(the latest?) Sound on Sound in the Atari notes section there is a good
piece by Vic Lennard about CPU upgrades etc which has more details
(I don't think it mentions ATspeed explicitly though). Notator
won't run with CPU clock increased above 8mhz, on a Mega Ste you
have to disable cache etc...

However, Notator Logic will run on faster machines.

|> Number 2, Does TOS 2.06 have a limit on the size of HD
|>partition that you can have, and if so what is the limit?
|>
Sorry, don't know.
--
--+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|
--+------------------+
Unix : A toy for those who enjoy re-inventing wheels, or have no choice.

5215. Re: Notator, ADSPEED & 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 13:25:50 UTC
From: walra@moacs11
Message-ID: <jupzwiuyq6c@moacs11>
Source record: 190770

In <1994Mar17.221824.22031@dal1>, stevedc@ac.dal.ca wrote:

[1st Q deleted]
> Number 2, Does TOS 2.06 have a limit on the size of HD
> partition that you can have, and if so what is the limit?

Assuming that you'll be using a Gemdos filesystem (TOS filesystem):
1. The maximum number of logical sectors Bios can handle is 65535.
2. The maximum number of clusters Gemdos can handle is 32766.
3. The maximum clustersize Gemdos can handle is 8KB (Falcon-TOS
can handle clusters > 8KB).

Example with a sectorsize of 4KB (2 sectors per cluster):
1 bootsector
2 rootdirectory sectors (256 entries)
32 FAT sectors (2 FATs, 32766 entries each)
65500 data sectors (== 32750 data clusters)
+-----
65535 sectors total -> 262140KB -> ~256MB

Example with a sectorsize of 8KB (1 sector per cluster):
1 bootsector
1 rootdirectory sector (256 entries)
16 FAT sectors (2 FATs, 32766 entries each)
32766 data sectors (== 32766 data clusters)
+-----
32784 sectors total -> 262272KB -> ~256MB

Of course it would be possible to install these filesystem on partitions
larger than 262140KB and 262272KB respectively, you would be wasting
diskspace though.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5216. Re: Notator, ADSPEED & 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 13:43:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMv4s6.G6D@cix.compulink.co.uk>
Source record: 190771

In message <1994Mar17.221824.22031@dal1>, stevedc@ac.dal.ca said:
> I have a few questions there guys, Number one I have a friend
>who uses Notator SL and was thinking about getting ICD's
>ADSPEED STE and was told that Notator SL would not work with
>ICD's ADSPEED. Anyone running this combo out there? He would
>appreciate having a chat with you if there is anyone running
>it.

Notator is the most incompatibel piece of software I know. I don't think
it will work.

>Number 2, Does TOS 2.06 have a limit on the size of HD
>partition that you can have, and if so what is the limit?

Yes, the limit is 256MB

Ofir ogal@cix.compulink.co.uk

5217. Re: What the heck is an "AS 400"?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 13:59:20 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.763999160@cstw168>
Source record: 190772

marco@sys6626.bison.mb.ca (John Perry) writes:

>I know this is off-topic, but this is the only newsgroup I frequent and I
>have no idea where this question should go (actually, if I knew where it
>should go I wouldn't have this question!).

>Does anyone know what an AS 400 is?

You don't want to know.
It is an Itty Bitty Machine.
Better use a unix box....

Frans.

PS: for the humourourly challenged: :-) :-) :-)
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

5218. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 14:29:02 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mcdre$6u9@cxc1.cl.msu.edu>
Source record: 190773

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>If you're using RateHD to measure performance then the results are
>meaningless. The Falcon SCSI is faster than any ACSI adaptor on the ST.

Maybe some spec sheet says it's faster than any ACSI adapter, but my
experience in useability says otherwise. Not that I care to re-attach
my 520fm and the old host adapter to find out, but I can say without
fear or favor that PageStream loaded quite noticeably faster on my
old setup than it does now on this 32MHz Falcon. I find myself agreeing
with Charles Johnson's assessment on a daily basis: The Falcon is one
tired puppy.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5219. Re: A Newbie to ST's: Starter Info:

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 14:39:10 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mceee$6vn@cxc1.cl.msu.edu>
Source record: 190774

ath@cscns.com () writes:

> 1. Name of latest zip/unzip app.
> 2. Name of uncompression file for ".lzh,.arh,.zoo"
> 3. Some useful desktop apps.

Hop on over to atari.archive and look for ST_ZIP24, LHARC299, and
ST_ZOO214. They'll be under /Archivers (or is it /Utilities/Archivers?)

A good desktop application to have, especially if you're gonna attach
a hard drive, is called DIRSORT. (It allows you to arrange to order
of programs in any folder, but is most useful when used with the AUTO
folder...)

Another good one is called AZT, which checks your critical booting and
config programs to see if they've been altered in any way. A good hedge
against virus damage.

CAL63, an excellent appointment calendar.

Commercially, look for Universal Item Selector (an alternative file
selector,) MultiDesk (allows loading .ACCs on the fly,) and EdHak (a terrific
text editor plus.)
Don't ever boot without 'em! If you find a program that conflicts with any of
these, it's likely not worth using. And don't overlook either Warp9 or
NVDI (screen accelerators.)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5220. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 15:09:08 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CMv8r8.F0M@bbc.co.uk>
Source record: 190775

On the subject of ST Review and Calamus, does the upgrade offer for the printer drivers and stuff include an Epson Stylus driver?
-David White

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

5221. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 15:17:59 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9403181444.AA02882@ilmen.lanl.gov>
Source record: 190776

In comp.sys.atari.st, Ofir Gal (ogal@cix.compulink.co.uk) said:

> Get yourself a copy of NVDI and all your troubles will be over.
^^^

Gee, Ofir...

You mean it will do my taxes, pay my bills, and discipline
my unruly kids, too? Wow. Now that's software for the 90's! :)

-Hutch- @ Fair Dinkum Tech

5222. Re: why atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 15:27:21 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9403181453.AA02885@ilmen.lanl.gov>
Source record: 190777

In comp.sys.atari.st Laurent Zimmerli (Laurent_Zimmerli@temptation.alphanet.ch) said:

>If I was an USA citizen,I'll open a shop for trading MACs with the world.
>2 birds,1 stone: European will pay 50% less their MACs AND I could be
>a rich man ;-)

Don't you wish! Unfortunately, there are international trading laws to prevent this. European countries (and Australia & NZ, too) enforce very stiff import duties on certain US products. They generally don't take too kindly to black marketeers, either. :)

My original question, however, was to the bloke in Sweden who commented that ATARI prices were quite reasonable while other US computers were exorbitantly priced. Since it 'seems' they should both fall under the same import laws, I didn't understand the disparity in cost.

>Worst: the French AV-MACs have been sold with a no-complete package
>comparing with the US. No plainTalk,no Mic...and you pay more :-(

Yeh, that's a rip, isn't it?

-Hutch- @ Fair Dinkum Tech

5223. Re: What the heck is an "AS 400"?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 15:38:03 UTC
From: qhsjoot@aom.ericsson.se
Message-ID: <1994Mar18.153803.28228@ericsson.se>
Source record: 190778

It's a minicomputer made by IBM, used mainly (exclusively?) for non-technical applications in small to medium environments, up to perhaps 100 users?. It's been around for perhaps 10 years. It can run IBM s/36 software (or is it s/38?) as well as native software and has a sort-of object-oriented operating system with a built-in database management system. Actually, the correct name is AS/400. There have been umpteen thousand machines sold.

5224. Long filenames (Was: Mega STe vs 1040 STe)

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 15:47:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d89d094@p2.stacken.ct.se>
Source record: 190779

In a message of <17 Mar 94 06:52:52>, Rickard Troedsson writes:

> And this time DON'T name the archive something with 2 dots in it! It
> may work ok on a UNiX machine, but we have to live with FTP on PC's at
> school! It'as IMPOSSIBLE to GET an archive with "stuf.lzh.stuff" or
> whatever CoNnect v2.46 had on atari.archive ..)

Try this: get very.long.filename newname

ftp should then rename the file to 'newname' before saving...

_ _ _/ _ . /. fidonet 2:204/419.2 ___
/_)(_\ / / / /\ nest 90:1100/110.2 / (0)__ FALCON
/ patrik.sanfridsson@p2.stacken.ct.se /,,,,|--\ 4/63

5225. Re: Restricted access on umich?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 15:47:03 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HA451GY88U95PDJP@SNYONEVA.CC.ONEONTA.EDU>
Source record: 190780

Dear world:

I've gotten a lot of useful replies regarding the FTP problems I've been having at umich.

I'll have a go trying some of these suggestions out.

Thanks to all of those who sent me information!

Ari

5226. Last Bob Brodie RT thing

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 16:17:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMvBxE.4pG@barclays.co.uk>
Source record: 190781

Can someone please re-post the last RT where Bob Brodie mentioned Atari were looking at Pentium chips? Thanks.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

5227. Re: Stalker\Harlequin cli

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 16:21:00 UTC
From: rick.flashman@the-spa.com
Message-ID: <7d.7166.1654.0N6A2308@the-spa.com>
Source record: 190782

-=> Quoting Ogal@cix.compulink.co.uk to All <=-

Og> I don't know what the current version is, but I have v3.02 which does
Og> not use the clipboard. Instead it writes a hidden file to the root dir
Og> of C: ignoring all guidelines regarding the clipboard and any
Og> environment variables. Other than that it's quite a good program.

Og> I have not been told about any later versions by Compo UK who
Og> distribute Gribnif products here.

Og> Ofir ogal@cix.compulink.co.uk

Ofir,

As documented on the read me file, if you change the clipboard drive to "Z" in STalker 3.02, it will use the Atari Clipboard. Any other drive letter and it will store the clipboard file on the specified drive. This "Z" drive support is what STeno is lacking.

The whole problem developed when Atari came up with an initial clipboard standard (which we implemented in STeno and STalker). They gave us the go-ahead and we released the programs. Months later they called back and told us they changed their minds (sigh). So, STalker supports both methods (for compatibility with older programs {like 1st Word Plus} and STeno) and STeno currently only supports the old method (but we have plans to release a fixed version supporting the new method).

Rick Flashman,
President - Gribnif Software

___ Blue Wave/QWK v2.12

5228. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 16:29:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMvCH0.LzC@cix.compulink.co.uk>
Source record: 190783

In message <1994Mar18.072635.25394@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu said:
>
>What are people using to get good, accurate performance evaluations
>on hard drives connected to Atari systems?

There's a German program called HowFast which performs a comprehensive
test, read and write of varying block sizes so you can see how your hard
disk performs with anything from 1k to 4MB read/write.

Ofir ogal@cix.compulink.co.uk

5229. Re: SOL.CS.RUU.NL

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 16:33:59 UTC
From: dsime@mcs.dundee.ac.uk
Message-ID: <2mcl5n$884@dux.dundee.ac.uk>
Source record: 190784

sheppard_r@kosmos.wcc.govt.nz wrote:
: Can some one help with this Dutch
: Site, I am unable to get a INDEX
: from the pub/ATARI-ST/
: The Help file shows it as INDEX,
: but that does not work....

: Thanks.......

In the directory pub/ATARI-ST, there is a file called INDEX.132
This is probably updated and gets different extensions, but that
was the current one listing the contents of the ATARI stuff.

--

****
* e-mail: dsime@mcs.dund.ac.uk *
****
* 'Something Wonderful is about to Happen' *
****

5230. Re: What the heck is an "AS 400"?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 16:36:35 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMvCsz.MEu@cix.compulink.co.uk>
Source record: 190785

```
>Does anyone know what an AS 400 is?

Yes an IBM mainframe system, and a load of rubbish.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

5231. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 16:55:29 UTC
From: evanlang@uss.lonestar.org
Message-ID: <1994Mar18.165529.16691@uss.lonestar.org>
Source record: 190786

```
================================================
what are the benefits/disadvantages of pre-emptive versus co-operative
multi-tasking?

Also, which of Mtos, Mag!x, Geneva uses which (if any) desktop?
(A table of features would be useful: E.G:

Feature-1 Feature-2 .......
Mtos yes no .......
Mag!x no yes .......
Geneva yes yes etc etc
================================================

A desktop is an application program, NOT part of the OS. Fight about
this all you like, but you can use any desktop with any app. Its just
that not all support running of apps concurrently with the desktop.
Those that do, and follow ATARIs guidelines, should work with all 3
systems mentioned.

Cooperative - similar to Wind-slows or MAc sys7. A program runs until
it requests an event from the OS, such as an AES event.
The OS then polls for events and gives the event to the
program that needs it. Some events, like Timer events will
go to background processes. Most other events will only go
to the active (top) window. Window moves and such can be
sent to background events.
Pre-emptive - An application runs until the OS says the program has used too
much CPU. It uses Timer hardware to multitask so that ALL
programs can run concurrently. Events are handled much like
a cooperative system except that there is no time when all
apps are waiting for events (well, no guaranteed time!) so
the system polls for events when any program asks for events,
so polling and program execution happens simultaneously, unlike
cooperative systems. This accounts for the slowdown you see.

Why is pre-emptive better? Programs that want to do something that uses
LOTS of CPU can do so withot locking the system from other programs. Ex.
A serial program like ZMODEM would have to steal interrupts or find some
way of sending and recieving data during Timer events which makes the
system inadequate at high speeds (check out an MS-Windows terminal).
A pre-emptive program could do the transfer normally and the OS would
determine when to swap tasks, not the programmer. In fact, you could
make multiple MiNT threads and use blocking IO, so that the GEM interface,
and the serial transfers all worked independantly and each would only use
the CPU time it needed (without ever polling the serial ports).
```

MultiTOS - loadable file systems, redirection of BIOS, pipes, other unix-like features, pre-emptive, official standard.
Geneva - cooperative
Mag!x - Very fast, replaces entire OS, pre-emptive, will have pipes in future

TERMCAP=tw|tw52|toswin window mgr:al=\EL:am:bl=^G:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :co#80:dc=\Ea:dl=\EM:do=\EB:ei=\Ei:eo:ho=\EH:ic=:im=\Eh:it#8:le=^H:li#25:md=\EyA:me=\Ez_:mh=\EzB:mi:mr=\Ep:ms:nd=\EC:rc=\Ek:rs=\Ez_\Eb@\EcA:sc=\Ej:se=\Eq:sf=^J:sr=\EI:so=\Ep:ta=^I:ti=\Eq\Ev\Ee:ue=\EzH:us=\EyH:up=\EA:ve=\Ee:vi=\Ef:

Sorry, this damn Linux system can't service the serial port right.
I'll post the table you asked for later.

CYAS

5232. Re: READ ME URGENT

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 17:06:35 UTC
From: evanlang@uss.lonestar.org
Message-ID: <1994Mar18.170635.16870@uss.lonestar.org>
Source record: 190787

```
================================
1) Immediately mail $1.00 to the first 5 (five) names
listed below starting at number 1 through number 5. Send
CASH only please (total investment $5.00). Enclose a note
================================

This is a pyramid scheme. Pyramid schemes and chain letters are
illegal in the US!! Everyone on the list given and the original
poster are all subject to criminal prosecution
```

5233. Re: Restricted Access on UMICH?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 17:07:53 UTC
From: hallvart@ifi.uio.no
Message-ID: <2mcn59$o10@sognsvann.ifi.uio.no>
Source record: 190788

In article <01HA2T7E7HHU95PG7O@SNYONEVA.CC.ONEONTA.EDU>, FELDAK79@SNYONEVA.CC.ONEONTA.EDU writes:
> I've sampled the excellent software fare from virtually every Atari oriented
> FTP site in existence. However, for the life of me, I have not EVER been
> able to get into Atari.Archive@Umich.edu...
>
> Whenever I log on as an FTP or ANONYMOUS user I get logged off. Even when I
> do get into that directory, all I see are directories in capital letters
> which indicates that I can't access them.
>
> As I would like to get programs with ENGLISH docs, I would appreciate it
> if someone could tell me how to properly log on and/or get access to this
> FTP site.
>
> Geesh, I know SUNY ONEONTA (where I attend college) isn't Harvard but does
> UMICH not like my school or something? :)
>
> BTW, I've tried logging on at all hours of the day and it doesn't seem to make
> one bit of difference. I might add that my PC owning friend never had a
> problem getting PC stuff off of there.
>
> Thanks for any help regarding this matter...
>
>
> Ari
>
> The Manchester Sound! - Inspiral Carpets - Blur - Charlatans UK - Stone Roses

Have you tried the mirror sites to it? and have you got my ftp list. There are many good FTP sites with English docs/menus available.

Here it is:

```
()=========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()=========================() //
\\ \\//
()=========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
f.ms.uky.edu..............(128.163.128.6)..../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

NETHERLANDS:
----
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)......../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before
dawn")
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/

nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions:
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address,
NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each
file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX (or 'close' if you only want to quit the FTP site
you're
on for the moment)

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the
programs

were intended, or in UNIX .....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no) 16-Feb-1994

5234. Re: Programming the Falcon: which Cli, C, etc...?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 17:18:46 UTC
From: evanlang@uss.lonestar.org
Message-ID: <1994Mar18.171846.17079@uss.lonestar.org>
Source record: 190789

In article <CMr349.AwA@cwi.nl>, Jaap Henk Hoepman <jhh@cwi.nl> wrote:
>- What's the difference between MiNT and MultiTos?

MiNT is the kernel that MultiTOS uses. MultiTOS = new AES + MiNT

> Should all programs for MiNT work under MultiTos as well (e.g.
> tcsh). And maybe even more important: do all programs written
> for TOS work under MultiTOS?

Yes, and for the last one .. maybe. If a program is a properly written
TOS program that does not screw with hardware or try and call a fileselector
from a Text program or a GEM program that does BIOS outpuit to the screen,
then yes it should work. Hybrids will work but will mess up your screen.
Programs that steal vectors or access hardware directly will likely crash.
GFA basic programs and others than use memory illegally will likely crash!
TCSH should run fine in a window, although its kinda big. I prefer bash myself

>- Which Cli/Shell should I use?
> I'm hooked on gulam on the st, and use tcsh at work. Does
> gulam work on the Falcon? Does it also work under MultiTos?
> If tcsh for MiNT does not work under MultiTos, is there a
> similar shell that does?

TCSH and bash should both be fine. Gulam doesn't understand the new MiNT calls
though, so I'd stick to MiNT aware shells.

>- C and other languages
> So, I'm not a big C fan, but alas I fear I'll have to use it
> on the Falcon. I specifically want to program the DSP. Which
> compilers support that (Sozobon C, GNU C, maybe the Modula2

The DSP is 56001 code, and must be very tight. You cannot write a
program in C and expect the compiler to make 56001 code for it. You
have to use a 56001 assembler and write in assembly code. These assembly
programs are then uploaded to the DSP using XBIOS calls. Any C compiler
will support these XBIOS calls, even if you have to edit the include files
yourself.

> compiler). How hard would it be to adapt the libraries of
> compilers that do not support it. And where do I get the
> libraries for MultiTos.

MultiTOS does not require separate libraries, although your best bet is to
get the MiNTLIB as it will make MiNT calls when required, and I THINK the
GEM library for GNU supports the new AES calls of MultiTOS's AES. If not,
then you could likely hack then if you had the source to the library.

>
>I know, quite a lot of questions. But the FAQ is rather short as far
>as Falcon information is concerned. Any answers and hints would be
>welcome.
>
>

5235. Re: Stalker\Harlequin clipboard HELP

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 17:44:19 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CMuzHw.50A@ryn.mro.dec.com>
Source record: 190790

In article <CMrtKx.ux@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes...
>In message <CMrLw8.M8D@ryn.mro.dec.com>, nagel_e@cecehv.enet.dec.com said:

>>(I contacted them about this). By the way, I would blame Harlekin, since every
>>application I own (not Harlekin) can work with the clipboard without any

>Harlekin 3 supports the GEM clipboard. Which version are you using?

As I wrote, I do not own Harlekin. However other applications like Wordflair II have no problem using the clipboard, even when I have used STeno (of course information exchange using the clipboard between STeno and WF II is not possible)

Erlend.

5236. Trakballs

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 17:45:42 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CMvG0F.AJD@cbnewse.cb.att.com>
Source record: 190791

Someone asked for a followup on the trackballs so I figured I would post it generally. -The comments below are from my son who is the primary trakball user in the family. They are used on 8 bit, 520ST, and Megas. Wayne

---

Hi, I have a bunch of trakballs, and I love them.
1) They need less space than a mouse, and are fun to play with.
2) With a trakball you can move the pointer much faster than a mouse.
3) The only difference is that you really need both hands to operate it at max efficiency.
4) I prefer it because it is much more reliable. (I had a beetle mouse and the buttons broke, as well as the tracking being screwed up.) I have had a few times when I have smacked the trakball, but it is still going strong.
5) The only other problem is that it can get gunk in the rim so occassionally needs cleaning.

My dad will post the address of the place we got these after this part of the note.
Jonathan
(kamakazi@imsa.edu)

Trakballs obtained from MTS Creations
PO Box 56762
Chicago, Il 60656
1-312-763-1822 -from ad in 2/94 Current Notes

Note: prices range depending on options (right hand/left hand switch, ST/800 switch, pool ball/standard ball selected), the computer the trakball must work with. Prices range roughly from $8-$30. Wayne

5237. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 18:22:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMvHpL.3GD@cix.compulink.co.uk>
Source record: 190792

In message <9403181444.AA02882@ilmen.lanl.gov>, hutch@ilmen.lanl.gov said:
>> Get yourself a copy of NVDI and all your troubles will be over.
>
>Gee, Ofir...
>
>You mean it will do my taxes, pay my bills, and discipline
>my unruly kids, too? Wow. Now that's software for the 90's! :)

It also does my laundry.

Ofir ogal@cix.compulink.co.uk

5238. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 18:22:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMvHpp.3Gy@cix.compulink.co.uk>
Source record: 190793

In message <CMv8r8.F0M@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk said:
>
>On the subject of ST Review and Calamus, does the upgrade offer for the printer
>drivers and stuff include an Epson Stylus driver?

No idea, it supports Epson escP2 printers if that's any help.

Ofir ogal@cix.compulink.co.uk

5239. DM clone on atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 18:24:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d89f217@p2.stacken.ct.se>
Source record: 190794

Someone posted about this but I forgot the filename...

```
_ _ _/ _ . /. fidonet 2:204/419.2 ___
/_)(_\ / / / /\ nest 90:1100/110.2 / (0)__ FALCON
/ patrik.sanfridsson@p2.stacken.ct.se /,,,,|--\ 4/63
```

5240. Re: Gemulator for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 18:31:14 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2mcs1i$op0@vixen.cso.uiuc.edu>
Source record: 190795

stevedc@ac.dal.ca writes:

>Gemulator for sale.

What is a gemulator?
--

Adam Aulick || This .signature file contains absolutely no
a-aulick@uiuc.edu || references to buffers, whatsoever.
<a http://www.cen.uiuc.edu/~a-aulick/home.html>Come check out my home page!

5241. Amberstar: in Sansri Temple: please help solve riddles

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 18:49:05 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <2mct31$6to@athos.cc.bellcore.com>
Source record: 190796

Hi,

In Amberstar, we are in the Sansri Temple, such that we must
find the eight signs and join them in the right way to find
the place we are seeking. We can't answer any of the riddles.

also, in the Dwarf Mine, the sign says Doras Mine. the riddle
says no one has been here for a long time. why are you disturbing
my peace and quiet? (why indeed?)

any help appreciated.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

5242. uumerge (was: Re: Weekly Posting of New Atari Stuff)

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 19:30:32 UTC
From: walra@moacs11
Message-ID: <eipyi870kuk@moacs11>
Source record: 190797

In <2d88bf24@secom.ct.se>, Rickard Troedsson wrote:

> One thing that still not seems to be included is to let the program UUEncode
> Emails, even if there are lots of garbage betwen the different blocks ... i.e:

The follwing perl script should take care of the garbage.

Regards,
Waldi (walra%moacs11@nl.net)

```
#!/usr/local/bin/perl
# uumerge: extract several uuencoded files from
# a bunch of News articles in a file
# usage: uumerge [file]

$filesfound = 0 ;
$| = 1 ; # unbuffered output
while (1) {
$sawbegin = 0;
while (<>) {
$sawbegin = 1, last if ($mode,$file) = /^begin\s*(\d*)\s*(\S*)/;
}
if (! $sawbegin) {
print "no files found\n" unless $filesfound ;
exit ! $filesfound ;
}

$filesfound = 1 ;
open(OUT,"> $file") if $file ne "";
print "extracting $file..." ;
while (<>) {
$sawend++, last if /^end/;
s/[a-z]+$//; # handle stupid trailing lowercase letters
next if /[a-z]/;
next unless int((((ord() - 32) & 077) + 2) / 3) == int(length() / 4);
print OUT unpack("u", $_);
}
die "missing end" unless $sawend;
print " done\n" ;
chmod oct($mode), $file;
}
exit 0;
```

--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5243. Re: SOL.CS.RUU.NL

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 19:43:37 UTC
From: hstaalm@cs.vu.nl
Message-ID: <CMvLGq.22A@cs.vu.nl>
Source record: 190798

sheppard_r@kosmos.wcc.govt.nz writes:

>Can some one help with this Dutch
>Site, I am unable to get a INDEX
>from the pub/ATARI-ST/

If you use ncftp, try - like me - more INDEX, and... you'll get an INDEX
(or take the other file: INDEX.132)
if you want to have it completely, try get INDEX (ascii!)

>The Help file shows it as INDEX,
>but that does not work....

What do you mean? What doesn't work. I tried, and it works perfectly.

>Thanks.......

Greetings,
Hans Staalman
--

Department of Mathematics & Computer Science | Vrije Universiteit
(& empirical nihilistics and applied emtpyology) | Amsterdam - The Netherlands
---

5244. Comm recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 20:31:29 UTC
From: wipeout@dhp.com
Message-ID: <2md33f$gp@hudson.lm.com>
Source record: 190651

I'm looking for a fairly robust terminal program for my st. The kicker: It needs to fit on one 720K floppy, as that's all I have in the way of drive space....

Also, anyone know of a *cheap* scsi adaptor for STs? I've got SCSI stuff, I just need a controller/adaptor.

--
wipeout@dhp.com: Co-Maintainer, The DataHaven Project.

5245. Re: Restricted Access on UMICH?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 20:46:23 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2md3uv$kou@m.ehd.hwc.ca>
Source record: 190652

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:
: I've sampled the excellent software fare from virtually every Atari oriented
: FTP site in existence. However, for the life of me, I have not EVER been
: able to get into Atari.Archive@Umich.edu...
^
This "@" should be a "." as in:

prompt: ftp atari.archive.umich.edu

That and the fact that a.a is very busy (don't ask me why?) makes it very
hard to get on using the anonymous logon. They (umich) has just recently
put logon restrictions on the msdos.archive as well. :(

: As I would like to get programs with ENGLISH docs, I would appreciate it
: if someone could tell me how to properly log on and/or get access to this
: FTP site.

at your prompt enter: ftp atari.archive.umich.edu
at the username prompt enter: anonymous
at the password prompt enter: your.own.name@your.own.site
(eg. FELDAK79@SNYONEVA.CC.ONEONTA.EDU)

and if the is a connection open, you're in! :)

: Ari

ps: If you can't get on to atari.archive try msdos.archive.umich.edu.
If you get on then just cd to the atari directories.

--

Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life
and is not the responsibility of Health Canada

5246. Re: FZDT, RUFUS, CONNECT, etc: Losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 21:00:06 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HA4FOQV6IQ95PMCD@SNYONEVA.CC.ONEONTA.EDU>
Source record: 190653

Considering the rapid decay of Atari application software - Atari machines have a wealth of impressive comm software.

I agree that some are better than others at certain tasks but it doesn't give you the right to knock something unless it truly is a piece of crap. And, to my knowledge none of these comm programs fit into this category.

If you want a comm program with decent VT100 emulation, I suggest that you try STORM. It can be found at most major FTP sites and can be patched to upgrade its performance (also on the FTP sites).

As I have fairly light telecomm uses (i.e. e-mail and newsgroup reading), I won't comment on STORM's performance other than to say that it has very good VT100 handling.

I'm able to use the VMS EVE full-screen editor w/o any problems and it supports VT100 text attributes properly. STORM also uses a custom text output routine so terminal text is updated quite rapidly.

Hope this helps...

Ari

5247. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 21:06:10 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECSUCIWV@dksoft.ping.dk>
Source record: 190799

In <CMstI7.2Gw@cix.compulink.co.uk> "Daron Brewood" wrote :

>>DB>I have been told that the drive is auto terminating, a little worrying
>> ^^^^^^^^^^^^^^^^
>>How in the world does that work?
>
>That is what I keep on wondering, I can accept that maybe it does not
>matter which SCSI port I use of the hard drive, but that the drive also
>checks and adjusts the termination as well?
>
>Then again, if it is already terminated, and I add another terminator
>externally, could I do any damage to the drive or Falcon?

You can't damage either of them Daron. (don't worry).
If the drive you have auto detaminating, then it can be controled via software.
Unfortunatly we Atari owners do not have such a software available.

I will try locate the right commands, as i have never seen this before. Another
guy told me yesterday, so now i want to know for sure.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5248. Re: Getting inside the Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 21:11:38 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECSVAIUQ@dksoft.ping.dk>
Source record: 190800

In <2m8mlt$edb@Tandem.CAM.ORG> Denis Sevee wrote :

> I want to install a math coprocessor in my Falcon, can someone
> explain how to open the Falcon?
> Which screws on the back should be removed?

Just follow the screws. The three underneeth the floppy drive should not be
removed, cause these are used for holding the floppy drive.

> How should the metal shielding inside be removed?

Again, just follow the screws. When you first have open the case, you can't
go wrong.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5249. New version of Deluxe Mjuzakk (> 1.2)??

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 21:16:03 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CMvpqs.33L@cs.vu.nl>
Source record: 190654

hello,

I am currntly working with version 1.2 of Deluxe Mjuzakk Z.K.
It is an extremely nice program, with lots of features.
BUT (:-)) I was wondering if there was a newer version available,
because of some (minor) bugs... (sorry)
So, If anyone has some desolate ftp-site where I can find it.
(I checked the sited on the atari-ftp list, distributed some
weeks ago here). Anyway, thanx in advance!

Greetings

Florentijn van Kampen

--
+---+
| Florentijn van Kampen | Compared to love, |
| fvkampen@cs.vu.nl | i is almost real |
+---+

5250. Re: ICD!! Are you dead?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 21:25:43 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1994Mar18.172543.1@drycas.club.cc.cmu.edu>
Source record: 190678

In article <1994Mar17.173447.11342@beaver.cs.washington.edu>,
sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
> I've tried calling ICD three times and I had to leave a message each time.
> I wanted to get ahold of the latest version of ICD Pro Utils for the Falcon.
> They never replied (this was two months ago). I send them Email a month ago
> about it, and I've got no reply to that either.
>
> You'd think in such a low-demand market that companies would jump on order
> requests. My only conclusion is that ICD has dumped Atari. If not, then
> someone from ICD...please get ahold of me! AARRRGGGHHH!!

Tom something or other from ICD mentioned that one or more employees of ICD
had been on vacation for several weeks. That may be the reason you couldnt
reach them. I think they are back now.

Scott Corley

spice@drycas.club.cc.cmu.edu

5251. TRANSCENDENCE..._still_ looking for...

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 22:00:49 UTC
From: mkosk@freenet.hut.fi
Message-ID: <2md8ah$96m@freenet.hut.fi>
Source record: 190676

```
Am I in the wrong newsgroup or something? Is there a special
Atari File Request newsgroup? Well, if this is the right
place for this sort of stuff, then please, PLEASE reply if
you know anything about this...
```

Could you please tell me whether the new FreeWare version of
Transcendence can be downloaded through Internet without
having an account on GEnie? If so, where could I download it
from? If not, could someone (with a GEnie account?) please
upload it to some FTP site?
--
_____
Matti Koskimies • I thought there was no hell... •
mkosk@freenet.hut.fi • Then I saw Windows! •
matti.koskimies@mpoli.fi •_____•

5252. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 22:29:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mda0r$a9c@golem.wcc.govt.nz>
Source record: 190681

In article <i190ic1w165w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (John Perry) writes:
>sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard) writes:
>
>> There is a full working demo of Coma on most Atari FTP sites,
>> now upto version 1.8, or is it 1.08..Very good....
>
>Can you tell me if this program can send faxes from command-line commands
>or something similar?
>
>Thanks.

Theres that problem again, Great German software with only German Doc's,
come on you Germans let get real, to get any were in the real world
you have to speak and read/write English..

Ge its the standard will all Airline Pilots, its the standard with Internet..

Sorry I can't help you as I can read the German Doc's....

You could try mailing the Author, but I don't have his address handy at the
moment...

5253. Re: Restricted Access on UMICH?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 22:50:58 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CMvu4z.7CE@uqac.uquebec.ca>
Source record: 190655

Hello,

You know, I seem to be able to get on to UMICH when I want to, with out hassle.
But, I can't do it directly with the FTP command. I have to use my brother
account, which has a beautiful automatic setup. It does all of the work.
It is PINE, or GOPHER or some other system. The school I am at, does
not know what GOPHER is. I even have to use KERMIT. It works, but
I wish they would install some kind of ZMODEM.

That just says that you have to find a good friend with a good school
or business that seems to get 'special' treatment. I lucked out,
but unfortunately, both of us will be losing our accounts soon, due
to the end of our academic career. DAMN, I gotta get a job!!!!

Oh Well, take care

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

5254. Re: Using Pure C with another editor?

Newsgroup: comp.sys.atari.st
Date: 1994-03-18 22:51:04 UTC
From: hjv@phil.ruu.nl
Message-ID: <2mdb8o$bc1@chico.staf.phil.ruu.nl>
Source record: 190656

olov.johansson@p4.stacken.ct.se (Olov Johansson) writes:

>Can someone tell me how I should do to make Pure C work witth an editor such as
>Everest? I'm _so_ tired of Pure C's editor now, cause it's so slow, and you
>can't have a smaller font than the normal 'big' one... If someone could tell me
>how I could set up my system to work with an 'extern' editor, I'd be very
>happy! I know that Everest is made to work with Pure C, but I'm not so sure
>about how I should do to use the errors I get when I compile my programs...
>(Yes , sometimes I get errors! :-)

Funny coincidence... Recently I encountered Everest too, and since I hate the
PC editor as much as you seem to do, I asked myself the very same questions.

Now there's a problem: it is not possible (in a straightforward way, that is)
to get hold of the PC error messages. It's obvious that this is a *huge*
drawback of using an external editor.

And here is the solution: I decided to write a PC shell -- i.e. a program that
allows you to easily switch between compiler, assembler, linker, editor and
resource-editor. The shell will be able to perform most normal PC tasks --
i.e. setting of comp/ass/link options, invoking 'make', 'debug', 'run',
'compile', 'link', 'execute', etcetera. And the best part of the story: it
takes care of the compiler output (i.e. warnings/erros) being sent to a file
instead of the screen, so that you'll be able to use Everest's error-handling
feature.
Now ain't that nice of me? :-)

But... I only started working on this thingy a week ago, and I'm very busy so
work doesn't progress as fast as I'd like. That means it will probably take a
few weeks before it's up and running -- but as soon as it is, I'll post an
announcement in this newsgroup. So keep your eyes wide open for a subjectline
like "New upload: shell for Pure C".

In the meantime: try to live with things as they are...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

5255. Re: sia: transmit error With Minix

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 01:22:36 UTC
From: vctec@westminster.ac.uk
Message-ID: <CMw15o.DE9@westminster.ac.uk>
Source record: 190657
Cross-posted to: comp.sys.atari.st,comp.os.minix

I get a similar problem.....exactly the same problem as mentioned in the heading. I am using a 4 Mb STe w/ TOS 2.06/1.06.

Anything I can do without getting rid of all the printf statements in the source code and recompiling?

Danny
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5256. RE: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 02:14:34 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mdn6a$bca@golem.wcc.govt.nz>
Source record: 190658

In article <16MAR94.15245720@meena.cc.uregina.ca>, selbyr@meena.cc.uregina.ca writes:
>WILL 2.30 FINALLY HAVE VT100/102/220/...ETC... SUPPORT?

I think this is all a Big Joke, this talk of FZT comming out, this talk
has been going on for some 8-10 months, I don't see it ever comming out..

He did claim that he had lost all his source code in a hard disk crash...

People here sent him Info on VT100 support, and that was some 8 months
ago, but they are still asking for it now...

Come on chaps how about some truth into what is going on, and not all this bull
shit....

In the world of Atari Real Soon Now....

Can any one state a Real date....???

5257. Test

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 02:23:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mdnmb$bf8@golem.wcc.govt.nz>
Source record: 190659

```
Just a Sig test..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

5258. Deuteros

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 02:32:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mdo7q$bf8@golem.wcc.govt.nz>
Source record: 190660

The Game Deuteros..

Does any one know of a Dealer (Mail Order) that still has a copy of this one
or is there a Compilation with it in...

Thanks......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5259. HardDrive woes!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 03:39:08 UTC
From: Joseph_Hogan@UQAC.UQuebec.CA
Message-ID: <9403190339.AA10434@infocom>
Source record: 190661

Hello,

I would like to ask some help of any one out there with hard drive experience. I will state the problem first.

I lost a partition!! My system does not recoginize it.

I have five partitions on my harddrive, and only for of them register as being in existence. I can access C, D, E and F, but G does not exist. Actually, it is the fourth partition that has disappeared.

Okay, here is what I did up to the point of the disappearance.

I was running Speed of Light v2.6, while under Geneva v1.02 in low resolution. I tried to view a file, and then while the GIF file was loading, I got an 'illegal AES' call, and then Speed Of Light exited and I was back at the Geneva screen(no desktop). I rebooted(warm), and I brought up the newdesk(TOS 2.05), and I went to open up drive F, which is where my Comm programs are, and where my incoming files are. Instead of coming up with my files on that partition, I saw files from what I thought were on drive G. I made sure I opened the right drive, and I did.

I tried opening up all the partitions, and there were only four that would open up. The 4th partition was missing. I loaded up Diamond edge, just to get a look at 'All the partitions' info, and see if they were all there. There were four partitions shown, not the 5 that I knew I had.

Next, I loaded up the ICD format program, to check out the existing format of the HD. There are indeed 5 partition on the disk, but I haven't got the foggiest idea how to get to the 5th one. If there if any one who can help me, give me ideas, I would be very greatful. I'll even buy you one of the 'Virtual' beers.

Thanks for any help that you can be. My hard drive depends on it.

Thanks,

Joseph

jhogan@uqac.uquebec.ca

5260. sounds

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 03:56:31 UTC
From: shirley@cybernet.cse.fau.edu
Message-ID: <w52eJc1w165w@cybernet.cse.fau.edu>
Source record: 190662

One does not even have to convert these sound files. The Mac and ST uses the same .SND format. I have GCR and I simply used Transverter and they worked fine.

5261. Gaelic

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 04:15:32 UTC
From: shirley@cybernet.cse.fau.edu
Message-ID: <L13eJc4w165w@cybernet.cse.fau.edu>
Source record: 190663

Is is sort of relating to the langugae thing. Does anyone know of a keyboard driver for the ST for the Irish Gaelic language as like a replacement? There is a program similar to this on the Mac called Irish Accessories. It allows you the use Fadas and the like. Or does anyone know how to edit the standard character list? It seems that to have a letter with an accent over it, the letter is still in a lower case size with the accent over it. I was thinking that for letters with accents one could use a captial letter size but the letter itself being in the lower half of the space witht he accent being in the upper half. Anyway, does anyone know the answers to these? Much appreciated.

5262. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 05:07:08 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2me19s$lad@terminator.rs.itd.umich.edu>
Source record: 190664
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 6113 Mar 12 14:27 ./Applications/0index
-rw-r--r-- lenn 20865 Mar 12 14:25 ./Applications/Other/cvvids10.zip
-rw-rw-r-- weiner 26930 Oct 30 1992 ./Diskutils/shredder.lzh
-rw-r--r-- lenn 721 Mar 12 14:18 ./Diskutils/tracker.lzh
-rw-rw-r-- entropy 11153 Mar 12 14:28 ./Diskutils/0index
-rw-r--r-- lenn 18327 Mar 12 11:21 ./Games/0index
-rw-r--r-- weiner 154901 Mar 12 11:20 ./Games/winglord.lzh
-rw-r--r-- molin 223903 Mar 12 19:49 ./Graphics/kand157e.zip
-rw-rw-r-- entropy 8219 Mar 12 11:22 ./Mint/0index
-rw-r--r-- weiner 84352 Mar 12 11:22 ./Mint/Lib/mnthlb44a.zoo
-rw-r--r-- molin 4892 Dec 31 02:28 ./Utilities/frmt24.lzh
-rw-r--r-- molin 13487 Dec 31 02:28 ./Utilities/icones.lzh
-rw-r--r-- molin 31744 Dec 31 02:28 ./Utilities/st_whiz.lzh
-rw-rw-r-- entropy 25567 Mar 12 00:17 ./Utilities/0index
-rw-r--r-- weiner 6960 Mar 12 02:04 ./Telecomm/0index
-rw-r--r-- molin 84992 Mar 12 02:02 ./Telecomm/hsmoda02.lzh
-rw-rw-r-- weiner 308789 Mar 12 11:24 ./Lynx/lynx_hyperstack.hqx
-rw-r--r-- weiner 89449 Mar 12 11:30 ./0ls-lR.Z
-rw-r--r-- weiner 89197 Mar 12 11:32 ./0ls-lRc.Z
-rw-r--r-- weiner 107033 Mar 12 11:28 ./0compind.Z
-rw-r--r-- weiner 231184 Mar 12 11:28 ./0index
-rw-rw-r-- weiner 6170 Mar 13 23:31 ./Applications/0index
-rw-r--r-- molin 163570 Mar 13 22:56 ./Applications/Spreadsheets/powdemo.zip
-rw-r--r-- molin 123647 Mar 12 21:50 ./Utilities/mb35abin.lzh
-rw-rw-r-- entropy 25672 Mar 13 23:39 ./Utilities/0index
-rw-r--r-- molin 5926 Mar 13 23:06 ./Utilities/extakey2.zip
-rw-r--r-- molin 33622 Mar 13 23:05 ./Utilities/multicop.zip
-rw-r--r-- weiner 7012 Mar 13 23:33 ./Telecomm/0index
-rw-r--r-- molin 3581 Mar 13 23:02 ./Telecomm/flshdial.zip
-rw-r--r-- molin 88967 Mar 13 12:10 ./0ls-lR.Z
-rw-r--r-- dpz 4440 Mar 13 12:06 ./Falcon/0index
-rw-r--r-- molin 384 Mar 13 12:04 ./Falcon/overscan.lzh
-rw-rw-r-- weiner 474 Mar 13 23:29 ./Magazines/0index
-rw-r--r-- weiner 196 Mar 13 23:26 ./Magazines/Diskmags/Stoser/stoser.txt
-rw-r--r-- weiner 314148 Mar 13 23:26 ./Magazines/Diskmags/Stoser/stoser05.zip
-rw-r--r-- weiner 272519 Mar 13 23:26 ./Magazines/Diskmags/Stoser/stoser06.zip
-rw-r--r-- weiner 322144 Mar 13 23:26 ./Magazines/Diskmags/Stoser/stoser07.zip
-rw-r--r-- weiner 356174 Mar 13 23:26 ./Magazines/Diskmags/Stoser/stoser08.zip
-rw-r--r-- molin 88883 Mar 13 12:11 ./0ls-lRc.Z
-rw-r--r-- molin 107121 Mar 13 12:08 ./0compind.Z
-rw-r--r-- molin 231346 Mar 13 12:08 ./0index
-rw-rw-r-- weiner 3218 Mar 14 17:04 ./Music/0index
-rw-rw-r-- weiner 2606 Mar 14 17:07 ./Ste/0index
```

```
-rw-r--r-- molin 88680 Mar 7 02:19 ./Games/dandungn.lzh
-rw-r--r-- molin 29007 Mar 11 01:11 ./Games/dm_ed10.zip
-rw-r--r-- lenn 18443 Mar 15 01:08 ./Games/0index
-rw-r--r-- molin 94169 Mar 14 12:10 ./Utilities/cvtran30.zip
-rw-rw-r-- entropy 25671 Mar 15 00:55 ./Utilities/0index
-rw-rw-r-- entropy 11221 Mar 16 22:44 ./Diskutils/0index
-rw-r--r-- boydm 328739 Mar 16 22:34 ./Diskutils/gemar220.lzh
-rw-rw-r-- entropy 2557 Mar 16 22:58 ./Misc/0index
-rw-r--r-- boydm 5504 Mar 16 22:57 ./Misc/eliza.arc
-rw-rw-r-- entropy 25814 Mar 16 22:40 ./Utilities/0index
-rw-r--r-- boydm 52054 Mar 16 22:34 ./Utilities/Tosfixes/fser096b.lzh
-rw-r--r-- boydm 31763 Mar 16 22:34 ./Utilities/Tosfixes/rsve_1.lzh
-rw-r--r-- weiner 7130 Mar 16 22:42 ./Telecomm/0index
-rw-r--r-- boydm 215706 Mar 16 22:34 ./Telecomm/connect_2.46_update.lzh
-rw-r--r-- boydm 85049 Mar 16 22:49 ./0ls-lR.Z
-rw-r--r-- boydm 84835 Mar 16 22:51 ./0ls-lRc.Z
-rw-r--r-- boydm 107451 Mar 16 22:47 ./0compind.Z
-rw-r--r-- boydm 232018 Mar 16 22:47 ./0index
-rw-r--r-- molin 790473 Mar 15 03:13 ./Games/multi.zip
-rw-r--r-- lenn 18489 Mar 17 21:17 ./Games/0index
-rw-r--r-- dpz 4438 Mar 17 21:12 ./Falcon/0index
-rw-r--r-- molin 28201 Mar 17 03:59 ./Falcon/falcnsx2.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5263. Problems with IcePack v. 2.4

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 05:57:22 UTC
From: gustavo@arcana.uchicago.edu
Message-ID: <1994Mar19.055722.18749@midway.uchicago.edu>
Source record: 190684

Hi,
Just the other day, I downloaded IcePack v. 2.4 from
archive.umich.edu, which is great for compressing those huge
Photochrome pictures.....when it works. I've been getting an "exception
error - illegal instruction" message from ANTIBOMB at the end of the
process in roughly five out of ten files I have tried to compress. Is
this thing incompatible with certain versions of TOS? (I have 1.0 but
I'll upgrade soon). What else could be the matter? Has anyone else had
this problem? Any help will be appreciated.

Gustavo

5264. STReport

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 06:03:36 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <CMwE61.JEL@darkside.osrhe.edu>
Source record: 190685

In STReport #1010, Ralph F. Mariano says:

> "Drop that also-ran like a hot rock!"
>
> Ralph....

I have a much better idea, DROP STR like a hot rock! In the past I felt like Ralph was getting a bad rap from those who criticized him. But suddenly I have come to realize they may have been right. I have downloaded STReport for the last time. As far as I am concerned there is not enough room on a disk for such trash!

Bill Hallman

5265. Re: atari games FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 08:05:43 UTC
From: dowdle@delphi.com
Message-ID: <J6+MIBX.dowdle@delphi.com>
Source record: 190665

Richard,

To the best of my knowledge, no such FAQ exists concerning games available for the 680x0 based family of Atari computers. I'm not sure of the status of FTL Software either, but I do know that Dungeon Master and Chaos Strikes Back (a sequal to Dungeon Master) are being sold together as a set now. Contact your favorite Atari software vendor for more information.

TYL, Scott

5266. Re: HardDrive woes!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 08:14:07 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mec8f$96b@cxc1.cl.msu.edu>
Source record: 190687

Joseph_Hogan@UQAC.UQuebec.CA (Joseph Hogan) writes:

>I tried opening up all the partitions, and there were only four that
>would open up. The 4th partition was missing. I loaded up Diamond
>edge, just to get a look at 'All the partitions' info, and see if they
>were all there. There were four partitions shown, not the 5 that I
>knew I had.

If you have Diamond Edge, did you try restoring your partition scheme?
(You _did_ save your SCSI info to disk somewhere, didn't you?)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5267. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 08:14:27 UTC
From: dowdle@delphi.com
Message-ID: <B63OArT.dowdle@delphi.com>
Source record: 190693

RowdyB.,

I'm not sure what terminal emulations you want but if you are talking ANSI... color ANSI in fact... and SPEED... then the shareware title ANSITerm is for you. It isn't really loaded with all the features one can think of but it does a very good job and it is very fast. I use STalker for most everything (yes, even at 14.4Kbaud... and yes, GEM terminals are slower) except when I need something that does good 16 color ANSI... or when I need the display speed picked up.

TYL, Scott

5268. Re: Comm recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 08:21:27 UTC
From: dowdle@delphi.com
Message-ID: <JY3Po7f.dowdle@delphi.com>
Source record: 190694

DJ Wipeout,

RE: Terminal programs - My recommendations are 1) Commercial - STalker with the STeno text editor, and 2) Shareware - both ANSITerm and STorm.

RE: SCSI interface - My recommendations - ICD's LINK, hands down winner!

TYL, Scott

5269. Long filenames (Was: Mega STe vs 1040 STe)

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 08:50:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8abcec@secom.ct.se>
Source record: 190666

In a message of 18 Mar 94 16:47:20, Patrik Sanfridsson wrote:

PS> Try this: get very.long.filename newname
PS>
PS> ftp should then rename the file to 'newname' before saving...

Thanks.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5270. Re: Reading an ascii file on mac disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 10:13:46 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Mar19.101346.29913@nessie.mcc.ac.uk>
Source record: 190667

Date: 17 Mar 1994 03:22:28 -0800

You could try the Apple File Exchange application on the Mac to copy the file over to a PC floppy. Alternatively, there's PC Exchange which allows Finder to read/write to PC-formatted.

Cheers

Jakes.

5271. Any limit on size of Falcon SCSI discs?

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 11:36:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <2d8af1ec@midinet.ct.se>
Source record: 190669

Hello Kim

17 Mar 94 15:13, Kim Andersen wrote to All:

KA> From: kim@dksoft.ping.dk (Kim Andersen)

KA> In <1994Mar16.143559.966@cathy.ijs.si> Grabnar Matija wrote :

KA> Whoever told you a Pc can only format a disc of up to 1G seems to be very
KA> wrong.. I know plenty of Pc owners who have more than 1G drives on their
KA> machiens.

>> Does the latest AHDI allow me to access disks of 2GB size? To partition
>> and high-level format them correctly?
>> --

KA> Test it and you'll find the answer. I havn't tried this yet on my Falcon,
KA> but i can't see why it shouldn't work.

Well it's no problem with a SCSI2 1.8Gb on Falcon!

/Lars - (give me a BBS call Kim!)

5272. Re: Everest latest versions??

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 12:59:00 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Mar19.125900.11918@solaris.rz.tu-clausthal.de>
Source record: 190671

John Collis (john@albemuth.equinox.gen.nz) wrote:
> Hi there,

> Recently among the discussions of German text editors there was
> mention of some upto date English versions of Everest around, version
> 3.XX or something.

> What is the latest version?? and how can I get a copy to try out??

german: 3.2
english: 3.0

> Are there any FTP sites with the English version 3.XX on??

ftp.tu-clausthal.de /pub/atari/editors/

Bye,
Wolfgang.
--

Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

5273. Re: Need Program to Convert .CFN > .3D2

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 15:01:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5NydqiUTj_w@semprini.waterloo-rdp.on.ca>
Source record: 190672

In <cb170.763317835@Chacewater>, HALL B J writes:
> Is there a program that will convert Calamus fonts into CAD 3D2
> (Cyberstudio) files so I can use them in my animations?
>
> If so where can I get it? Is it PD?

I got an ACC from GEnie written by Sol Gruber that takes a string, and a Calamus font, an exports a CAD-3D extrude template. I also got another utility from GEnie that converts this template into a better CyberSculpt extrude template. Then I load it into CyberSculpt, and export a CAD-3D2 object. Then I run my cad3d2raw program to convert the CAD-3D2 object into RAW triangles. Then I run raw2pov to create a POV-Ray object, and run POV-Ray to render the CAD-3D object.

This is good, since the GEMini Atari CD-ROM has loads of Calamus fonts on it, and I don't have Calamus.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5274. Re: OMEn

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 15:02:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.CrQsIvP4Gc2@semprini.waterloo-rdp.on.ca>
Source record: 190673

In <1994Mar12.000838.23412@spuddy.uucp>, David Williams writes:
> Can anyone mail me some info on the Canadian M/Tasking program OMEn
>
> It is supposed to have facilities comparable with XWindows and UNIX and
> seems to be very lush!!!

I think there's an OMEN demo on atari.archive.umich.edu; looks
interesting (and quite cross-platform, including the Mac, etc) but the
development kit is unreasonably expensive (IMHO), especially if they
want Atari support...

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5275. PAGESTREAM MODULES

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 16:53:17 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2mfalt$cf6@charm.magnus.acs.ohio-state.edu>
Source record: 190674

If you are tired of having to reconfigure your PageStream modules for loading file by file, by hand, with UIS or other utility check out

atari/Applications/Dtp/pgs_cfg.lzh on atari.archive.umich.edu

This program allows you to pick which modules you want loaded with the click of a mouse button.

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5276. Re: HardDrive woes!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 18:09:53 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2mff5h$jlf@mailer.fsu.edu>
Source record: 190675

Joseph Hogan (Joseph_Hogan@UQAC.UQuebec.CA) wrote:
> Hello,

> I would like to ask some help of any one out there with hard drive
> experience. I will state the problem first.
>
> I lost a partition!! My system does not recoginize it.
>
> I have five partitions on my harddrive, and only for of them register
> as being in existence. I can access C, D, E and F, but G does not
> exist. Actually, it is the fourth partition that has disappeared.
>
> Okay, here is what I did up to the point of the disappearance.
>
> I was running Speed of Light v2.6, while under Geneva v1.02 in low
> resolution. I tried to view a file, and then while the GIF file was
> loading, I got an 'illegal AES' call, and then Speed Of Light exited
> and I was back at the Geneva screen(no desktop). I rebooted(warm),
> and I brought up the newdesk(TOS 2.05), and I went to open up drive F,
> which is where my Comm programs are, and where my incoming files are.
> Instead of coming up with my files on that partition, I saw files from
> what I thought were on drive G. I made sure I opened the right drive,
> and I did.
>
> I tried opening up all the partitions, and there were only four that
> would open up. The 4th partition was missing. I loaded up Diamond
> edge, just to get a look at 'All the partitions' info, and see if they
> were all there. There were four partitions shown, not the 5 that I
> knew I had.
>
> Next, I loaded up the ICD format program, to check out the existing
> format of the HD. There are indeed 5 partition on the disk, but I
> haven't got the foggiest idea how to get to the 5th one. If there if
> any one who can help me, give me ideas, I would be very greatful.
> I'll even buy you one of the 'Virtual' beers.
>
> Thanks for any help that you can be. My hard drive depends on it.

Fire up desktop.prg (or desktop.acc, for older versions of ICD), and make
sure that the partition is enabled (indicated by a checkmark). I have
managed to scare myself a couple of times this way :-).

I would prefer some virtual vodka, BTW. Hope this works (sounds likely,
since ICD format reports that the partition exists).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5277. Re: Problems with IcePack v. 2.4

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 18:27:12 UTC
From: lannie@picard.infonet.net
Message-ID: <2mfg60$8rr@insosf1.infonet.net>
Source record: 190677

This might be off the subject, but how do you use the viewer that comes with Photochrome? I saved a bunch of GIFs as PCS pictures and the PCS viewer loads, accesses drive A then goes back to the desktop. I tried the install application viewer APP and it loads the picture just fine, then stays there until I reboot. It would be nice to show these pictures without rebooting everytime.
Later,

I have a 1040ST 1Meg, TOS 1.4 and a 130Meg hardrive with ICD drivers.
Lannie@ins.infonet.net

Lannie Schafroth
w

5278. new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 18:43:25 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar19134325@wpi.WPI.EDU>
Source record: 190679

I've just uploaded the following to atari.archive.umich.edu:

ledpanel.zip - puts 2 rows of "lights" in the upper right hand corner
of the screen to show disk use
memwtch1.zip - ACC/APP got MultiTOS/Geneva which shows memory fragmentation
alad162.tos - latest version of GEnie frontend, Aladin. Save yourself
some download charges (I didn't...) Also get aladoc14.arc

These'll be moved to the Newitems directory soon for downloading...

.s.
--
- lancer@wpi.wpi.edu - - Horses are fine, so are books -
-Official culture still strives to force the new media to do the work of-
-the old media; but the horseless carriage did not do the work of the -
-horse, it abolished the horse and did what the horse could never do. -

5279. Last Bob Brodie RT thing

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 18:57:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8b4afc@secom.ct.se>
Source record: 190680

In a message of 18 Mar 94 17:17:38, Iain.Laskey wrote:

I> Can someone please re-post the last RT where Bob Brodie mentioned Atari
I> were
I> looking at Pentium chips? Thanks.

He's said that in the last 2 or 3 RTC's I think ...

(You can get them from SECOM next time you call .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5280. Re: Stalker\Harlequin cli

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 19:41:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMxG1G.3Hq@cix.compulink.co.uk>
Source record: 190682

In message <7d.7166.1654.0N6A2308@the-spa.com>, rick.flashman@the-spa.com said:
> As documented on the read me file, if you change the clipboard drive to
>"Z" in STalker 3.02, it will use the Atari Clipboard. Any other drive
>letter and it will store the clipboard file on the specified drive. This
>"Z" drive support is what STeno is lacking.
>
> The whole problem developed when Atari came up with an initial clipboard
>standard (which we implemented in STeno and STalker). They gave us the go-
>ahead and we released the programs. Months later they called back and told
>us they changed their minds (sigh). So, STalker supports both methods (for
>compatibility with older programs {like 1st Word Plus} and STeno) and STeno
>currently only supports the old method (but we have plans to release a fixed
>version supporting the new method).

I see. I still think that Z to indicate Atari clipboard support is a
strange way of going about it. Why not have a button titled "GEM
Clipboard"? It's much clearer.

Ofir ogal@cix.compulink.co.uk

5281. SCSI contollers

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 20:02:53 UTC
From: glenn@loose.apana.org.au
Message-ID: <2mflpd$c5r@loose.apana.org.au>
Source record: 190706

I have a 1040 STe, a Kurzweil K2000 and a Syquest 105 removable. I need a
SCSI controller for the STe that allows me to run the STe and the K2000
on the Syquest (i.e. 2 hosts).
The local Atari dealer (rudely) told me that there are no SCSI
controllers for the ST that let you run 2 hosts. In other words, for Au$240
I get to put drives on the ST but I cant put my sampler or any other host
on the system.
I hope this isn't true. For one thing the SCSI controller should cost
half that, and I should be able to share the removable between the K2000
and Atari. OK it is not an ideal world but there is something fishy here.
Please tell me ,anyone, what SCSI controllers can I use on a STe and can
I have another host?
Any info greatly appreciated.
--

Glenn Reither glenn@loose.apana.org.au
"If you owned the word 'copyright' would you own everything?"

5282. Re: Programming the Falcon: which

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 20:53:00 UTC
From: Sven_Spreier@hh.maus.de
Message-ID: <A30299@HH.maus.de>
Source record: 190683

In Msg A41079@AC2, jhh@cwi.nl wrote:

JHH>Should all programs for MiNT work under MultiTos as well (e.g. tcsh).

because MTOS won't work without MiNT every MiNT program works also under MTOS

JHH>If tcsh for MiNT does not work under MultiTos

it will

5283. ATARI ST Stuff FORSALE: Reasonable $$

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 21:16:54 UTC
From: bs25@bonjour.cc.columbia.edu
Message-ID: <2mfq46$9cu@apakabar.cc.columbia.edu>
Source record: 190710

******** ATARI ST STUFF FORSALE *******

The following ATARI ST equipment is For Sale. All Prices
are negotiable, but don't get crazy with the offer(s). All
equipment is used and in good working condition unless otherwise
stated. Prices do NOT include shipping.

- Atari SM 124 monochrome monitor - $50

- Atari SC1224 color monitor - $110

- Magic 14" SVGA monitor - $300

- TOS 1.02 two chip set (for MEGA ST's) $12

- TOS 1.2 six chip set (for 520ST/1040ST's) $12

- TOS 1.4 six chip set (for 520ST/1040ST's) $28

- original Atari mouse - $15

- MiniScribe 65 meg RLL HardDisk (same as in the MEGAFILE 60) $75

Reply to: bs25@columbia.edu

5284. Re: Wanted PC util to read ST disks

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 21:28:49 UTC
From: mguidry@new-orleans.NeoSoft.com
Message-ID: <2mfqqh$b0e@new-orleans.NeoSoft.com>
Source record: 190708

In article <1994Mar16.090422.17505@nomina.lu.se>,
Tore Nestenius <dt93tn@pt.hk-r.se> wrote:
>Does anyone know if there is any PC program/utility that allows me to read
>normal ST formated Atari ST disks on the PC? (I just hate to reformat every
>disk that i want to read on the PC!)
>

I have a little freebie utility called ST2DOS that a dos machine will run to convert an ST disk to dos format. It's short, sweet, does nothing else, but works fine.

I am new to internet [I have spent 15 minutes trying to send this message so far], so I will not attempt to post it to a binaries group. Will see if I can mail it to you if that is possible. Wish me luck

The author of the program is Arno Schaefer schaefer@silene.imag.fr If you don't hear from me, perhaps he can help you.

5285. Dead Hard Drive!

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 23:19:12 UTC
From: rbrand1@umbc.edu
Message-ID: <2mg19gINNecl@umbc8.umbc.edu>
Source record: 190713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A couple weeks ago my hard drive died for no apparent reason. It was working fine, but then I tried to reboot and the hard drive wasn't responding.
I'm using a 520 st with 1 meg RAM and the drive is a Supra 20Mb 3.5". I tried reformating the drive, butI get a message "Hard Disk Error! Class 3 : Code 25 : Address 0". Does anybody have any idea what happened to the drive and how I can fix it?

--
GoZeR the Gozerian | Life is shit and I just stepped in it
email: gozer@ins.infonet.net | "Good, Bad, I've got the gun."
Lions : 6 | Barney-To love it is to have been
Christians : 0 | molested as a child

5286. Reading ST format floppies on IBM

Newsgroup: comp.sys.atari.st
Date: 1994-03-19 23:41:33 UTC
From: neil_f@tdc.dircon.co.uk
Message-ID: <2mg2jd$rni@tdc.dircon.co.uk>
Source record: 190715

Does anybody know how to go about reading ST format floppies on an IBM PC?

Much obliged if anybody could help out here.

Thanks

Neil_F (Neil Francis) | InterNet: neil_f@dircon.co.uk
Islington, London | Voice: 071 609 3113

5287. Atari ST Software for Sale-Updated List

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 00:34:16 UTC
From: crowder@netcom.com
Message-ID: <crowderCMxtL5.EE2@netcom.com>
Source record: 190686

We still have the remaining Atari ST software for sale. All software packages consist of original diskettes and documentation. All prices include shipping within the US. Any reasonable offer will be considered. If interested, please email me at CROWDER@NETCOM.COM.

Thanks,
Elaine

Professional Craps..... $13.00
Borrowed Time..... $13.00
Mindshadow..... $13.00
Bartender's Guide..... $13.00
Thunder (spell check)..... $13.00
Math Talk..... $13.00
Shareware Disk..... $ 8.00

--
Email: CROWDER@NETCOM.COM

5288. Re: What the heck is an "AS 400"?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 01:37:28 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.764127448@gold>
Source record: 190721

In <CMv0vo.GDI@cs.vu.nl> fvkampen@cs.vu.nl (Kampen van F) writes:

>marco@sys6626.bison.mb.ca (John Perry) writes:

>>I know this is off-topic, but this is the only newsgroup I frequent and I
>>have no idea where this question should go (actually, if I knew where it
>>should go I wouldn't have this question!).

>>Does anyone know what an AS 400 is?

>>Thanks in advance.

>As for as I know, the AS400 is some sort of mainfraim manufactured
>by IBM. It is resonably old, but still used...
>So, the A does not stand for Atari ;-) Pity.

> Florentijn

The AS/400 is a midrange system like a minicomputer, and it is not very
old. It was released in 1988 and new versions are released quite often.
It is mainly used for business type applications, but can used for
client/server stuff.

5289. RE: FALCON/'040 BOARD

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 01:46:00 UTC
From: Wayne.Barnes@mettav.royle.org
Message-ID: <764139304.0@mettav.royle>
Source record: 190730

my
> convenience. The Falcon has lost its ligetimacy as a general purpose
> computer.

> You know, I've gone out to buy a Mac so many times but the smarmy names
like SUITCASE and the whole twerps in red braces and glasses image
just puts me off. Anyway ATARI has always ensured that I earn my daily
bread for a lot less than a MAC (even the POWERPC) will do. However
my beliefs are open for change.

* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)

5290. HELP: GEMINI 2

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 01:46:00 UTC
From: Wayne.Barnes@mettav.royle.org
Message-ID: <764139304.1@mettav.royle>
Source record: 190731

YOuve changed the directory since you unpaked the GENMINI arc file.
Delete yr current GEMINI and unpack again. IT is all something
to do with INSTALL.MUP etc ... I tried GEMINI2 once actually I
prefer the earlier version. This one seems to have sometning to do
with UNIX and C users which I am not......Also I have the impression
from the authors docs that he was fed up with it.#
SERIOUSLy it's probably great. I'll translate the docs into every
day-Atari-user english shortly so hold on till then.
Unpack GENMINI2 into the area (partition) that you wish it to remain
in. More later...
* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)

5291. Re: SCSI contollers

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 03:20:08 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mgfd8$i0u@golem.wcc.govt.nz>
Source record: 190688

In article <2mflpd$c5r@loose.apana.org.au>, glenn@loose.apana.org.au (Glenn Reither) writes:
>I have a 1040 STe, a Kurzweil K2000 and a Syquest 105 removable. I need a
>SCSI controller for the STe that allows me to run the STe and the K2000
>on the Syquest (i.e. 2 hosts).

>Glenn Reither glenn@loose.apana.org.au

From what I can remember ICD stated some years back that they were producing such a device, may be the lack of interest has caused it to be droped...

Bye the way does any one know if ICD has gone belly up..???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5292. Re: Comm recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 03:23:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mgfj1$i0u@golem.wcc.govt.nz>
Source record: 190689

In article <JY3Po7f.dowdle@delphi.com>, dowdle@delphi.com writes:
>DJ Wipeout,
>
>
> RE: SCSI interface - My recommendations - ICD's LINK, hands down winner!
>
>TYL, Scott

The LINK is only intended for external connection to a MAC/PC box type hard drive, the ADscsi would be far better for those that make there own box and that one supports Parity, the LINK does not.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5293. Re: SCSI contollers

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 04:13:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mgiho$3gm@mailer.fsu.edu>
Source record: 190690

Glenn Reither (glenn@loose.apana.org.au) wrote:
> I have a 1040 STe, a Kurzweil K2000 and a Syquest 105 removable. I need a
> SCSI controller for the STe that allows me to run the STe and the K2000
> on the Syquest (i.e. 2 hosts).
> The local Atari dealer (rudely) told me that there are no SCSI
> controllers for the ST that let you run 2 hosts. In other words, for Au$240
> I get to put drives on the ST but I cant put my sampler or any other host
> on the system.
> I hope this isn't true. For one thing the SCSI controller should cost
> half that, and I should be able to share the removable between the K2000
> and Atari. OK it is not an ideal world but there is something fishy here.
> Please tell me ,anyone, what SCSI controllers can I use on a STe and can
> I have another host?
> Any info greatly appreciated.

Well, if I understand you correctly, here are some pertinent points

1. Your two devices certainly could not read/write to the device at the
same time.

2. Your two devices _may_ be able to both be hooked to the same SCSI bus
that the Syquest is using. For example, if you had an internal ST host
adaptor connected to a 50 line SCSI ribbon cable which ended in an external
Centronics style SCSI plug (I have seen them set up that way, from Toad
computers for one), you could probably plug the other device into that
external jack and use the drive from the K2000, given that the computer
to which the host adaptor is connected is turned off. That is a guess :-)

3. Another option would be to use an ICD Link, which is an external host
adaptor, and simply plug the drive into whatever device you want to use
at the moment. This is sure to work, given that other jumpers on the Syquest
don't have to be manipulated every time (like parity, for example).

Note that when you say "controller", you really mean "host adaptor". The
Syquest has its own built-in SCSI controller (as does any embedded SCSI
drive).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5294. Moniterm monitor on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 04:19:02 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mgirm$bqr@cxc1.cl.msu.edu>
Source record: 190691

Has anyone successfully attached a Moniterm monitor to a Falcon? Is there
an interface/driver combo available anywhere?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5295. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 05:59:03 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2mgon8$bg@aggedor.rmit.EDU.AU>
Source record: 190725

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <i190ic1w165w@sys6626.bison.mb.ca> John Perry wrote :

: >sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard) writes:
: >
: >> There is a full working demo of Coma on most Atari FTP sites,
: >> now upto version 1.8, or is it 1.08..Very good....
: >
: >Can you tell me if this program can send faxes from command-line commands
: >or something similar?
: >
: If you need a fax program which can send fax'es from a command-line, you
: can use HackFax. It's 100% command line Class 2 fax software.

I have tried to use both hackfax and coma.. coma I figured out and actually
got it to send a readable fax...

hackfax sends a shortened (unreadable) fax.. and receives a garbled mess...

Can people put their heads together and _define_ a received fax standard file.

Coma can not read hackfax received faxes... sendfax cannot send files
generated by wp2fax.. it a BIG MESS...

: Greets
: Kim

--

Rob. (roba@nutmeg.ntu.edu.au)

5296. Re: Restricted Access on UMICH?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 06:13:47 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2mgpir$bg@aggedor.rmit.EDU.AU>
Source record: 190728

J S W Chan (ma2jswc@midge.bath.ac.uk) wrote:
: I wouldn't use wuachive, it's even more congested than umich!
: Try the umich mirror at:-

: src.doc.ic.ac.uk in /packages/atari/umich/

Or for those with gopher try..

gopher.archive.merit.edu 70

--

Rob. (roba@nutmeg.ntu.edu.au)

5297. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 06:43:28 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <528_9403201107@dswhq.omahug.org>
Source record: 190692

> Falcon is not notorious for its raging fast SCSI-II port, and the
> internal IDE drive (which I refused to purchase for this very reason)
> is a dog. --

I'm getting 1648k/sec with an 11 ms access on my 128meg Quantum Prodrive LPS
with ICD according to RateHD.

Later,
gizmo@dswhq.omahug.org

5298. SpeedoGDOS and DJ550C

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 07:19:28 UTC
From: kfason@csn.org
Message-ID: <CMyCCI.MI7@csn.org>
Source record: 190727

Welp, I just got me a DeskJet 550C today. Prob is, the 550C driver w/ Speedo doesnt seem to work.. It just ejects the page completly. I have it set to Final, letter, and B/W (tried all colors too).

Right now I am using the DeskJet 500 driver which works, but I would like to use the DeskJet 550C driver instead...

Anyone else have probs or did theirs work fine? I recopied the driver so its not that... but my version of Speedo is 4.1, and Works is 1.(0)2.

thanx.

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

5299. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 07:38:21 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCMyD7y.37v@netcom.com>
Source record: 190732
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,ba.market.computers

```
Software for sale - - - - - Software for sale

MultiDesk Deluxe 3.4a -- $20
LookIt 1.2 / PopIt 1.3 -- $15
DC Utilities -- $5
Tempus 2 -- $15
Wordflair II -- $50
Degas Elite -- $15
Flight Simulator II -- $20
Cardfile 4.03 -- $30

All prices include shipping. All programs come with disks and
original manuals. Everything is in excellent, pristine condition.

If interested, please contact me at ekrimen@netcom.com, or on GEnie
at AEO.5.

Thanks!

Ed Krimen

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
```

5300. Re: Flash II

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 08:37:17 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <EF2MBYFN@math.fu-berlin.de>
Source record: 190736

In article <9403170229.AA01439@infocom>, Joseph_Hogan@UQAC.UQuebec.CA (Joseph Hogan) writes:
>Send your problems to the address for MisionWare software:
>
>j.trautschol@genie.geis.com

John has been very good about answering questions and taking bug reports etc. I sent him some captures of VT emulation bugs I encountered in the demo of 2.2. He sent them on to the programmer and has kept me informed about what is going on. He said that when the bugs get fixed, they may release a new demo.

One of the problems that I made him aware of was the new Z-Modem capability. From what I have heard, only a handful of PC programs support this new version of Z-Modem (and possibly Storm although *I've* never gotten Storm's Z-Modem to work AT ALL). Does anyone have a summary of the advantages/changes from older versions, and possibly even where to get new source so that I can pass this on to John?

BTW, I don't even own Flash II yet, but as soon as the VT bugs are gone, I'm there! <g>

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

5301. Re: Restricted Access on UMICH?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 08:54:36 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <VF2MBSTN@math.fu-berlin.de>
Source record: 190737

I know that several responses have been posted concerning getting in on umich, but I must add one since there is one option that I have not seen mentioned. I found this in one of the files in the Info directory I think. It has served me well when umich is busy.

If you have gopher access, gopher to nic.merit.edu and choose Merit Software Archives on the main menu. Choose Atari on the next menu, and you can use gopher to get your files. Files marked with <PC Bin> will automatically default to saving to disk when chosen. Text files can be viewed or saved. Pretty nice actually, since you no longer need to worry about binary or ascii mode for files. I think it is a little slower than FTP, but it works when the archives are busy!

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University	hwl0978@tntech.edu	h.lester1@genie.geis.com

5302. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 09:05:13 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <7F2MBD4N@math.fu-berlin.de>
Source record: 190738
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CMtow0.AFC@dutiws.twi.tudelft.nl>, rowdyb@dutiws.twi.tudelft.nl (Rowdy Blokland) writes:
> Obvious QUESTION: * Is programming an IMMEDIATELY RESPONDING!, FLUENT! and
> FAST! terminal emulator some kind of well-hidden
> secret that only the developer of PC/Intercomm
> knew about ?

Well, I have been using Flash 1.6 with our school's VAX, and have only found a couple of quirks with the VT100 emulation which are simply limitations of the program (Bold and Blinking characters show up as inverse). Flash 2 looks very promising in that respect as well. I had a major problem with the VT emulations on our VAX running VMS when DEC_CRT is set (the default), but I passed these on to John Trausholdt, and they should be fixed. I expect to be upgrading to Flash 2 soon.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

5303. Who was at SAC '94 ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 09:11:58 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2mh40u$370@usenet.INS.CWRU.Edu>
Source record: 190740

I'm looking for anyone who attended SAC '94 that would be interested in writing a "review" or "informational" article on the show for the next issue of CAIN. Please let me know if you could do this...

Send e-mail to aa338@po.cwru.edu (or reply via e-mail to this message)...

Thanks a million!

-Mark Leair
Publisher CAIN
--

5304. Atari shows/Convention Information Requested

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 09:13:59 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2mh44n$3hv@usenet.INS.CWRU.Edu>
Source record: 190741

```
If you have any information on upcoming computer shows that are including
Atari computers, please send the information to "xx004@po.cwru.edu" ...

--
```

5305. Re: Want to buy ...

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 09:19:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A64036@SL.maus.de>
Source record: 190695

Hi Axel!

AF>I'm looking for any Infocom textadventure. Please mail me if you got
AF>anything to offer.

You think, anybody will get rid of *these*? I don't
I have HHGTTG and don't wanna sell it - due to the feelies :-)

But I've heard something interesting:
There's a new release of the old Infocoms for DOS machines. And these should be
useable on Ataris with a PD-frontend for the GAME.DAT files?

Soory I don't know more about it, but you should contact Activision (I guess)
or distributors of'em.

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

5306. Re: Questions...

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 09:50:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A64037@SL.maus.de>
Source record: 190696

Hi Ari!

F>Living here in the US has its advantages but not when Atari specific
F>info is concerned...
Well, Germany might help you ;-)

let's see:

F>Does anybody know the status of GFA-BASIC 4.0 - the much heralded
F>release that is supposed to fully support the Falcon?

I don't find the - written - info about it in the ST-Computer magazine, but I think I've read that it takes some to be released
F>Does anybody know if and when the 386 version of COMPO's FalconSpeed PC
F>emulator is slated for release?

I don't know about that. But Hard&Soft (German dealer with lot's of Atari-stuff) is about to release a DOS-Emulator based on a 486SX-processor. They wanted to introduce it this weekend on a show in their shop. Maybe there'll be some info about it from people who have been there ...

F>my 4/85 SC1224 60hz RGB machine
Think you should get a VGA-monitor soon (with a 'graphics-card' like Screenblaster, BluowUp030 or screen resolution card ...). Save some money. If you want to use a DOS emulator with your Falcon, a VGA should be strongly recommended ...

I don't have ftp, so I don't know from which site you'll get the games. One way would be: send me an envelope with some money and a disc (filled with soft) and you'll get it from me. Address comes if you send me an email asking me to do it.

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

5307. Re: ANSI/BBS

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 10:41:58 UTC
From: c.mother@tbag.tscs.com
Message-ID: <c.mother.0fv9@tbag.tscs.com>
Source record: 190602

EM> The second is called TAZ from Neat 'n Nifty, which does 16 colour, 80
EM> column ANSI in medium res using page flipping to get the enhanced colours;
EM> the
EM> result is VERY flickery, but if you can put up with it, it's a very nice
EM> term
EM> program that has a few more features than ANSITerm, and looks a lot like
EM> Telix
EM> on the PC.

I already have AnsiTerm 1.91 (I'm a Beta-Tester) You probably saw my name in the Doc file. I'm a good friend of Timothy.

I was wondering where I can find TAZ I never seen it before. And if you have it is there any way you can send it to me. If you want I can send you a SASE that is big enough for the disk. ANd you can send it to me.

Or do you know if it's on GEnie. I will be on there pretty soon myself.

Clifton Mothershed!

5308. WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 11:03:41 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <GJ2MBIWQ@math.fu-berlin.de>
Source record: 190744

The documentation to WINX 2.1 mentions that WINX can be installed on TOS 1.xx without the use of GEMRAM and will only occupy 16k. It also states that only a subset of the patches is used in this mode. What it doesn't say is exactly what patches are applied when run in this mode. I'm using a 1 Meg machine, and memory is tight. If this method will add enough functions to be useful, I may install it this way. I know the author of WINX reads this group, so could you please tell me exactly what features are/aren't available in this mode? Thanks.

Hiram W. Lester, Jr.	School:	Home:
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Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

5309. Bootup configurators?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 11:10:30 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <NJ2MB93Q@math.fu-berlin.de>
Source record: 190745

I've been using DeskManager in my auto folder to allow me to change boot configurations, but this program has not been updated to take into account such programs as ACC13.PRG and XCONTROL.ACC.

What I would like to find is a program similar to DeskManager that will allow accessories to be located in a subdirectory (ACCS) and will allow selecting CPX's at bootup.

I looked at SuperBoot 8.1, and it allowed the accessories to be located in a subdirectory, and I thought I could use one of the configurable file types for CPX's, but it wants those files to be .??X when deselected instead of .CPZ like XCONTROL does. Also, it didn't have preset files like DeskManager has (although I could live without these if the other 2 things can be done.)

Any suggestions?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

5310. Transcendence

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 12:05:28 UTC
From: warrl@hebron.connected.com
Message-ID: <2mhe68$gh7@hebron.connected.com>
Source record: 190748

Such patience... here it's been most of a day with no response to a request for one specific piece of software. How thoughtless of us to be so slow!

Anyway, I just uploaded the freeware version of Transcendence to atari.archive; it should be available soon.

(Actually, I uploaded it *twice* because I forgot to switch to binary mode FTP for the first one.)

BTW, support (the author) is R.WATSON15@Genie.geis.com
:

5311. Re: HardDrive woes!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 13:18:56 UTC
From: vctec@westminster.ac.uk
Message-ID: <CMyszL.Isn@westminster.ac.uk>
Source record: 190697

In article <9403190339.AA10434@infocom> Joseph_Hogan@UQAC.UQuebec.CA (Joseph Hogan) writes:
>Hello,
>
>I would like to ask some help of any one out there with hard drive
>experience. I will state the problem first.

I'll try my best..... ;-)

>
>I lost a partition!! My system does not recoginize it.

Something like this happened to me about a week ago..... think we're on similar wavelengths here.

>
>I have five partitions on my harddrive, and only for of them register
>as being in existence. I can access C, D, E and F, but G does not
>exist. Actually, it is the fourth partition that has disappeared.

Like wow.......I have 8 partitions C-J, and the ones that went missing were E and F (Minix Partitions). I had just installed Minix onto these, and when I booted up in TOS, E and F were there, but the last 2 I and J were not existent. What had happened was that the MINIX partitions were not there, and the G had become E, and H had become F and I had become G, and so on....

>
>Okay, here is what I did up to the point of the disappearance.
>
>I was running Speed of Light v2.6, while under Geneva v1.02 in low
>resolution. I tried to view a file, and then while the GIF file was
>loading, I got an 'illegal AES' call, and then Speed Of Light exited
>and I was back at the Geneva screen(no desktop). I rebooted(warm),
>and I brought up the newdesk(TOS 2.05), and I went to open up drive F,
>which is where my Comm programs are, and where my incoming files are.
>Instead of coming up with my files on that partition, I saw files from
>what I thought were on drive G. I made sure I opened the right drive,
>and I did.

>I tried opening up all the partitions, and there were only four that
>would open up. The 4th partition was missing. I loaded up Diamond
>edge, just to get a look at 'All the partitions' info, and see if they
>were all there. There were four partitions shown, not the 5 that I
>knew I had.

I don't know much about Geneva, but what is the File system like? Is it normal TOS? or is it something like Minix? Could be because of this reason.

>Next, I loaded up the ICD format program, to check out the existing
>format of the HD. There are indeed 5 partition on the disk, but I
>haven't got the foggiest idea how to get to the 5th one. If there if
>any one who can help me, give me ideas, I would be very greatful.

I tried the ICD utils that came with the Link, and all partitions were
there.....that relieved me a bit. However, what I did not understand was that
when the comp. booted up, it only registered 6 out of the 8 partitions.

So I tried the Desktop program, and some of the other utils that came with the
Link. The Minix Partitions did not have any names...I did set names on these
partitions before.... So I placed names for these partitions, saved the info,
and rebooted. Wow....everything was fine, and has been since then.

So here is my experience on something similar. I have TOS2.06, and the
partitions concerned were Minix ones.

Hope this helps, and tell me how you get along.

>I'll even buy you one of the 'Virtual' beers.

I don't drink beer, but thanks anyway....how about a virtual Tequilla Surprise?

>
>Thanks for any help that you can be. My hard drive depends on it.

No probelm....

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5312. Re: Falcon res problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 13:56:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A6854@M4.maus.de>
Source record: 190698

>New AESes have a 'change res' message... does anyone know what apps
>should really do when they receive this? Abort? Save sufficient state to
>be able to restart, and then abort? Close all workstations, wait for the
>all-clear, and then reopen everything?

First, you have to tell the AES with a shel_write() call that your program
knows about res changes.

If the message comes in,

Prompt the user with an alert saying something like:

"About to change resolution [blah blah] - Save Abandon Cancel"

If the user selects "Save" or "Abandon", do so, close all windows and terminate
your program.

If he/she/it chose "Cancel", there is another message you can send back to the
initiating program to inform it to stop the res change process.

bye, Peter

5313. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 14:09:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A6855@M4.maus.de>
Source record: 190699

>The next version of Atari Works will be called: Atari Doesn't Work.

I've seen a machine at an insurance's office, where the Microsoft Works icon quoted "Microsoft Sucks" :-)

5314. Re: Replace system-font

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 14:12:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A6856@M4.maus.de>
Source record: 190700

>This very easy to do. There's a line-a call to find the position of the
>fonts in memory. The fonts are arranged this way: 1 byte for each
>character, then the second byte for each character, then the third byte
>for each character and so on. So the letter A would be in positions:
>65+0*256,65+1*256,65+2*256 and so on. For Low/Medium Rez the characters
>have 8 bytes each, for high Rez it has 16 bytes. I don't know about the
>Falcon but I think they're also 16 bytes. All you've to do is change
>those bytes.

...except that this will only work in ST compatible screen modes. Line-A is
only maintained for backward compatibility.

5315. Re: EXCUSE ME

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 14:30:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A6857@M4.maus.de>
Source record: 190701

```
>JP> J.P. Bogers, M.D. Universitaire Instelling Antwerpen (UIA) Lab
>Pathology
^^^^^^^^^ All brain-dead, huh?

No, just too much Formaldehyd in the air there...
```

5316. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 15:04:02 UTC
From: d92jk@efd.lth.se
Message-ID: <2mhol2$q1b@nic.lth.se>
Source record: 190749

Is there a WinX available which works with Multitos?

Johan Karlsson (d92jk@efd.lth.se)

5317. Re: ****VERY IMPORTANT READ THIS !

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 16:02:00 UTC
From: Arndt_Baecker@w.maus.de
Message-ID: <A3201@W.maus.de>
Source record: 190702

In Msg A41764@AC2, unknown@unknown.uucp wrote:

>OASK>1) Immediately mail $1.00 to the first 5 (five) names listed below
>OASK>starting at number 1 through number 5. Send CASH only
>OASK>please (total investment $5.00). Enclose a note

here in germany this "game" is called "snowball-system" and is strictly forbidden! if you think you get rich, think about the system. you will see that only the first participants will earn much more money than they spent. all others will earn only the money they spent and the last participants will never get their money back!

Ciao, Arndt.

5318. Re: Comm recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 16:18:08 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMz1A8.4yC@cix.compulink.co.uk>
Source record: 190750

>I'm looking for a fairly robust terminal program for my st. The kicker: It
>needs to fit on one 720K floppy, as that's all I have in the way of drive
>space....

I can highly recommend Teddy Term by Mark Matts, version 2.12 has justy
been released today. Works on a Falcon as well.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5319. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 16:18:10 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CMz1AA.4yz@cix.compulink.co.uk>
Source record: 190601

>I don't know how this works, but i have seen it before. As far as i have been
>told, it can be controled with software. (which ofcouse isn't support on the
>Atari plaform 8-(

Ah, but the drives are being sold by System Solutions in the UK, and they
should work on the SCSI2 port perfectly, or soI am told.

>To Daron: Get another drive, you can't use the above drive if it's auto termi
>on the Falcon. However, it'll work fine on an ICD interface.

Weird, it is looking like there is a fault on the Falcon, so it's going
back to my dealer for repair next week. No idea how I'll manage without
it.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5320. Re: Bootup configurators?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 17:23:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mi0qu$hjj@mailer.fsu.edu>
Source record: 190603

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
> I've been using DeskManager in my auto folder to allow me to change boot
> configurations, but this program has not been updated to take into account such
> programs as ACC13.PRG and XCONTROL.ACC.

> What I would like to find is a program similar to DeskManager that will allow
> accessories to be located in a subdirectory (ACCS) and will allow selecting
> CPX's at bootup.

If you want the best of the best, get XbootIII. It is a bit pricey ($34 from
Gribnif, if I remember correctly), but also very capable. It can certainly
handle the CPX's, and I am pretty that it allows for ACCs in a folder.

Incidentally, I developed that opinion after finding that DeskManager would
not work on my new MegaSTE, because the newer TOSes use newdesk.inf files
instead of desktop.inf. I grabbed a bunch of of boot managers, and was
disappointed with all of them. I also dug up the ads and reviews for XbootIII
and had just about decided that I would have to buy it. Then, just for kicks,
I sector-edited a copy of DeskManager to use newdesk.inf instead of desktop.inf
files (same number of characters, so an easy hack). It works perfectly!
Thus, I am $34 richer . . .

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5321. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 17:33:50 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Mar20.173350.24403@gumby.cc.wmich.edu>
Source record: 190604

In article <CMvCH0.LzC@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
> There's a German program called HowFast which performs a comprehensive
> test, read and write of varying block sizes so you can see how your hard
> disk performs with anything from 1k to 4MB read/write.

I've used HowFast1, but wasn't sure how accurate it was. Some of the
results were a bit anomalous. For example, on a 340 meg Quantum SCSI-II
drive attached to a Falcon, it reported read rates maxing out at ~1.8 MB/s.
Testing the same drive on a Mac reported rates ~2.8 MB/sec.

I know the DMA port on at least the Mega ST's was bandwidth limited to a
maximum of 1.4-1.5 MB/sec. Does the Falcon have a similar constraint at
1.8 MB/s? I.e., the drive can do much better, but the Falcon can't? Is
there any variation in HD speeds caused by loading from video refresh?
That is, do HD transfers run faster at the less intensive ST modes than
in the 256 color (and true-color) modes, just like the CPU runs faster
in those modes due to less bus contention?

I also vaguely recall that when I tested an older drive (an LPS240) that
I had gotten rates ~1.2+ MB/sec with both RateHD and my own benchmarks on
a Mega ST, that HowFast1 maxed out at ~900 kB/sec. Since I couldn't read
much of the German documentation, I wasn't sure if there wasn't something
I was overlooking. Plus, the Write rates were always significantly lower,
which seems strange unless a verify pass was being done?

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5322. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 18:18:20 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECURBGXY@dksoft.ping.dk>
Source record: 190703

In <1994Mar18.174055.1@csc.canterbury.ac.nz> misc145@csc.canterbury.ac.nz wrote :

>Hi All!
>
>I'm looking for a comms programme that does VT-100/102 reasonably well, and
>manages to do this with full-16 colours.. I've got ANSITerm, and while it's
>does a lot better than what else I've seen (which isn't much!), there MUST be
>someone who decided to put 16-colours in med-rez! :-)

Errhm. the med-rez only supports 4 color from the Tos

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5323. Re: Any limit on size of Falcon SCSI discs?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 18:21:12 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECURBGYB@dksoft.ping.dk>
Source record: 190704

In <2d8af1ec@midinet.ct.se> Lars Reynold wrote :

>Well it's no problem with a SCSI2 1.8Gb on Falcon!

No ofcouse not. It's an Atari 8-)

>
>/Lars - (give me a BBS call Kim!)
>
If i knew where to call i would Lars. I will try the nodelist.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5324. Re: SpeedoGDOS and DJ550C

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 19:14:57 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2mi7bh$fmf@charm.magnus.acs.ohio-state.edu>
Source record: 190705

In article <CMyCCI.MI7@csn.org>, Kevin Fason <kfason@csn.org> wrote:

>
>Welp, I just got me a DeskJet 550C today. Prob is, the 550C driver w/
>Speedo doesnt seem to work.. It just ejects the page completly. I have it
>set to Final, letter, and B/W (tried all colors too).
>

I don't have Speedo, so I can't comment on the problem. However, when I
first got my 550C I had to play games with DIP switches to get it to work in
general.

-
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5325. EVEREST: netadress

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 19:51:00 UTC
From: Christian_Dalichow@ki.maus.de
Message-ID: <A51363@KI.maus.de>
Source record: 190707

Hello there!

At first: exuse my bad english...:-)

I saw the discussion about the EVEREST texteditor here in this echo.

So if you want to contact the author Oliver Schmidt, please write a message
to my adress, because he is a friend of mine.

Write for any information, questions or bugreports. He will answer, even if
you are not registrated user.

He ask me to tell you this: (not for UK and Germany)

If you want to pay for the shareware-registration, so the cheepest way is to
send the money with a letter, but no coins of cause. :-)

If your bank takes no money for changing to Deutschmark, please send 20 DM.

Or send ca 20DM unchanged.

That's all for now...

Christian

Christian_Dalichow@ki.maus.de
no mail longer than 16kb!!!

5326. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 20:12:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2miamh$m9i@golem.wcc.govt.nz>
Source record: 190709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Get yourself a copy of NVDI and all your troubles will be over.
]

Spend a fortune to fix bad programming!? (And make the system a usable
speed too.... :)

How much _is_ NVDI these days, and who sells it that can be accessed
by the outside world?

5327. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 20:42:00 UTC
From: Sven_Spreier@hh.maus.de
Message-ID: <A30326@HH.maus.de>
Source record: 190711

```
OG>It's not as simple as that, but in general a pre-emptive system allows
OG>you to control process priority.

This can also be done by a co-operative system.

OG>As an example under Geneva, background operation are likely to take to
OG>much power, making foreground operation VERY slow. Under Mag!x this is
OG>not the case.

Sounds like: pe-emptive systems are always faster; which isn't the truth
```

5328. Re: FTP.CNAM.FR

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 20:42:34 UTC
From: garbil@taliesin.emi.u-bordeaux.fr
Message-ID: <2micfq$3db@graffiti.cribx1.u-bordeaux.fr>
Source record: 190712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:
: I NEED SOME HELP...!!
:
: FTP.CNAM.FR
:
: I am trying to access ftp.cnam.fr with remote mail server, but can't seem to
: get hold of the index or any thing on there...
:
:
:
: Can some one send me a Paths to Zorg..!!! or even a Directory Path for
: a Index. or were the Atari stuff is...
:
:
: Thanks.....
:
Hello,

the path is /pub/Atari/0all
/pub/Atari/0new0
....
/pub/Atari/0new3

and 0all,.. are the INDEX files.

olivier.

e-mail garbil@taliesin.emi.u-bordeaux.fr

5329. Re: Any limit on size of Falcon SC

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 20:49:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A15621@MS.maus.de>
Source record: 190631

In article <1994Mar16.143559.966@cathy.ijs.si>, Grabnar Matija
(matija@sirius.ijs.si) wrote:
>Does the latest AHDI allow me to access disks of 2GB size? To partition
>and high-level format them correctly?

No. You'll need a third-party driver for that.

5330. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 21:00:14 UTC
From: walra@moacs11
Message-ID: <uxwfp7kzufw@moacs11>
Source record: 190714

HowFast reads/writes data from/to disk using the Gemdos systemcalls.
Obviously the reported transferrates will be lower than with RateHD,
which messes around on hw register level.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5331. Re: HardDrive woes!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 21:22:38 UTC
From: walra@moacs11
Message-ID: <_nun9fb93we@moacs11>
Source record: 190716

In <CMyszL.Isn@westminster.ac.uk>, Denesh Bhabuta wrote:

> Like wow.......I have 8 partitions C-J, and the ones that went missing were E
> and F (Minix Partitions). I had just installed Minix onto these, and when I
> booted up in TOS, E and F were there, but the last 2 I and J were not existent.
> What had happened was that the MINIX partitions were not there, and the G had
> become E, and H had become F and I had become G, and so on....

Sounds like you need to update your driver software. Drivers supporting
the XHDI 1.1 (or 1.2) standard will handle partitions with an ID "RAW"
(instead of "GEM" or "BGM"). Minix.xfs can handle minix filesystems on
"RAW" partitions, but Gemdos will not be able to access "RAW" partitions.
Gemdos will know that those partitions exist, but when it tries to get the
BPBs for those partitions BIOS will report an error.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5332. Re: SpeedoGDOS and DJ550C

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 21:24:48 UTC
From: kfason@csn.org
Message-ID: <CMzFHD.LC8@csn.org>
Source record: 190717

Jeff Poling (jpoling@magnus.acs.ohio-state.edu) wrote:
: In article <CMyCCI.MI7@csn.org>, Kevin Fason <kfason@csn.org> wrote:

: I don't have Speedo, so I can't comment on the problem. However, when I
: first got my 550C I had to play games with DIP switches to get it to work
: in general.

Well, I had no probs getting it to work from Image Copy2, Gemview, or the
desktop. The only dip switches I flipped where the skip preferations, and
change to 66 lines/page. That was it...

What are yours set too?

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

5333. What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 21:25:33 UTC
From: jeff@jupiter.ame.Arizona.EDU
Message-ID: <2mif0d$ki3@auggie.CCIT.Arizona.EDU>
Source record: 190718

Just thought I've been reading this news group far too long,
and it was time I asked. (I may be missing subtle points here.)

5334. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 21:40:12 UTC
From: walra@moacs11
Message-ID: <z44m26gshj6@moacs11>
Source record: 190719

In <2mhol2$q1b@nic.lth.se>, Johan Karlsson wrote:

> Is there a WinX available which works with Multitos?

Or better yet, one which works with MagiX?

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5335. Re: Using Pure C with another editor?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 21:50:00 UTC
From: olov.johansson@p4.stacken.ct.se
Message-ID: <2d8cc644@p4.stacken.ct.se>
Source record: 190720

> Funny coincidence... Recently I encountered Eveerest too, and since I
> hate the PPC editor as much as you seem to do, I asked myself the very
> same questions.
> Now there's a problem: it is not possible (in a straightforward way,
> that is) to get hold of the PC error messages. It's obvious that this
> is a *huge* drawback of using an external editor.

Yes, it really is... But...

> And here is the solution: I decided to write a PC shell -- i.e. a
> program that allows you to easily switch between compiler, assembler,
> linker, editor and resource-editor. The shell will be abl to perform
> most normal PC tasks -- i.e. setting of comp/ass/link options, invoking
> 'make', 'debug', 'run, 'compile', 'link', 'execute', etcetera. And the
> best part of the story: it takes care of the compiler output (i.e.
> warnings/erros) being sent to a file instead of the screen, so that
> you'll be able to use Everest's error-handling feature.

That's great! I think that's just the kind of program I need!

> Now ain't that nice of me? :-)

Well... It sure is! :-)

> But... I only started working on this thingy a week ago, and I'm very
> busy so work doesn't progress as fast as I'd like. That means it will
> probably take a few weeks before it's up and running -- but as soon as
> it is, I'll post an announcement in this newsgroup. So keep your eyes
> wide open for a subjectline like "New upload: shell for Pure C".

Ok, I will!

> In the meantime: try to live with things as they are...

Do I have a second choice...? :-)

.|\.|....|\.|...../ Fido 2:204/419.4 NeST: 90:1100/110.4 /
| \|[][]| \| of / EAL UseNet: Olov_Johansson@p4.stacken.ct.se /\
....

5336. No Manuals..

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 22:47:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mijq0$n02@golem.wcc.govt.nz>
Source record: 190722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi are the Falcons still being shiped with out Manuals..??

A Dealer here N.Z. brought a Falcon from the UK. has built in
Speedo/Works, and the later TOS 4.04...

But no manuals, he has been told from the firm, ? in the U.K.
that there is still no Manuals...

He did not tell me what manuals that were missing, but this does not
help in selling Atari Falcons here...!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5337. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 22:59:57 UTC
From: en351@cleveland.Freenet.Edu
Message-ID: <2mikhd$8uo@usenet.INS.CWRU.Edu>
Source record: 190723

```
IMHO = In My Humble Opinion. I could do without myself.
```

5338. Re: Bootup configurators?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 23:02:16 UTC
From: vij@vnet.ibm.com
Message-ID: <2miklo$ggi@tornews.torolab.ibm.com>
Source record: 190724

In <2mi0qu$hjj@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
>Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
>>
>> I've been using DeskManager in my auto folder to allow me to change boot
>> configurations, but this program has not been updated to take into account such
>> programs as ACC13.PRG and XCONTROL.ACC.
>>
>> What I would like to find is a program similar to DeskManager that will allow
>> accessories to be located in a subdirectory (ACCS) and will allow selecting
>> CPX's at bootup.
>
>If you want the best of the best, get XbootIII. It is a bit pricey ($34 from
>Gribnif, if I remember correctly), but also very capable. It can certainly
>handle the CPX's, and I am pretty that it allows for ACCs in a folder.
>

I'm using XBootIII on my Mega STe with ACC13.PRG and it works well... Very
nice program.

VIJ...

5339. Jeff Minter Here on the Net..

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 23:10:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mil49$n02@golem.wcc.govt.nz>
Source record: 190612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Fo those of you that don't subscribe to rec.games.video.atari.

Jeff Minter is now on here......

A well known Atari Games programer....

Wrote the TEMPEST 2000 game for the Jag...!!!

Newsgroups: rec.games.video.atari
From: yak@cix.compulink.co.uk ("Jeff Minter")
Subject: Re: Lynx game I would like to see
Message-ID: <CMu80x.K7w@cix.compulink.co.uk>
Organization: M & S
Date: Fri, 18 Mar 1994 01:55:44 GMT
Lines: 11

I hope you none Games folk don't mind me posting this here..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5340. Re: ****VERY IMPORTANT READ THIS !!!****

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 23:27:57 UTC
From: craig@loose.apana.org.au
Message-ID: <2mim5t$jd6@loose.apana.org.au>
Source record: 190729

Get off here you idiot!!!!!!!!!!
--
A sig is a sig you dig you dig - and no one can talk to a sig you dig -
that is of course unless the sig is the famous Mr SIG!!!

* Craig Harnath craig@loose.apana.org.au Australia *

5341. Re: No Manuals..

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 23:43:26 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2min2u$nj6@golem.wcc.govt.nz>
Source record: 190613
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Hi are the Falcons still being shiped with out Manuals..??
]
] A Dealer here N.Z. brought a Falcon from the UK. has built in
] Speedo/Works, and the later TOS 4.04...

The machine in question is/was not a standard public model, it was packaged as a dealer model. It was also bought about 4-5 months ago, so the situation is not likely to be the same!

] But no manuals, he has been told from the firm, ? in the U.K.
] that there is still no Manuals...

A lot of the Falcons were shipped without manuals, and supposedly you could send your registration card to Atari and they would send you the manuals when they were ready.

]He did not tell me what manuals that were missing, but this does not
]help in selling Atari Falcons here...!!!

As there are probably less than 50 people in the country that know of them, and even less that know that this non-chain store is selling them, then I don't think manuals would make much difference!

Also, the people that would know of them, are pretty much only Atari-users, and should be able to work out how most of the (very simple) programs work!

5342. Re: Long filenames (Was: Mega STe vs 1040 STe)

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 23:44:14 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1674@usdtsg.DaytonOH.NCR.COM>
Source record: 190616

In article <2d89d094@p2.stacken.ct.se> patrik.sanfridsson@p2.stacken.ct.se writes:
>In a message of <17 Mar 94 06:52:52>, Rickard Troedsson writes:
>
> > And this time DON'T name the archive something with 2 dots in it! It
> > may work ok on a UNiX machine, but we have to live with FTP on PC's at
> > school! It'as IMPOSSIBLE to GET an archive with "stuf.lzh.stuff" or
> > whatever CoNnect v2.46 had on atari.archive ..)
>
>Try this: get very.long.filename newname
>
>ftp should then rename the file to 'newname' before saving...

Yep, so doing a "get thisfile.tar.Z thisfile.tz" will save the file on
your system (PC or whatever) as "thisfile.tz".

Another little helpful thing you can do with FTP is type "hash" at
the ftp> prompt. This should turn on the "hash marking" which will
display some sort of character (probably a "#") at some arbitrary
points in the downloads (usually every 1024bytes or 4096bytes).
This way you can get a "feel" for how fast the download is going, and
how far it has gone...

One last trick that may help some of yunz if you're trying to get Max
files to run under Spectre GCR. Sometimes you might run across a
file with spaces in the filename (like "This Is a File"). If you
try typing "get This Is a File" you'll probably get a file-not-found
error or something like that. The trick to getting such files is
to put QUOTES around the filename - so you can do something like this:

ftp> get "This Is a File" thisfile

will save that thing as "thisfile"...

This should work with nonstandard filenames with spaces and other
funky characters in the filename.

Ain't the internet fun? :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5343. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 23:47:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1675@usdtsg.DaytonOH.NCR.COM>
Source record: 190617

In article <2mhol2$q1b@nic.lth.se> d92jk@efd.lth.se (Johan Karlsson) writes:
>Is there a WinX available which works with Multitos?

Not sure, but the latest version of Gemram/Winx seems to work okay
under MiNT (1.08, 1.09, and 1.10) - at least it is as I'm typing...
<crash> :-)

Come to think of it, what would Winx give you under MTOS that you
wouldn't have already?

I'll have to see if it works with Geneva as well...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5344. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 23:53:25 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1676@usdtsg.DaytonOH.NCR.COM>
Source record: 190733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2miamh$m9i@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>] Get yourself a copy of NVDI and all your troubles will be over.
>]
>
>Spend a fortune to fix bad programming!? (And make the system a usable
>speed too.... :)

Blame Atari on that one - if the built-in system was written with optimization in mind, there wouldn't be any need for Warp9/NVDI, etc. Those programs use official "GEM" programming, so they are limited by GEM (or GEM enhancements) but should also stay compatible with any future upgrades, graphics cards, etc. Some programs that are written with optimization (such as Uniterm, which BTW is an excellent program in its own right) work fine in the modes they are written for, but then are limited by just those things as well. It's pretty much "which limitations do you want to work with?"

These term programs aside, I'd use Warp9 (or NVDI) regardless as the speed increase shows up in almost everything...

>How much _is_ NVDI these days, and who sells it that can be accessed
>by the outside world?

Not sure (it's a bit pricey at least) - in the U.S. you could probably get it from Toad Computers, etc. Not sure outside the U.S...

Warp9's been working fine for me, so I haven't found a need to swich over as of yet...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

5345. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-20 23:55:38 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1677@usdtsg.DaytonOH.NCR.COM>
Source record: 190734

In article <2mif0d$ki3@auggie.CCIT.Arizona.EDU> jeff@callisto.Arizona.EDU writes:
>
> Just thought I've been reading this news group far too long,
>and it was time I asked. (I may be missing subtle points here.)

IMHO = "In my humble opinion"
BTW = "by the way..."

Does anyone know if there is a "dictionary" of such acronyms available
on the net? I've seen a "smileys :-)" dictionary of sorts (at least
a collection of them) so I'd assume there was an acronym one as well.
Then again, I have been wrong once or twice in my life ;-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

5346. Re: ANSI/BBS

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 00:12:14 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <764361050.0@mettav.royle>
Source record: 190735

While waiting for a No.19 bus, on 16 Mar 94, Hiram Lester,
said...
HL> Is this shareware as mentioned in the original post? If so,
where
HL> can it be obtained? I use ANSIterm from time to time, but it
lacks
HL> several major things
HL> that I miss. It's handling of the numeric and cursor keypads
make
HL> it unsuitable for calling my school's VAX. I only use it to
call
HL> some PC BBS's,
HL> and that is a rare occasion since I never have time to
anymore.

Well, take a look at the lastest version of TeddyTerm
v2.12
which will do ANSI/VT100 etc and it will handle the numeric and
cursor
keypad... it's a superb program and very easy to setup.

+----> InterNet: Steve.Basford@mettav.royle.org
<----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10
|
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10
|
+----> It is not the coldest girl who gets the mink coat
<----+

* Origin: STeve's Cyber-Island (100:1011/0.10)

5347. Re: HardDrive woes!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 00:15:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECVABCUQ@dksoft.ping.dk>
Source record: 190726

In <9403190339.AA10434@infocom> Joseph Hogan wrote :

>Hello,
>
>I would like to ask some help of any one out there with hard drive
>experience. I will state the problem first.
>
>I lost a partition!! My system does not recoginize it.
>
>I have five partitions on my harddrive, and only for of them register
>as being in existence. I can access C, D, E and F, but G does not
>exist. Actually, it is the fourth partition that has disappeared.
>
>Okay, here is what I did up to the point of the disappearance.
>
>I was running Speed of Light v2.6, while under Geneva v1.02 in low
>resolution. I tried to view a file, and then while the GIF file was
>loading, I got an 'illegal AES' call, and then Speed Of Light exited
>and I was back at the Geneva screen(no desktop). I rebooted(warm),
>and I brought up the newdesk(TOS 2.05), and I went to open up drive F,
>which is where my Comm programs are, and where my incoming files are.
>Instead of coming up with my files on that partition, I saw files from
>what I thought were on drive G. I made sure I opened the right drive,
>and I did.
>
>I tried opening up all the partitions, and there were only four that
>would open up. The 4th partition was missing. I loaded up Diamond
>edge, just to get a look at 'All the partitions' info, and see if they
>were all there. There were four partitions shown, not the 5 that I
>knew I had.
>
>Next, I loaded up the ICD format program, to check out the existing
>format of the HD. There are indeed 5 partition on the disk, but I
>haven't got the foggiest idea how to get to the 5th one. If there if
>any one who can help me, give me ideas, I would be very greatful.
>I'll even buy you one of the 'Virtual' beers.
>
>Thanks for any help that you can be. My hard drive depends on it.
>
>Thanks,
>
>Joseph

You can rebuild one partition (and without loosing data) within ICD format
program, but i'll not promis you, that your data is safe after this.

If your FAT is gone, you'll probably loose your data, if not, then everything
should be as before thr problem, when you choose to rebuild one partition.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5348. Chess software for Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 01:42:40 UTC
From: bschwarz@vax1.umkc.edu
Message-ID: <1994Mar20.194240.1@vax1.umkc.edu>
Source record: 190619

Hi everybody,

i have a friend who just bought an ATARI Falcon 030 and he is looking
for Chess software not older than from 1990. Does anybody know what is
available. Thank's in advance for your help.

Bernhard Schwarz

bschwarz@vax1.umkc.edu

5349. Re: Is there a color icon editor?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 01:59:46 UTC
From: sdssoft@delphi.com
Message-ID: <RO0NYhq.sdssoft@delphi.com>
Source record: 190739

SDS has a mono icon editor CPX called the Newdesk Icon CPX. We are almost done with a fully fleged color icon editor application called Icon Wizard. Send me your name and address in E-mail. I
I will put your info in our database and notify you when its ready. Hope that helps. P.S. No SDS Icon editor should be available on an FTP site. They are commercial products.

-Scott @ SDS

5350. Re: SpeedoGDOS and DJ550C

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 02:04:07 UTC
From: sdssoft@delphi.com
Message-ID: <Ru1sQjv.sdssoft@delphi.com>
Source record: 190621

The current Speedo driver should work fine on a DJ550C. Of course, it will only work with a B/W cartridge installed. Perhaps there is a problem with the app you're using it with?

-Scott @ SDS

5351. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 02:41:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mj1h6$m2o@uqcspe.cs.uq.oz.au>
Source record: 190622

> DM> The German market is the biggest. Period.

The German *person* market is the biggest.
The English *language* market is the biggest.

[biggest in the Atari scene, that is]
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5352. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 02:56:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMzuuF.M78@cix.compulink.co.uk>
Source record: 190742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2miamh$m9i@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:
>
>How much _is_ NVDI these days, and who sells it that can be accessed
>by the outside world?

In the UK it's System Solutions who may be contacted as
rperry@cix.compulink.co.uk or ssolutions@cix.compulink.co.uk
The price is 50 ukpounds.
Maybe it's cheaper to get it directly from Germany in your case.

Ofir ogal@cix.compulink.co.uk

5353. Re: No Manuals..

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 02:56:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMzuuH.M7t@cix.compulink.co.uk>
Source record: 190743
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2mijq0$n02@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>
>Hi are the Falcons still being shiped with out Manuals..??

Why still? I bought mine in December 1992 and it came with a manual.

Ofir ogal@cix.compulink.co.uk

5354. Re: Dead Hard Drive!

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 02:56:46 UTC
From: woodford@esca.com
Message-ID: <1994Mar21.025646.7431@esca.com>
Source record: 190641
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rbrand1@umbc.edu (brandon robert) writes:

>A couple weeks ago my hard drive died for no apparent reason. It was working
>fine, but then I tried to reboot and the hard drive wasn't responding.
>I'm using a 520 st with 1 meg RAM and the drive is a Supra 20Mb 3.5". I tried
>reformating the drive, butI get a message "Hard Disk Error! Class 3 : Code 25 :
>Address 0". Does anybody have any idea what happened to the drive and how I
>can fix it?

Class 3 is an 'Non-recovered media error', basically a bad block. In this
case, it's block 0 which is your boot sector. Looking at my SCSI docs.,
I believe Code 25 is 'Defect List Error', which could mean that your
drive's list of bad blocks is corrupted. In this case, I can't really
suggest anything. It is possible, in some cases, to tell the drive to
re-initialise its defect list, but doing so is a bad idea since you
might also erase the factory defect list. So, it would appear your drive
is toasted. Unless anyone else has any suggestions....

Cheers, Steve

5355. Doom for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 02:59:14 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Mar20.215914.1@csusys.ctstateu.edu>
Source record: 190623

I have a friend who has bugging me to find a supposed Atari ST
version of the PC game Doom. He says "some guy" told him that
it exhists on Delphi. Can a Delphi user please verify this
for me. He doesn't even know the name of the program. All he
knows is that it works on a 1 meg machine. Please E-mail me
your resonses, and possible uuencoded binary of said program.
Eric

5356. Re: GEM programming

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 04:02:39 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Mar21.170239.26668@waikato.ac.nz>
Source record: 190630

In article <CMrKDu.Ewu@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
> In message <1994Mar17.010814.26478@waikato.ac.nz>, bnp@waikato.ac.nz said:
>>
>>I was wondering if anyone had any idea where I could find some source code for
>>GEM programs: I want to write a "real" program, but only have code fragments
>>for GEM, and not a lot else. Any ideas?
>
> GEM Classes by Tim Oren is a collection of text files you may find useful.
> Which language do you use?
>
> Ofir ogal@cix.compulink.co.uk
>
>
I use C and Modula-2 mainly, a little assembly as well.
--
Bruce
bnp@waikato.ac.nz

5357. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 05:29:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mjbc2$dmj@mailer.fsu.edu>
Source record: 190642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:

> >How much _is_ NVDI these days, and who sells it that can be accessed
> >by the outside world?
>
> Not sure (it's a bit pricey at least) - in the U.S. you could probably
> get it from Toad Computers, etc. Not sure outside the U.S...
>
> Warp9's been working fine for me, so I haven't found a need to swich
> over as of yet...

It is about $100, with shipping and all. The big difference between
Warp9 and NVDI is the acceleration of GEM graphics. Warp9 does very little,
NVDI does a whole lot. I own both, and can honestly say that NVDI is worth
the extra money even if you have already bought Warp9. It is excellent!
A significant feature of NVDI is that it includes a highly optimized GDOS.
Having GDOS around all the time is very nice (surprisingly, at least to me).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5358. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 05:31:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mjbf4$dmj@mailer.fsu.edu>
Source record: 190643

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
> In article <2mif0d$ki3@auggie.CCIT.Arizona.EDU> jeff@callisto.Arizona.EDU writes:
> >
> > Just thought I've been reading this news group far too long,
> >and it was time I asked. (I may be missing subtle points here.)
>
> IMHO = "In my humble opinion"
> BTW = "by the way..."
>
> Does anyone know if there is a "dictionary" of such acronyms available
> on the net? I've seen a "smileys :-)" dictionary of sorts (at least
> a collection of them) so I'd assume there was an acronym one as well.
> Then again, I have been wrong once or twice in my life ;-)

I believe you want the GNU Jargon file. Archie should be able to find it in
numerous places (prep.ai.mit.edu should be the main source). It is a bit
large, but handy to have around (for the occasional grep). It is also
hilarious, BTW.

> --
> >>| "Some say the glass is half full,
> Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
> anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
> >>| twice as big as it should be..."

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5359. MegaSTE GST Shifter upgrade (help!)

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 05:50:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mjcji$dmj@mailer.fsu.edu>
Source record: 190746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, early MegaSTEs had a problem with their GST Shifter chips, that would cause crackling on DMA sound and a mono screen wrap problem. The fix is to install a GST Shifter chip later than rev D. I have such a MegaSTE, and am trying to perform this upgrade.

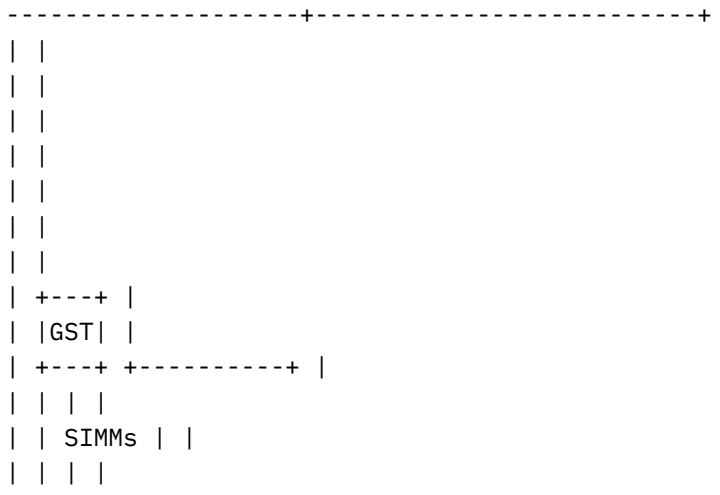
I called Best Electronics, and was a bit disappointed with the answer. Basically, they have some GST shifters, but they don't know when they were made (or what revision). They suggested that I write down all the markings on mine and call back with a description. Basically, I am hoping that I can precisely identify what chip I want, so I can call back and ask if they have any. So, I basically want to know what the markings are on the "good" chips.

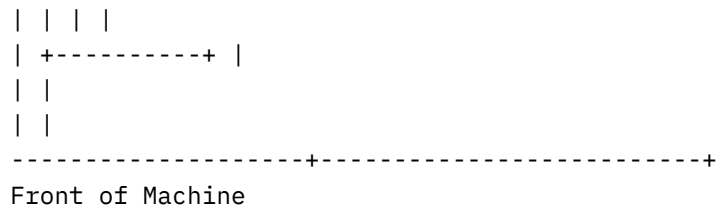
Thus, I have two questions:

1. Would someone (or several someones) who own MegaSTEs be so kind as to tell me what the markings on your GST Shifter chips say? My markings, and a description of how to find it are below (you can see it by simply lifting the hard disk cover section, complete disassembly is not necessary).

2. Does anyone have an alternate source for Atari chips? From other posts, I get the impression that some European countries have more responsive Atari branches than the one in the US (which currently seems to be totally engrossed with the Jaguar).

Ok, when viewed from the front of the machine, the GST Shifter is the largest PLCC chip you will be able to see with just the hard disk cover removed. It is right next to the upper left hand corner of the SIMM slots. The writing will be upside-down. PLCC's are the square ones with the loop-like pins on the sides, in sockets.





Front of Machine

Here is what is written on mine (rightside up):

9101 AMB
C301712-001
c Atari 1990
-31160608-01

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5360. 68000

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 06:08:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mjdk7$pk7@golem.wcc.govt.nz>
Source record: 190747

Are there any 'teach yourself Atari 68000 assembler' files available anywhere? I don't have a chance of finding any books on the subject in this country (:( ) and am getting a bit sick of this slow routines in my programs, some faster methods of doing things would make life much quicker! :)

(Plus, I can use all the info' I can get, I've so far taught myself, GFA-Basic, STOS, Pascal, a bit of C (I'm waiting for C++) but you can never have too much knowledge :)

Message in a nutshell:

Wanted: Atari 68000 Assembler tutorial - preferably free ASCII file!

Thanks in advance!

5361. Re: 68000

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 09:04:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mjnun$7li@uqcspe.cs.uq.oz.au>
Source record: 190564

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>(Plus, I can use all the info' I can get, I've so far taught myself,
>GFA-Basic, STOS, Pascal, a bit of C (I'm waiting for C++) but you can
>never have too much knowledge :)

Yes you can. Assembler gives you varicose veins in your nose from having
it pressed against the cold metal for so long.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5362. Looking for Alani Chautar

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 09:49:58 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cn0DzB.9E9@newcastle.ac.uk>
Source record: 190578

If Alani Chauter, or someone who knows him is on the net, could they please
mail me with their email adress.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5363. Re: Chess software for Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 10:08:05 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn0EtH.Mo8@barclays.co.uk>
Source record: 190581

There is a very good graphic front end bolted onto GnuChess that runs fine on the Falcon. It's one of Warwicks I believe.

--

```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

5364. Re: Tower Power

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 11:20:58 UTC
From: diehl@ionews.io.org
Message-ID: <2mjvuq$r17@ionews.io.org>
Source record: 190605

> It's possible to run it with only a few files in the root, though I'll
> update this using the same method as Spacewars 2000, a file called PATH
> containing the path

The program seemed to run a check of all its relevant data files, and if one of them was missing (including the doc file) the program would not run. The path idea is fine, but why not just leave the path out of the program altogether? It's not nececessary to specify a path at all; instead of searching for "\filename.ext" or "<path_file>\filename.ext" just look for "filename.ext" as that will look for the files in question in the current directory.

> Anyone want to be a graphics artist?

I wouldn't mind giving it a go. I've done plenty of graphics for my own programs, and while I'm not the consummate artist, I can do game pieces fairly well.

> Memory constrants - unless someone wants a 2meg only game!

Not really, no, actually; but to be perfectly honest the game wouldn't have lost any of its appeal without the sampled speech. Plus you could have used smaller sound effects that are already available. (As opposed to the sampled voice of whomever did the cavalry charge. :-)

> Memory constrants, also don't know any decent AI algorithm. suggestions
> welcome

You could use the point system. Basically, what you do is go through all possible, legal moves and assign a point value to each move depending on its effectiveness against the opponent. You then keep going into deeper "levels", working out all possible moves and countermoves and assigning point values to each (the level of difficulty is often determined both by how many adjacent squares away your program looks when determining viable moves, and how many levels down your program searches for all possible moves and countermoves). At the end, you tally up the points and determine which gets the highest score, and then go with that move. This is how most games that use logic to determine computerized opponents moves are done.

It's hard -- very hard and tedious -- but it works.

> Well anyone else think it's too few?

As compared to the original Archon it seems to be; four power points don't offer much of a struggle. A game often lasts far less time than a game would in Archon, which had six. At the very least, allowing the editing of power points would be nice. (their locations, that is)

> Errm you're meant to be sampling your own into the game, there aren't meant
> to be any in the archives.

What is an MBK file, anyway? I don't program STOS so I have no idea what they're supposed to be. (Other than some form of graphic file) The only MBK files I could find were in another game that I had deleted from my hard drive, but for which still existed one of its folders, and inside which happened to be an MBK file. However, it wasn't of any use.

> Update due after Easter, providing I get graphics b4 March 24th
> other suggestions welcome

Different terrain in attack sequences would be nice. This needn't take up any more RAM since you could just load these as needed; they're small and won't take much time on floppies, and users of hard drives, such as myself, would certainly appreciate the effort. And getting rid of TCB Tracker would be nice, too; I have the assembler source for an older version of ProTracker Replay if you're interested. (and can probably modify it to show a Degas pic as it plays the MOD, too) This would allow for the use of better opening music in the form of a real MOD, as opposed to a TCB MOD, which doesn't have volume variation or any of the other nice things MODs do. (And if you need a MOD, I compose them quite regularily and could probably write something for you)

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
_____<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

5365. Re: Bootup configurators?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 12:03:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mk2e0$r7e@golem.wcc.govt.nz>
Source record: 190606

In article <NJ2MB93Q@math.fu-berlin.de>, hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:
>I've been using DeskManager in my auto folder to allow me to change boot
>configurations, but this program has not been updated to take into account such
>programs as ACC13.PRG and XCONTROL.ACC.
>
>What I would like to find is a program similar to DeskManager that will allow
>accessories to be located in a subdirectory (ACCS) and will allow selecting
>CPX's at bootup.
>
> | Hiram W. Lester, Jr. | School: | Home: |

********* XBOOT ***************

To me there is only one and its called Xboot, Gribnif are the USA agents for this Great Boot Util, I have just Ordered the lastest Version 3.1 from Gribnif, I think its $35us....

It does ACC/CPX's and uses SET's and you can Set DeskTop INF files and up to 2 types of SYS Files, will also run a script to set up a Ram disk and copy some files into it...

If there is some thing better, Please let us know....

One good piece of German software that been coverted to English...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5366. Re: NVDI ET4000

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 12:22:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2mk3i6$1sm@percy.cs.bham.ac.uk>
Source record: 190608

avg@cwi.nl (A.V. Groenink) writes:
>
>Who distributes NDVI ET4000 in Europe (Netherlands)? Does it support
>the Spektrum 1 graphics board? Price?
>
>...I just had a reply from Wilhelm that the promised blitter for the
>card is non-existent...
>

System Solutions (ssolutions@cix.compulink.co.uk) sell it in the UK,
they may be worth a shout... Don't know about supporting the Spektrum
1.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5367. Re: ****VERY IMPORTANT READ THIS !

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 12:57:49 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1678@usdtsg.DaytonOH.NCR.COM>
Source record: 190609

In article <A3201@W.maus.de> Arndt_Baecker@w.maus.de (Arndt Baecker) writes:
>In Msg A41764@AC2, unknown@unknown.uucp wrote:
>
>>OASK>1) Immediately mail $1.00 to the first 5 (five) names listed below
>>OASK>starting at number 1 through number 5. Send CASH only
>>OASK>please (total investment $5.00). Enclose a note
>
>here in germany this "game" is called "snowball-system" and is strictly
>forbidden! if you think you get rich, think about the system. you will see that
>only the first participants will earn much more money than they spent. all
>others will earn only the money they spent and the last participants will never
>get their money back!

I believe this technique is known as a "pyramid scheme" over in
this neck of the woods. It's either illegal or very grey-area
in the U.S./Canada (anyone?)...

Basic rule of thumb: "if it seems too good to be true, it
probably is."

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

5368. Re: READ ME URGENT

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 13:01:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1679@usdtsg.DaytonOH.NCR.COM>
Source record: 190610

In article <1994Mar18.170635.16870@uss.lonestar.org> evanlang@uss.lonestar.org (Evan Langlois) writes:
> 1) Immediately mail $1.00 to the first 5 (five) names
>listed below starting at number 1 through number 5. Send
>CASH only please (total investment $5.00). Enclose a note
>
>This is a pyramid scheme. Pyramid schemes and chain letters are
>illegal in the US!! Everyone on the list given and the original
>poster are all subject to criminal prosecution

And besides, they're basically putting themselves on the
"sucker" mailing list for the other schemers out there to use
as targets.

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

5369. Music print program

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 13:14:58 UTC
From: bhanses@vnet.IBM.COM
Message-ID: <19940321.041622.715@almaden.ibm.com>
Source record: 190607

Can someone give me a hint for a good (and cheap) music print program?
Thanks and best regards, Bernd Hanses

5370. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 13:24:20 UTC
From: bammbamm@dswhq.omahug.org
Message-ID: <155_9403212048@dswhq.omahug.org>
Source record: 190611

In a message of <17 Mar 94 08:33:04>, Michael Olin (1:286/2) writes:

MO> The Falcon is not notorious for its raging fast SCSI-II port,
MO> and the internal IDE drive (which I refused to purchase for this
MO> very reason) is a dog.

RATEHD reports 1481 K/S on the Seagate 31200N that is connected to my
Falcon030. When I hook that same Seagate 31200N up to my Mega STe, ratehd
reports 1183 K/S. I have a friend with a Quantum drive who is getting between
1600 and 1700 K/S on his Falcon.

Of course the internal 65 meg IDE doesn't perform as well - it only gives me
819 K/S.

I don't know what you classify as "raging fast", but the Falcon does perform a
LOT better than the Mega STe as far as SCSI drive throughput.

~

5371. Re: Bootup configurators?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 14:16:58 UTC
From: lannie@picard.infonet.net
Message-ID: <2mka8q$bs@insosf1.infonet.net>
Source record: 190614

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
>> I've been using DeskManager in my auto folder to allow me to change boot
>> configurations, but this program has not been updated to take into account such
>> programs as ACC13.PRG and XCONTROL.ACC.

>> What I would like to find is a program similar to DeskManager that will allow
>> accessories to be located in a subdirectory (ACCS) and will allow selecting
>> CPX's at bootup.

>If you want the best of the best, get XbootIII. It is a bit pricey ($34 from
>Gribnif, if I remember correctly), but also very capable. It can certainly
>handle the CPX's, and I am pretty that it allows for ACCs in a folder.

>Incidentally, I developed that opinion after finding that DeskManager would
>not work on my new MegaSTE, because the newer TOSes use newdesk.inf files
>instead of desktop.inf. I grabbed a bunch of of boot managers, and was
>disappointed with all of them. I also dug up the ads and reviews for XbootIII
>and had just about decided that I would have to buy it. Then, just for kicks,
>I sector-edited a copy of DeskManager to use newdesk.inf instead of desktop.inf
>files (same number of characters, so an easy hack). It works perfectly!
>Thus, I am $34 richer . . .

I use Superboot 7.1 and it allows me to use any name I want for the
inf files. I can put accessories in any directory I want. It seems to
work great. You can also assign any program to any Function key or combination
of.

Lannie
Lannie@ins.infonet.net

5372. Re: Tower Power

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 14:30:52 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <Cn0qzI.AK4@midge.bath.ac.uk>
Source record: 190615

In the referenced article, diehl@ionews.io.org (Eric March) writes:
>The program seemed to run a check of all its relevant data files, and if one
>of them was missing (including the doc file) the program would not run. The
>path idea is fine, but why not just leave the path out of the program
>altogether? It's not nececessary to specify a path at all; instead of
>searching for "\filename.ext" or "<path_file>\filename.ext" just look for
>"filename.ext" as that will look for the files in question in the current
>directory.
>

That was to stop distribution without the title screen

>I wouldn't mind giving it a go. I've done plenty of graphics for my own
>programs, and while I'm not the consummate artist, I can do game pieces fairly
>well.
>

Offers are welcome.

>Not really, no, actually; but to be perfectly honest the game wouldn't have
>lost any of its appeal without the sampled speech. Plus you could have used
>smaller sound effects that are already available. (As opposed to the sampled
>voice of whomever did the cavalry charge. :-)

Originally, speech was meant to be one of the main features - not many games at the time had much speech.
>
>> Memory constrants, also don't know any decent AI algorithm. suggestions
>> welcome
>
>You could use the point system. Basically, what you do is go through all
>possible, legal moves and assign a point value to each move depending on its
>effectiveness against the opponent. You then keep going into deeper "levels",
>working out all possible moves and countermoves and assigning point values to
>each (the level of difficulty is often determined both by how many adjacent
>squares away your program looks when determining viable moves, and how many
>levels down your program searches for all possible moves and countermoves).
>At the end, you tally up the points and determine which gets the highest
>score, and then go with that move. This is how most games that use logic to
>determine computerized opponents moves are done.
>
>It's hard -- very hard and tedious -- but it works.
>
>> Well anyone else think it's too few?
>
>As compared to the original Archon it seems to be; four power points don't

>offer much of a struggle. A game often lasts far less time than a game would
>in Archon, which had six. At the very least, allowing the editing of power
>points would be nice. (their locations, that is)
>
>> Errm you're meant to be sampling your own into the game, there aren't meant
>> to be any in the archives.
>
>What is an MBK file, anyway? I don't program STOS so I have no idea what
>they're supposed to be. (Other than some form of graphic file) The only MBK
>files I could find were in another game that I had deleted from my hard drive,
>but for which still existed one of its folders, and inside which happened to
>be an MBK file. However, it wasn't of any use.
>
>> Update due after Easter, providing I get graphics b4 March 24th
>> other suggestions welcome
>
>Different terrain in attack sequences would be nice. This needn't take up
>any more RAM since you could just load these as needed; they're small and
>won't take much time on floppies, and users of hard drives, such as myself,
>would certainly appreciate the effort. And getting rid of TCB Tracker would
>be nice, too; I have the assembler source for an older version of ProTracker
>Replay if you're interested. (and can probably modify it to show a Degas pic
>as it plays the MOD, too) This would allow for the use of better opening
>music in the form of a real MOD, as opposed to a TCB MOD, which doesn't have
>volume variation or any of the other nice things MODs do. (And if you need a
>MOD, I compose them quite regularily and could probably write something for
>you)
>
>_____ ______ ____
>_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
>____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
>___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
>
>

OK, I'm prepared to give up the source code to a capable STOS programmer to
produce an major update - email me if you're interested, and think you can
improve vastly on the existing game.
A MOD would also be welcome.
As would sprites.

Basically, anyone interested in creating a joint Net effort, mail me.

5373. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 14:42:59 UTC
From: lancer@kangaroo.WPI.EDU
Message-ID: <LANCER.94Mar21094300@kangaroo.WPI.EDU>
Source record: 190618

0{{ "anisko" == anisko <anisko@usdtsg.DaytonOH.NCR.COM> writes:
anisko> Come to think of it, what would Winx give you under MTOS
anisko> that you wouldn't have already?

anisko> I'll have to see if it works with Geneva as well...

According to last night's GEnie RTC, Winx should not be used with
Geneva. Geneva apparently offers "all the benefits of Winx" on its
own. I asked specifically about using the window gadgets of
non-topped windows and the answer was yes. Geneva even lets you
manipulate window gadgets with the keyboard, apparently...

Now, can someone tell me if the German CPX, Wincolor, works with
Geneva or if Geneva offers a similar function? I like having
non-topped windows colored (well, shaded) and setting my own colors
(shades/patterns)...

.s.
(new to GEnie, old to here...)

--
- lancer@wpi.wpi.edu - - Men Without Hats: -
- They say that time is money - sell your watch today! -

5374. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 15:47:05 UTC
From: d92jk@efd.lth.se
Message-ID: <2mkfhp$d83@nic.lth.se>
Source record: 190590

> Come to think of it, what would Winx give you under MTOS that you
>wouldn't have already?

I like all those real time things (reminds me of Xwindows).

5375. CoNnect decompression problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 15:57:04 UTC
From: hallvart@ifi.uio.no
Message-ID: <2mkg4g$8d@kolsaas.ifi.uio.no>
Source record: 190589

I guess I've downloaded and tried to make 'Connect' work at least 10 times now, but it just won't de-compress properly. I've tried downloading from different sites, but it always stops up at a certain file.
The first two folders in the program decompress fine (/connect and the second one- can't remember the name), but when the 3rd folder comes it always stops up at the 'readme' file and won't continue to decompress. What's wrong? Have anybody got this program to work? Where have you downloaded it from, and what decompression program have you used?

I've downloaded the latest English version, can't remember the site. I've been using a RAM-disk on a 2MB STE w/TOS 2.06 and 'DC Extract'.

Any solution to the problem?

Hallvard, Oslo, Norway

5376. Re: ST continued production

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 15:59:58 UTC
From: hallvart@ifi.uio.no
Message-ID: <2mkg9u$gr@kolsaas.ifi.uio.no>
Source record: 190591

In article <1994Mar17.150603.11180@dct.ac.uk>, mcssesw@dct.ac.uk (Simon Wilkinson) writes:

> The operating system clock cannot be set past the year 2000 so files will not
> be properly date stamped in the next millenium anyway. :-(

What??? Does this also apply for the STE? I've installed a battery backed clock in the unit,
so will this get me past that problem?

Hallvard, Oslo, Norway

5377. Re: DM clone on atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 16:32:26 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <2mki6q$4vt@nyheter.chalmers.se>
Source record: 190598

In article <2d89f217@p2.stacken.ct.se>,
Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> wrote:
>Someone posted about this but I forgot the filename...

There is one game named towers(?) that is quite DM like.
It is in two files named something like towers_1.??? and towers_2.???
, i don't know about the extender but I think this should be enough.

5378. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 16:55:46 UTC
From: balu@jaguar.oche.de
Message-ID: <2d8ed31093d7@jaguar.oche.de>
Source record: 190620

Magnus Thylander (magnus.thylander@p4.secom.ct.se) wrote in comp.sys.atari.st:

> DM> So it's nothing to do with languages per se, just plain business
> DM> sense/market research... The German market is the biggest. Period.
> DM> All Atari insiders (and most outsiders :-) are well aware of this
> DM> fact.
>
>So? They just give a damn about the other 40% of the market instead of simple
>translating the program and distributing TWO versions? I do wonder what goes on
>inside their brains!

If it were _that_ simple, they would do it! Translating a program isn't that easy. RSC files have the tendecy to change from version to version. So you have to change the english version over and over again. There are other ways, e.g. configuration of the RSC via an ASCII translation file, but that's extra work, too (I'm doing just that at the moment). Keeping the manual up to date in a language you're not familiar with is also a problem. It is much easier to do this in your native language.
But the main aspect, why german authors don't bother to translate their programs/manuals is that it usually isn't worth it. I've written a program for the ATARI ST/TT which is distributed as shareware and comes with english manual and RSC. What do you think, how many people from outside of Germany registered?

It's about 3% so far!!

If writing and reading in english weren't one of my hobbies, I wouln't go through the procedure of translating it. And exactly this is what goes on in most german programmers brains!

Ciao,
Arne
--

EMail to: balu@jaguar.oche.de	Arne Rudolph
or: Arne_Rudolph@ac.maus.de	Salvatorstrasse 2
	52070 Aachen Germany

5379. Calamus 1.09on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 17:02:36 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cn0y0C.JFu@freenet.carleton.ca>
Source record: 190511

Has anyone gotten Calamus 1.09 to work on the Falcon? Mine does not work properly (it is an original :). Is there a patch available?

thanks

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

5380. Re: Calamus 1.09on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 17:31:49 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn0zD1.K6F@barclays.co.uk>
Source record: 190624

It should work in ST high AFAIK.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

5381. Re: Gemulator for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 17:32:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94080.123200STIRRE31@MAINE.MAINE.EDU>
Source record: 190625

```
Gemulator is an ST emulator for IBM clone machines.
-scott tirrell
```

5382. Monochrome repairs

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 17:50:33 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2mkmp9$gpf@usenet.INS.CWRU.Edu>
Source record: 190626

I just took my faithful SM124 to a local Atari authorized service center because it wasn't turning on (no life). The service center replaced a diode and a fuse. They want $78.00. Is that a bit steep? Any comments would certainly be appreciated. . .

5383. Hard Drive woes solved

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 17:51:53 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <Cn10AI.KE@uqac.uquebec.ca>
Source record: 190627

YEAH!!!

I am happy to say that I received a response from the writer of Diamond Edge at Oregon Research Associates. I also received many responses from many of you out there, and I tried all of them to no avail. Then I received the reponse from ORA, and my partition was saved. Here's how:

I was getting ideas to rewrite the partition info, and i tried that. I also got a couple of others, like maybe the partition was not turned on, and I verified that, and it was on the whole time. ORA(thanks Bob) told me to rewrite the sector information, or something like that. It worked, and it worked well.

I have now backed everything up, and I will be prepared if it happens again.

Thanks to all who sent me ideas.

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

5384. csound for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 18:00:20 UTC
From: bartok@bnr.ca
Message-ID: <2mknbk$d8c@crchha60.bnr.ca>
Source record: 190628
Cross-posted to: comp.music,comp.sys.atari.st

Does anyone know of an anonymous FTP site that has a port of csound for the
Atari ST? If so, please post info here or email me at vcross@genie.geis.com

Thanks,
Vince
--
****
* #include std.disclaimer /// No email to above address - it will bounce *
* Instead post replies in USENET. Ain't this a boring sig? zzzzzzzzz *
****

5385. Re: Monochrome repairs

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 18:17:21 UTC
From: lancer@joseph.WPI.EDU
Message-ID: <LANCER.94Mar21131721@joseph.WPI.EDU>
Source record: 190629

0{{ "Sanjay" == Sanjay Parker <sxp17@po.CWRU.Edu> writes:
Sanjay> I just took my faithful SM124 to a local Atari authorized
Sanjay> service center because it wasn't turning on (no life). The
Sanjay> service center replaced a diode and a fuse. They want $78.00.
Sanjay> Is that a bit steep? Any comments would certainly be
Sanjay> appreciated. . .

I would say that is a LOT steep... My SM124 refused to turn on, too,
so I went to the local good electronics store (Stark Electronics) and
picked up a package of 250v 3A mini fuses and replaced the bad one.
It took 15 minutes (10 to find the screwdriver!) and cost $2.45.

Also, a used working SM124 can be had for $75 here on the net!

.s.
--
- lancer@wpi.wpi.edu - - Blixa Bargeld: -
- "Especially in the US they call 'industrial' everything -
- that isn't straight rock. If people need a name to file -
- our music under, I'm sorry I can't help them." -

5386. Atari ST games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 18:51:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94080.135143STIRRE31@MAINE.MAINE.EDU>
Source record: 190632

I recently upgraded from a STe to the Falcon and have found some
"problem" games. So, I decided to sell them off and perhaps
make enough money to buy Llamazap.... assuming Atari releases it!
Here are the games I've got....
Microprose Golf
Gauntlet II (I can't get it to work despite what I've heard!)
Epic
Mean 18 Golf
All have manuals and the original disks, of course.
Also.... has a version of Civ come out that fixes the color problem
on the Falcon? I really hate the color on it!
Please e-mail me if you're interested!
sincerely,
scott tirrell
stirre31@maine.maine.edu

5387. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:00:24 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mkqs8$dn@golem.wcc.govt.nz>
Source record: 190633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] Well, I have been using Flash 1.6 with our school's VAX, and have only foun
] couple of quirks with the VT100 emulation which are simply limitations of t
] program (Bold and Blinking characters show up as inverse). Flash 2 looks v
] promising in that respect as well. I had a major problem with the VT

Flash-2 becomes very slow when using a port speed of 9600 or higher, its
screen updating can't keep up! (2400 updates faster than 9600!)

However, the VT emulation works very well.
```

5388. Re: Long filenames (Was: Mega STe vs 1040 STe)

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:02:33 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mkr09$dn@golem.wcc.govt.nz>
Source record: 190634

```
] > And this time DON'T name the archive something with 2 dots in it! It
] > may work ok on a UNiX machine, but we have to live with FTP on PC's at
] > school! It'as IMPOSSIBLE to GET an archive with "stuf.lzh.stuff" or
] > whatever CoNnect v2.46 had on atari.archive .. )

just enter:

get filename.with.dots destname.ext

Conventional FTP will happily send the file to your account with the
2nd filename!
```

5389. Re: new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:04:47 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mkr4f$dn@golem.wcc.govt.nz>
Source record: 190635

```
] I've just uploaded the following to atari.archive.umich.edu:
]
] ledpanel.zip - puts 2 rows of "lights" in the upper right hand corner
] of the screen to show disk use
```

Mono-only, appears even when not in a GEM mode (which could be handy).

5390. Re: Transcendence

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:09:30 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mkrda$dn@golem.wcc.govt.nz>
Source record: 190636

] Anyway, I just uploaded the freeware version of Transcendence to atari.arch
] it should be available soon.

Ah, but what is it?

5391. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:10:50 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mkrfq$dn@golem.wcc.govt.nz>
Source record: 190637

```
] I have seen people say that the reason for the difference in speed between
] MultiTOS and Geneva is down to the difference between co-operative and
] pre-emptive multitasking. This is incorrect. The main reason that
] MultiTOS (as released to the public) is slow is that the AES and user
] programs end up `busy waiting' on keyboard, mouse etc.

And the fact that MiNT slows down the machine quite a bit by itself.
(Just running MiNT and no other TSR's very noticably reduces system speed!)
```

5392. Atari's sales last quarter?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:13:27 UTC
From: mrathwel@uoguelph.ca
Message-ID: <2mkrkn$pe1@nermal.cs.uoguelph.ca>
Source record: 190638

Does anyone know what Atari's financial report was like for the
last fiscal quarter they reported? (ie. Profits/Losses, total sales etc.).
Please pass it on:

>> Mark <<

5393. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:14:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mkrm9$dn@golem.wcc.govt.nz>
Source record: 190639

] Not sure, but the latest version of Gemram/Winx seems to work okay
] under MiNT (1.08, 1.09, and 1.10) - at least it is as I'm typing...
] <crash> :-)

It doesn't seem to like my 1.62 (UK) TOS, as it basically gives me an
'OS unknown' message.... :)

5394. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:16:57 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mkrr9$dn@golem.wcc.govt.nz>
Source record: 190640

] Coma can not read hackfax received faxes... sendfax cannot send files
] generated by wp2fax.. it a BIG MESS...

With the Zyxel I had, coma was sending and receiving VERY clear faxes, much clearer than a normal fax to fax transfer would appear as (Clearer than any I've seen anyway). Coma is incredibly simple to use, and fast. It's 'dial directory' leaves a bit to be desired (Like a 'delete' or 'edit' option, although a text editor will do the trick), but other than that, it's great!

It even seems work work 100% in a multitasking environment!

5395. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:45:49 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Mar21.194549.21305@nessie.mcc.ac.uk>
Source record: 190644

I heard that WinX can work with GEM 4.00+, which implies MultiTos,
but how do you install it?

-Jakes.

5396. Re: CoNnect decompression problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:49:59 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2mktp7$qt0@mailer.fsu.edu>
Source record: 190645

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

> I guess I've downloaded and tried to make 'Connect' work at least 10 times now, but it just
> won't de-compress properly. I've tried downloading from different sites, but it always
> stops up at a certain file.
> The first two folders in the program decompress fine (/connect and the second one- can't
> remember the name), but when the 3rd folder comes it always stops up at the 'readme'
> file and won't continue to decompress. What's wrong? Have anybody got this program to work?
> Where have you downloaded it from, and what decompression program have you used?

> I've downloaded the latest English version, can't remember the site. I've been using a RAM-
> disk on a 2MB STE w/TOS 2.06 and 'DC Extract'.

It is very likely to be DC Extract, as this is a relatively ancient piece
of software. Get lharc299.tos, it is excellent.

Oh, I have gotten it to work with no problems. Be sure to get both the
2.46 distribution AND the 2.46 update (both of these, and lharc299 are on
atari.archive.umich.edu, among others).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5397. Re: Virtual Memory

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:51:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6092@PB2.maus.de>
Source record: 190646

On 17.03.94, molin@cxc1.cl.msu.edu wrote (A42933@AC2):

MO>What kind of slowdown can one expect from the v-m drivers? The Falcon

Depends. If your fastload-bit isn't set, check out how long it takes to clear
36
or more megs of VM ;-)))

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

5398. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:51:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6091@PB2.maus.de>
Source record: 190647

On 17.03.94, acounis@lpnhp3.in2p3.fr wrote (A42779@AC2):

Hi there!

SA>Here in my office we have many X11 NCD terminals and I was quite
SA>surprised to see that they use Bitstream fonts. I asked the sys- admin
SA>if I could download these fonts and I installed them on my Atari BUT I
SA>can't have anything else than the letter "g" appearing on my screen.
SA>So, is there something to do whit this fonts ???

I think you need Spedoo 4.2 to use the X fonts. I've read s. th. about this in
the German ST-Computer but I haven't seen it working. (Lack of X fonts)

Read U L8er

/-/endrik

5399. Re: Monochrome repairs

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 19:53:20 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2mktvg$qt0@mailer.fsu.edu>
Source record: 190648

Sanjay Parker (sxp17@po.CWRU.Edu) wrote:

> I just took my faithful SM124 to a local Atari authorized service center
> because it wasn't turning on (no life). The service center replaced a
> diode and a fuse. They want $78.00. Is that a bit steep? Any comments
> would certainly be appreciated. . .

It is a bit steep, as one can purchase a used SM124 for much less without
too much effort. However, as far as the repair goes it sounds about right
(a couple of hours of labor, and $0.02 cents worth of parts :-). If it
completely fixes the problem, and if the monitor was in good shape (and thus
will presumably be when you get it back) you might as well go for it. If
the monitor was not the greatest previously (bad alignment, not bright
enough, etc.) then you might want to roll the dice and get a used unit.

--
****
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****

5400. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 20:15:45 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2mkv9h$qt0@mailer.fsu.edu>
Source record: 190649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> Flash-2 becomes very slow when using a port speed of 9600 or higher, its
> screen updating can't keep up! (2400 updates faster than 9600!)
>
> However, the VT emulation works very well.

This might be fixed by expanding the transmit and receive buffers with
HSMODA02. You will have to use setter.ttp to play with the settings (though
the defaults are bigger than TOS's, so they might work).

--
****
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****

5401. Re: Any limit on size of Falcon SC

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 20:28:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7149@M4.maus.de>
Source record: 190650

>Does the latest AHDI allow me to access disks of 2GB size? To partition
>and high-level format them correctly?

Most probably yes, but only with TT or Falcon machines

For TTs, 255 MB is the max partition size (511 MB with third-party formatters).

On Falcon030, I formatted drives beyond 1 GB (true gigabytes, 2^20 bytes)
successfully with HDX, and 1023 MB partitions seemed to work, too.

HDX used was 5.04, driver AHDI 6.06 was used. One time I even made a 1023 MB
partition bootable, with no noticeable problems.

The drives were Fujitsu M2694ESA.

btw, there is no high-level formatting, neither in DOS nor in Atari systems.
The "format" command in DOS just test reads the partition and writes a DOS file
system to it. These two steps are done by HDX after formatting and when
partitioning, respectively.

bye, Peter

5402. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 20:40:42 UTC
From: t96@nikhef.nl
Message-ID: <2787@nikhefh.nikhef.nl>
Source record: 190522

Hi out there,

can anybody answer the following questions ?

1) Is there some atari-faq ? Which site can I find it ?

2) Is there a good public-domain terminal program for the 1040ste, which
supports the ZMODEM batch protocol ?

3) I tried to use arc.ttp on a 1040ste and it doesn't work at all. That is, it
start up, asking for a command line but when I ask it to extract some files
from the arc-file it goes back to the desktop. Since it does work on older
1040st's, it seems to be a problem of the ste in particular.
Does anybody know, where I can find a version of the program arc.ttp, that
has been tested on the 1040ste?

Thanks,

Jiri Hoogland

5403. Re: Getting inside the Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 20:41:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7150@M4.maus.de>
Source record: 190551

>I want to install a math coprocessor in my Falcon, can someone explain
>how to open the Falcon? Which screws on the back should be removed?

The seven screws sitting in square holes. Do not remove those in round holes.
Remove any disk from the drive, then pull the top half of the case upward.
There are snap-in noses on the left and right side, so some force might be
necessary.

>How should the metal shielding inside be removed?

By removing the screws :-)

You need to remove the smaller part of the shielding, unplug the speaker while
removing the shielding, unscrew the power supply (2 longer screws), and there
you are.

bye, Peter

5404. atari-FAQ, ZMODEM terminal program and arc.ttp on 1040ste ?? help !!

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 20:44:12 UTC
From: t96@nikhef.nl
Message-ID: <2788@nikhefh.nikhef.nl>
Source record: 190523

Hi out there,

can anybody answer the following questions ?

1) Is there some atari-faq ? Which site can I find it ?

2) Is there a good public-domain terminal program for the 1040ste, which
supports the ZMODEM batch protocol ?

3) I tried to use arc.ttp on a 1040ste and it doesn't work at all. That is, it
start up, asking for a command line but when I ask it to extract some files
from the arc-file it goes back to the desktop. Since it does work on older
1040st's, it seems to be a problem of the ste in particular.
Does anybody know, where I can find a version of the program arc.ttp, that
has been tested on the 1040ste?

Thanks,

Jiri Hoogland

5405. WANTED: Autoduel for ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 20:48:59 UTC
From: IO20066@MAINE.MAINE.EDU
Message-ID: <94080.154859IO20066@MAINE.MAINE.EDU>
Source record: 190552

Looking to buy a copy of Autoduel for my to replace an old favorite.
If anyone's got one they're willing to sell, let me know.
io20066@Maine.maine.edu

-Mike Woodsum
Orono, ME

5406. Re: Mega STe vs 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 21:25:48 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2ml3cs$863@mailer.fsu.edu>
Source record: 190553

Jiri Hoogland (t96@nikhef.nl) wrote:

> Hi out there,

> can anybody answer the following questions ?

> 1) Is there some atari-faq ? Which site can I find it ?

Yes. It is posted periodically to this group. I am not sure about ftp
availability.

> 2) Is there a good public-domain terminal program for the 1040ste, which
> supports the ZMODEM batch protocol ?

I know of no PD one. As for Shareware, there is Connect (excellent, but
a bit slow on 8mHz systems), and Uniterm (coupled with GEM RZSZ to give it
Zmodem capability).

> 3) I tried to use arc.ttp on a 1040ste and it doesn't work at all. That is, it
> start up, asking for a command line but when I ask it to extract some files
> from the arc-file it goes back to the desktop. Since it does work on older
> 1040st's, it seems to be a problem of the ste in particular.
> Does anybody know, where I can find a version of the program arc.ttp, that
> has been tested on the 1040ste?

Arc 6.02 works fine for me on a MegaSTE. I use Arcshell 3.1 to give it a
nice user interface. It (and all other programs I mentioned) is available
from atari.archive.umich.edu.

--
****
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****

5407. Re: What IS the horizontal sync rate of the Monochrome output??

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 21:44:05 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2ml4f5$863@mailer.fsu.edu>
Source record: 190554

David Calabrese (dcalabre@sdcc15.ucsd.edu) wrote:

> I've poured over the cute little manual that comes with my
> Atari, and at no point does it seem to reveal the sync rate of the
> Monochrome output. It LOOKS like 31Khz, but does anyone know this
> for sure?
> I'm trying to rig a standard PC Monochrome VGA monitor
> in place of the ST model (because I don't actually have one).

There are some docfiles on atari.archive.umich.edu that describe how to
build a multisync box for STs. It should include all the sync rates.

--
****
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****

5408. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 21:47:00 UTC
From: Sven_Spreier@hh.maus.de
Message-ID: <A30345@HH.maus.de>
Source record: 190555

```
OG>As many of you know, there is a version of MultiTOS where the AES no
OG>longer busy-waits. Some heavy duty begging is undergoing atm to
OG>persuade Atari to release it to the public. The official line is that
OG>it is not ready

Will it ever be ready?
```

5409. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 22:02:38 UTC
From: snoret@egon.unx.sas.com
Message-ID: <Cn1BwG.DKz@unx.sas.com>
Source record: 190556

In article <1677@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <2mif0d$ki3@auggie.CCIT.Arizona.EDU> jeff@callisto.Arizona.EDU writes:
>>
>> Just thought I've been reading this news group far too long,
>>and it was time I asked. (I may be missing subtle points here.)
>
>
> IMHO = "In my humble opinion"
> BTW = "by the way..."
>
> Does anyone know if there is a "dictionary" of such acronyms available
>on the net? I've seen a "smileys :-)" dictionary of sorts (at least
>a collection of them) so I'd assume there was an acronym one as well.
>Then again, I have been wrong once or twice in my life ;-)
>
>
>
>--
>>>| "Some say the glass is half full,
> Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
> anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

Being a sysadmin, I get to see a lot of these things. Here's a list I
came up with just off the top of my head:

IMHO = in my humble opinion
also: IMO

BTW = by the way

AFAIK = as far as I know

ROTFL = rolling on the floor laughing
also: OTFL, ROTF

RTFM = read the friendly :) manual
also RTM, RTGDM (gosh darn? :)

FWIW = for what it's worth

FYI = for your information

FAQ = frequently asked (or answered :) questions

There's lots more, but I'm short on time right now.

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

5410. Re: Falcon030/XBoot III problem solved

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 22:16:43 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ml6cb$13j@news.dmpe.CSIRO.AU>
Source record: 190557

>For anyone who is having similar problems, this overscan on/off program(s)
>can be found on atari.archive, in the Falcon directory.

JFYI, the overscan setting can be set in NVRAM also ... may save you a k or two
of memory ....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

5411. Re: Reading an ascii file on mac disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 22:20:44 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ml6js$13l@news.dmpe.CSIRO.AU>
Source record: 190558

```
>> Anyone know of a util which can read a mac disk? I've got an
>>ascii file on a 880k (?) mac formatted disk I would like to transfer
>>onto a real computer ( the atari :).
>> Any help appreciated!
>
>
>
>Sorry, but the only way to read a Mac disk at all on an ST is
>by using Spectre GCR.

Bollox. I dunno, all these people who just don't think ... :^)

1. You can use a util called GHOST to format a disk that the MAC and ST can
both read, then use something like transverter to nab the file.

2. Connect the two computers via serial link and download the file ...

3. Use the Discovery cart in place of GHOST for another item 1. ....

Just a few ways,

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |
```

5412. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 22:36:42 UTC
From: walra@moacs11
Message-ID: <5mv8zgxwpbi@moacs11>
Source record: 190540

In <1675@usdtsg.DaytonOH.NCR.COM>, anisko wrote:

> Come to think of it, what would Winx give you under MTOS that you
> wouldn't have already?

- realtime moving and sizing of windows
- realtime scrolling
- accelerated scrolling
- all 4 scroll-arrows neatly gathered in the lower right corner

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5413. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 22:39:19 UTC
From: tim@rider.UUCP
Message-ID: <8096@rider.UUCP>
Source record: 190559

In article <2mif0d$ki3@auggie.CCIT.Arizona.EDU> jeff@callisto.Arizona.EDU writes:
>
> Just thought I've been reading this news group far too long,
>and it was time I asked. (I may be missing subtle points here.)
IMHO means In My Humble (or Honest) Opinion. Hope that clarifies.

--

Tim Wilson
tim@rider.cactus.org

Due to popular demand, the normally scheduled .signature has been replaced by
another .signature which is just as boring as the first one.

5414. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 22:42:00 UTC
From: rick.flashman@the-spa.com
Message-ID: <7d.7317.1654.0N6A2326@the-spa.com>
Source record: 190560

-=> Quoting Evanlang@uss.lonestar.org to All <=-

Ev> Why is pre-emptive better? Programs that want to do something that
Ev> uses LOTS of CPU can do so withot locking the system from other
Ev> programs. Ex. A serial program like ZMODEM would have to steal
Ev> interrupts or find some way of sending and recieving data during Timer
Ev> events which makes the system inadequate at high speeds (check out an
Ev> MS-Windows terminal). A pre-emptive program could do the transfer
Ev> normally and the OS would determine when to swap tasks, not the
Ev> programmer. In fact, you could make multiple MiNT threads and use
Ev> blocking IO, so that the GEM interface, and the serial transfers all
Ev> worked independantly and each would only use the CPU time it needed
Ev> (without ever polling the serial ports).

I think you are missing the point. In an ideal system I would agree that "pre-emptive" is better ;-). But that is not case with the Atari. When we designed Geneva we were not trying to write "the ideal operating system".

Our goal was rather simple. To design a multitasking solution that offered maximum compatibility and the best physical performance for users of current hardware and current software.

I am the first to agree that "on paper" MultiTOS is a substancially more complete multitasking system for the Atari. The problem is on how it was implemented. It runs very slow on current hardware (a 68030 is minimum for good performance), has serious compatibilities with older software (which most users happen to have), and requires large amounts of memory (which most people never seem to have enough of).

I always feel uncomfortable when reading "comparisons". Because on paper, almost anything looks better than Geneva. Geneva's power comes on its physical performance. It runs just about anything, amazingly fast (there's almost no overhead), is small (under 200K), and its AES is faster than the one it replaces. Most existing Atari programs were optimized for the cooperative GEM evironment, allowing them to take full advantage of Geneva.

Geneva is already compatible with Warp 9 and NVDI. In future releases it will be compatible with both MiNT and PowerDOS. This means that you can customize your system as much (or as little) as you want.

We've never tried to sell Geneva as a better solution than MultiTOS (read our literature). If you want a pre-emptive environment where you can run your compiler in the background and hack away, MultiTOS might be the environment for you. But if you want to load Calamus, PageStream, WordPerfect, and 15 desk accessories at once (and NOT crash).
Well, Geneva's just might be for you. ;-)

Rick Flashman,
Gribnif Software
___ Blue Wave/QWK v2.12

5415. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 23:29:17 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1994Mar22.095917.21806@levels.unisa.edu.au>
Source record: 190561

In article <5I0Jvbb.abarbiero@delphi.com>, abarbiero@delphi.com writes:
> michael smith <miff@asharak.apana.org.au> writes:
>
>>Come to it now, I'm probably the cheapest supplier of _new_ atari HD's in
>>australia, or at least on a direct par with Will Visser and (maybe)
>>Paragon... and I _still_ wish I could go lower 8)
> Just out of curiosity, how much do hard drive go for down under?
> With the Aussie dollar close to US$0.70 I was just curious how prices
> vary from contient to continent!
170meg SCSI HD's with ICD Host adaptor, box & Power supply range from
AU$900 (cheap) to AU$1100

Kym

"One Adam Twelve, we've got a herbal freak in progress.......The odds
of being rattled by the thought patrol on the New England highway at
night are lower than crashing immortality by square rooting death with
blind mathematics, the coastal routes are more dense ... so are the cops'
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

5416. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-21 23:42:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <8e31e600@straight.ct.se>
Source record: 190562

```
-=> Quoting Rob Adams Topfm to All <=-

RAT> Coma can not read hackfax received faxes... sendfax cannot send files
RAT> generated by wp2fax.. it a BIG MESS...

Why not buy Qfax or STraightFax?.. I'm using Qfax myself and it's very good.
STraightFax v2.x can also handle Class 2.0 for the USR modems..

Regards Bertil..
___ Blue Wave/QWK v2.12
===============================================================
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
===============================================================
```

5417. Re: Transcendence

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 00:07:34 UTC
From: mkosk@freenet.hut.fi
Message-ID: <2mlcs6$5qu@freenet.hut.fi>
Source record: 190563

>Such patience... here it's been most of a day with no response to a
>request for one specific piece of software. How thoughtless of us to
>be so slow!
>
>Anyway, I just uploaded the freeware version of Transcendence to atari.archive;
>it should be available soon.
>
>(Actually, I uploaded it *twice* because I forgot to switch to binary
>mode FTP for the first one.)
>
>BTW, support (the author) is R.WATSON15@Genie.geis.com

Thank you VERY VERY VERY MUCH!! I'm really glad about getting help after all!
I'll download it as soon as possible!
This was a pleasant surprise! Once again, thanks for that!

P.S. Sorry about the shortness/form of this message, it's 2:05 AM and I'm
very tired :(...
--
_____
Matti Koskimies • I thought there was no hell... •
mkosk@freenet.hut.fi • Then I saw Windows! •
matti.koskimies@mpoli.fi •_____•

5418. Re: CoNnect decompression problems

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 01:11:03 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Mar22.011103.24324@mnemosyne.cs.du.edu>
Source record: 190565

In article <2mkg4g$8d@kolsaas.ifi.uio.no>,
Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:
>
>I guess I've downloaded and tried to make 'Connect' work at least 10 times now, but it just
>won't de-compress properly. I've tried downloading from different sites, but it always
>stops up at a certain file.
>The first two folders in the program decompress fine (/connect and the second one- can't
>remember the name), but when the 3rd folder comes it always stops up at the 'readme'
>file and won't continue to decompress. What's wrong? Have anybody got this program to work?
>Where have you downloaded it from, and what decompression program have you used?
>

I'd try getting the latest unlzhing program... called "lharceng" I
think. Perhaps DC sxtract does not recognize files compressed by
later lzh programs...

Good Luck,

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

5419. Re: new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 01:21:05 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar22.132105.1@csc.canterbury.ac.nz>
Source record: 190566

In article <2mkr4f$dn@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] ledpanel.zip - puts 2 rows of "lights" in the upper right hand corner
>] of the screen to show disk use
>
> Mono-only, appears even when not in a GEM mode (which could be handy).

Seems to show pretty colours for me.. are you sure you turned on colour
in the config?
--
(__) ____
(oo) | David Zanetti : Sysop of Project Bluebook BBS |
------\/..........< zaneds1@cosc.canterbury.ac.nz |
/| || | misc145@cantva.canterbury.ac.nz |
*||---|| | Mooooooooooooooo! |
~~ ~~ ~~~~~~

5420. Re: Transcendence

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 01:22:20 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar22.132220.1@csc.canterbury.ac.nz>
Source record: 190567

In article <2mkrda$dn@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] Anyway, I just uploaded the freeware version of Transcendence to atari.arch
>] it should be available soon.
>
> Ah, but what is it?

A BBS package.. I still have the key-ware version somehwre.. :-(I never
actually extracted it!

--
(__) ____
(oo) | David Zanetti : Sysop of Project Bluebook BBS |
------\/.........< zaneds1@cosc.canterbury.ac.nz |
/| || | misc145@cantva.canterbury.ac.nz |
*||---|| | Mooooooooooooooo! |
~~ ~~ ~~~~~~

5421. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 01:27:27 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar22.132727.1@csc.canterbury.ac.nz>
Source record: 190568

In article <Up-ECURBGXY@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
[VT-100 and Med-rez]
> Errhm. the med-rez only supports 4 color from the Tos

Yes, I'm aware of that, but it's possible to put 16 colours on screen by
the same trick used to put 512 on a low-rez screen.. I'm after a combo
of that plus a VT-100 emu and presto, a terminal programme.. :-)

Cheers!
--
(__) ____
(oo) | David Zanetti : Sysop of Project Bluebook BBS |
------\/.........< zaneds1@cosc.canterbury.ac.nz |
/| || | misc145@cantva.canterbury.ac.nz |
*||---|| | Mooooooooooooooo! |
~~ ~~ ~~~~~~

5422. Re: ATARI ST Stuff FORSALE: Reasonable $$

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 02:11:30 UTC
From: m_fugate@delphi.com
Message-ID: <BC+Noh6.m_fugate@delphi.com>
Source record: 190546

I am interested in the TOS 1.4 chip set for the 520ST. Is this a plug in board of chips or just the chips?

5423. Games

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 02:58:43 UTC
From: alberto@terapin.com
Message-ID: <alberto.3cba@terapin.com>
Source record: 190569

Hi all, just wondering if any new games came out for the regular ST, STE computers. I haven an STE, but haven't really heard of anything new comming out. Well could you guys send me some mail and let me know what I'm missing.

Thanks,

alberto@terapin.com

5424. Where to find TOS2.06 (USA) ROMs

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 03:05:02 UTC
From: sarnila@tukki.jyu.fi
Message-ID: <SARNILA.94Mar22050502@tukki.jyu.fi>
Source record: 190570

Where could get TOS 2.06 ROMs (the USA version)?

--

Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi

5425. Re: new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 04:05:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mlqqe$6a8@golem.wcc.govt.nz>
Source record: 190571

```
] > ] ledpanel.zip - puts 2 rows of "lights" in the upper right hand corner
] > ] of the screen to show disk use
] >
] > Mono-only, appears even when not in a GEM mode (which could be handy).
]
] Seems to show pretty colours for me.. are you sure you turned on colour
] in the config?
```

What config'? (Also, the doc's say Mono' only, and it refused to run
in color mode saying 'Mono only' on the 'title' screen!

5426. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 04:08:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mlr02$6a8@golem.wcc.govt.nz>
Source record: 190572

```
] > Errhm. the med-rez only supports 4 color from the Tos
]
] Yes, I'm aware of that, but it's possible to put 16 colours on screen by
] the same trick used to put 512 on a low-rez screen.. I'm after a combo
] of that plus a VT-100 emu and presto, a terminal programme.. :-)
```

ANSI-Term and others use a half-width font in Low-resolution to get the 80*25 character set.

Trying to do Spectrum-512 type tricks with comms would probably not work too well. (Although, if Photochrome can do '32000' colors on an STE on a static screen, it _might- be possible to manage 16 colors on a 640*200 medium res' screen and use it, (although it'd be horribly slow!).

Why not a 640*200*256 GIF viewer? It'd make them look a bit better! :)

5427. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 04:11:03 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mlr4n$6a8@golem.wcc.govt.nz>
Source record: 190573

```
] Subject: What does IMHO stand for?

] Just thought I've been reading this news group far too long,
] and it was time I asked. (I may be missing subtle points here.)

IMHO In My Humble Opinion
IMNSHO In My (Not so) Humble Opinion
IMO In My Opinion
AFAIK As Far as I Know

Why have I never seen a compilation of these acronyms? :) (And the many
others!)
```

5428. Re: Bootup configurators?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 04:18:32 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mlrio$6a8@golem.wcc.govt.nz>
Source record: 190574

```
] >If you want the best of the best, get XbootIII. It is a bit pricey ($34 f
] >Gribnif, if I remember correctly), but also very capable. It can certainl
] >handle the CPX's, and I am pretty that it allows for ACCs in a folder.
] >
]
] I'm using XBootIII on my Mega STe with ACC13.PRG and it works well... Very
] nice program.
```

Do what I do, write your own! :) (It's not good enough to release anywhere, but being DIY, you can add whatever you like to it, and Pascal actually generates _reasonably_ fast & compact code! Maybe if I can get it working 100% I'll release it!

(It does everything X-Boot 3 does (AFAIK), but doesn't have a non-GEM mouse driver like XBoot has (Tricky that bit!))

5429. MAIL ORDER FALCONS

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 05:19:55 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <199403220519.AAA12881@beauty.magnus.acs.ohio-state.edu>
Source record: 190575
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In March's, Current Notes, I came across an interesting advertisment by Toad Computers, stating that the Falcon can be bought, 'Now though mail order.'

I called Toad to make sure I had read it correctly. The answer was, Yes.

So, go buy your mail order Falcon today.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

5430. Re: atari-FAQ, ZMODEM terminal program and arc.ttp on 1040ste ?? help !!

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 05:26:06 UTC
From: sourada@iastate.edu
Message-ID: <sourada.764313966@eng1.iastate.edu>
Source record: 190576

In <2788@nikhefh.nikhef.nl> t96@nikhef.nl (Jiri Hoogland) writes:

>1) Is there some atari-faq ? Which site can I find it ?

Ooops, I forgot to post this month. It'll be coming up at the beginning of
next month.

You can get an old copy (which is the same as the new one, right now) at
places like rtfm.mit.edu, in /usenet/news.answers/csas-faq/ (I hope that's the
right path...)

Later,
Steven

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

5431. Where CAIN Newsletter is located (ftp site)

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 05:27:43 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2mlvkf$f7b@usenet.INS.CWRU.Edu>
Source record: 190577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

The March 10, 1994 CAIN Newsletter includes:

-=-=-=-=- All new CAIN Newsletter! & New Version of Atari SIG! -=-=-=-=-

-=- Cleveland Free-Net Information -=- New Jaguar Support Area
-=- More Free-Nets coming! -=- Jaguar: Doom 2-Player only!
-=- Jaguar Developers Signed -=- Jaguar: Online Reviews
-=- 8-Bit: Richard Gore's Support! -=- Jaguar: What do you think of
-=- 8-Bit: Fine Tooned Engineering the Jaguar!
-=- 8-Bit: All Z*Mags on CFN! -=- Jaguar Raiden Review
-=- 16/32-Bit: ST/TT/Falcon Support -=- Atari Show Listing!
-=- Portfolio users--not forgotten! -=- Who's Who in the Atari
-=- Lynx: More games are coming... Community E-Mail Directory
-=- Lynx: Didn't get your free Lynx -=- Voting Booth!
game card? Here's how! -=- How to Contribute to CAIN!

And much more!!!

Don't miss the very first exciting issue of CAIN Monthly Newsletter!

CAIN Newsletter can be found at:

FTP site: akh104.rh.psu.edu

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu

********** NOTE: CAIN Newsletter now has an FTP site home! **********

((((akh104.rh.psu.edu))))

5432. NeoDesk 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 05:42:41 UTC
From: bhawker@midi.ham.almanac.bc.ca
Message-ID: <hsljtA3ABh107h@midi.ham.almanac.bc.ca>
Source record: 190579
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has Gribnif released NeoDesk 4.0 yet? If so, would anyone who has it
care to give an opinion of the new features and "feel" of the program?

Bruce

--
=-=-=-

5433. Re: Chess software for Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 05:43:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mm0io$5h2@uqcspe.cs.uq.oz.au>
Source record: 190580

Iain.Laskey@barclays.co.uk writes:

>There is a very good graphic front end bolted onto GnuChess that runs
>fine on the Falcon. It's one of Warwicks I believe.

Iain is probably referring to the ST-Low-only graphical version I did some time ago.

I have just today uploaded my latest 100% GEM GNU Chess port to atari.archive.umich.edu, in the file `gemchess09.zip'.

It's GNU Chess version 4.0pl62. The GEM GUI is version 0.9 - I'm expecting plenty of comments from Real Chess Players as to what's wrong with it, then in a month or so I'll upload a final version.

See separate posting for more details.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5434. Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 06:37:23 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2mm3n3$hpu@usenet.INS.CWRU.Edu>
Source record: 190582
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

All of the updates of this list can be found on the Cleveland Free-Net
Atari SIG in the Atari Library. It will be posted on Usenet very rarely
so visit CFN often!

Cleveland Free-Net Atari SIG's
Who's Who in the Atari Community E-Mail Directory

The following people are members of the Atari Community that do things that
helps Atari users and the Atari Community in some way on a continuous basis.
They are Atari BBS sysops, dealers, developers, publishers, user group
presidents, writers, FAQ maintainers, etc. They are even Atari employees.

Everyone on this list gave their permission to be on this list.

If you contribute some way to help others in the Atari Community on a continuous
basis and would like to be made more available through e-mail incase someone
wishes to contact you, please send e-mail to the Cleveland Free-Net Atari SIG
at: xx004@cleveland.Freenet.edu

NOTE: Only people that send us information themselves will be included on
this list. In other words, you cannot just give us information about another
user that should be on the list. THAT user has to give us information
him or herself.

Report any changes to: xx004@cleveland.Freenet.edu

This list may not be reprinted for profit.

Atari user groups may reprint this list without permission as long as
the following information is included on the top of this text file:

Cleveland Free-Net Atari SIG's
"Who's Who in the Atari Community E-Mail Directory"
telnet freenet-in-a.cwru.edu
(216)/368-3888
type 'go atari' at any menu

Press "/" at the page break and then the last name of the individual
that you wish to contact. If the individual is listed, information should
appear on the screen.

Arranged in alphabetical order (last name first).

NAME ADDRESS(ES)
INVOLVEMENT

Ackerman, Dan.....dackerma@magnus.acs.ohio-state.edu
Atari Developer, Falcon030 C programmer, Jaguar programmer
Bussche, Egbert Jan van den.....busscheh@ksepl.nl
Registered SpeedoGDOS Developer, working on: Epson Stylus 800
driver, always looking for other speedogdos developers to
exchange knowledge
Cantin, Barry W.....aa852@cleveland.freenet.edu
Cleveland Free-Net Atari SIG Lynx Support Area SIGOp
Chemla, Laurent.....laurent@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Communication, hardware link, system
development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Clifton, Don.....don@u.washington.edu
GENIE: D.CLIFTON4
SpiritWare Developer (Bible study tools)
Cole, John.....j.cole@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Cunningham, Edward.....ecunning@heartland.bradley.edu
as824@cleveland.freenet.edu
Info-Atari8 Digest/Info-Atari16 Digest mailing list moderator
Current, Michael.....mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleve. F.N.: aa700@cleveland.freenet.edu
Cleveland Free-Net 8-bit Atari SIGOp
Maintainer of the Usenet/Internet 8-bit Atari FAQ List
Maintainer of the Usenet/Internet 8-bit Atari Vendor/Developer List
DiMasi, Nick.....nickd@vpnet.chi.il.us
dimasi@comm.mot.com
Suburban Chicago ATarians (SCAT) users' group (8-bit,ST/TT/Falcon)
Dunham, Jerry.....hoosier@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts e-mail and Usenet news organizer,
maintainer of user group product database, 5 8-bit Atari's, 4 ST's
Feldman, Ari.....feldak79@snyoneva.cc.oneonta.edu
Professional graphic artist for ST series of computers, created
graphics for several commercial and shareware ST games,
Majic Soft, Inc., Marketing Director, regular contributing writer
to ATARI UNITED! Disk Magazine
Grabnar, Matija.....matija.grabnar@ijs.si
Largest Slovenian computer magazine--Atari Department Head
Heller, Andrew K.....root@akh104.rh.psu.edu
System Administrator of temp jag site on akh104.rh.psu.edu,
includes: avi files, screen shots, faq, and various other Jag facts
Herborth, Chris.....herborth@53iss6.waterloo.ncr.com
cherborth@semprini.waterloo-rdp.on.ca

UNIX applications ports: official Atari port of INFO-ZIP's free
unzip application, a varient of NetHack (called netHack--),
ported text adventure Dinkum, working on porting Angband 2.5,
GEM development using GNU C++ and Warwick Allison's GEM++ library,
user-tech-support via email and comp.sys.atari.st, help users
get UUCP connections on their ST, and beta tester of software
Hern, William.....whern@bnr.ca
"ST Applications" UK Magazine, Desktop Discussion columnist
Horvat, Fred.....ap748@cleveland.freenet.edu
Cleveland Free-Net Atari SIG Portfolio Support Area SIGOp
Lake, Marshall.....mlake@irscscm.uucp
UUCP: ...!uunet!media!irscscm!mlake
...!uunet!mimsy!bogart!irscscm!mlake
GEnie: mlake@genie.geis.com or MLAKE
CIS: 73717.3174
TEAM Software Developer, software includes: "A Day at the Races"
(ADAR), "A Day at the Races Companion" (ADARC), Owned by:
Marshall Lake, Piet Francke
Lavi, Mark.....marklavi@delphi.com
mlavi@bix.com
Delphi--Technical Associate, Online Services, reference for
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Leair, Mark.....aa338@cleveland.freenet.edu
mleair@oucsace.cs.ohiou.edu
Cleveland Free-Net Atari SIG Voting Administrator, Conference
Organizer, CAIN Newsletter Publisher/Editor, Basement
UnderWorld BBS SysOp (216-381-7859 300-14.4Kbps) run off of 800xl
using BBS Express Pro! (V.2.1a) software, program BBS modules in
Action!
Lee, Steven.....stevenl@robadome.com
Bay Area Atari Users Group (BAAUG), President
Lemaresquier, Alexandre.....alex@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Manager, GEM development, system development)
development tools, system and DSP programs, high-end algorithm
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Debugger, and own JPEG/MPEG decoders
Lemoine, Raphael.....raphael@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Graphics programming, DSP programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Mackereth, Ian.....ianm@lsupoz.apana.org.au
ACE BBS SysOp in Sydney, Australia--official BBS of ACE (NSW)
Fido 3:712/520
Nelson, Bruce D.....aa789@cleveland.freenet.edu
Cleveland Free-Net Atari SIG 16/32-Bit Computers Support Area
SIGOp, ACORN Kernel Assistant Newsletter Editor for the
Atari Computer Owners of Rochester, NY (ACORN)

Poehland, Ben.....Internet: poehland%phvax@sb.com
poehland@sb.com
b.poehland@genie.geis.com
GEnie : B.POEHLAND
8-Bit Editor, Current Notes Magazine, 1990-1992
Managing Editor, Atari Classics Magazine, 1992-1994
Member, Ol' Hackers Atari User Group (New York)
Pseudonym: The 8-Bit Alchemist, Areas of expertise:
Analog circuitry in the XL/XE computers, especially video,
audio, & power supplies (published numerous articles
including hardware hacks & upgrades), Troubleshooting
Newell 1-meg, RAMbo & Wizztronics RAM upgrades, General
hardware hacking/maintenance/repairs, Weirdnesses/
troubleshooting/repairs of the 1050 drive, Setting up hard
drives using the Black Box, minor experience & knowledge
of other hard drive interfaces (ICD MIO, Supra, etc.),
Weirdnesses of the ICD P:R:Connection. Installing/using
various 720K & 1.44M 3.5" drive upgrades using CSS XF551
Upgrades & Floppy Board, Adjustments to analog & TTL monitors
for use with 40-column or XEP80 video outputs
(8-bit hardware advice only)
Poling, Jeff.....jpoling@magnus.acs.ohio-state.edu
Poling.19@osu.edu
Atari Computer Enthusiasts of Columbus, President
Potter, Jeff.....potter@sunny.dab.ge.com
74030.2020@compuserve.com
JDPOTTER@genie.geis.com
8-bit programmer of shareware applications/utilities in assembly:
APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, Member of the AGDA team which released "Maze of
Agdagon" (multi-comuter, 3-D graphics maze game), Graphics and
Entertainment Software Editor for Atari Classics magazine.
Contributor of articles to AC, AIM, and user group newsletters.
Richards, Daryl.....drichard@isle.waterloo-rdp.on.ca
Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
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Delphi: LEXICVOR, LEXICORWORLD
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Dutch Jaguar Club, Founder, organizer of new Jaguar publication,
Lynx reviewer/importer of games in Netherlands
Roloson, Dani A.....daroloson@math.uwaterloo.ca
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Delphi: LEXICVOR, LEXICORWORLD
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lstys@rs6000.baldwinw.edu
Cleveland Free-Net Atari SIG Manager, Jaguar Support Area SIGOp,
Lynx Assistant SIGOp, CAIN Newsletter Assistant Editor,
"Who's Who in the Atari Community E-Mail Directory" Maintainer
Tessner, Kevin.....ktessner@isle.waterloo-rdp.on.ca
Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
Tirrell, Scott.....stirre31@maine.maine.edu
ST Informer Writer (part-time)
Verite, Daniel.....daniel@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Image recognition, parallel programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Weiner, Jeff.....weiner@atari.archive.umich.edu
weiner@terminator.rs.itd.umich.edu
Maintainer of the atari.archive.umich.edu ftp site.
Wilson, Tim.....tim@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts, President

5435. UPLOAD: *GEM* GNU Chess 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 06:38:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mm3pc$7k3@uqcspe.cs.uq.oz.au>
Source record: 190583

Just uploaded to atari.archive.umich.edu:

GNU Chess 4.0 with GEM User Interface version 0.9

Supports colour, monochrome, graphics card, MultiTOS, any RAM, etc.

Requirements:

1 computer

The package contains a 512Kbyte version and a 2Mbyte version, and
I can produce arbitrary other versions.

It is patchlevel 62 of GNU Chess 4.0, but version 1.0 of the GEM GUI
will be attached to patchlevel 68, or whichever is current when the
time comes.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5436. Re: Want to buy ...

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 06:53:19 UTC
From: payton@ins.infonet.net
Message-ID: <2mm4kv$fja@insosf1.infonet.net>
Source record: 190584

In article <A64036@SL.maus.de>, Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>But I've heard something interesting:
>There's a new release of the old Infocoms for DOS machines. And these should be
>useable on Ataris with a PD-frontend for the GAME.DAT files?
>
>Soory I don't know more about it, but you should contact Activision (I guess)
>or distributors of'em.

You might to ask about this in rec.games.int-fiction. I know there was
discussion in that group about this topic some time ago.

James Payton | "It just goes to show ya' - it's ALWAYS SOMETHING!"
payton@ins.infonet.net | -- Roseanne Roseannadanna, aka Gilda Radner
---

5437. Re: new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 07:06:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2mm5da$9cm@golem.wcc.govt.nz>
Source record: 190585

In article <2mlqqe$6a8@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] >] ledpanel.zip - puts 2 rows of "lights" in the upper right hand corner
>] >] of the screen to show disk use
>
>What config'? (Also, the doc's say Mono' only, and it refused to run
>in color mode saying 'Mono only' on the 'title' screen!

Na, Steven some one must be colour Blind...:-)...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5438. Re: new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 07:43:16 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2mm7ik$ekd@news.cs.tu-berlin.de>
Source record: 190586

In article <2mlqqe$6a8@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>] >] ledpanel.zip - puts 2 rows of "lights" in the upper right hand corner
>] >] of the screen to show disk use
>What config'? (Also, the doc's say Mono' only, and it refused to run
>in color mode saying 'Mono only' on the 'title' screen!

The current version is 2.5. It is resolution independ and runs also in
color.

Ledpanel shows HD and floopy read/write access, date and time and caps lock
state. Lots of things can be configured (spaceing between leds, time/date
format...) with a GEM program.

Greetings, Karsten

5439. Re: Doom for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 08:23:14 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <J4yMgzy.biblinski@delphi.com>
Source record: 190587

As one of the managers for DELPHI's Atari SIG, I can tell you that there is no Doom clone available on DELPHI. At least, not anything that's called Doom. We do have the Lasers and Men beta version, somewhere, but it's F030 specific, and available via ftp all over.

Maybe he was confused? Bob Brodie did mention that both Doom and Castle Wolfenstein had been ported to the Jaguar during a weekly Conference a couple weeks ago. Maybe that was where the confusion got started...

--Gordie Meyer
biblinski@delphi.com
Assistant Area Manager
DELPHI's Atari Advantage SIG

5440. Re: What IS the horizontal sync rate of the Monochrome output??

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 08:37:42 UTC
From: hyc@thepoint.com
Message-ID: <2mmaom$i3o@thepoint.com>
Source record: 190588

In article <2ml4f5$863@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>David Calabrese (dcalabre@sdcc15.ucsd.edu) wrote:
>> I've poured over the cute little manual that comes with my
>> Atari, and at no point does it seem to reveal the sync rate of the
>> Monochrome output. It LOOKS like 31Khz, but does anyone know this
>> for sure?
>> I'm trying to rig a standard PC Monochrome VGA monitor
>> in place of the ST model (because I don't actually have one).

>There are some docfiles on atari.archive.umich.edu that describe how to
>build a multisync box for STs. It should include all the sync rates.

No, it's 35 khz. 70 hz vertical refresh rate, 500 lines. (That's why
you could get 496 lines of vertical resolution using overscan...) I
doubt that a regular VGA monitor will cope with the signal, since regular
VGA was still 60 hz, 31.5 khz.
-- Howard Chu
howard@lloyd.com Lloyd Internetworking

(PS - this is basically a test posting for me from this site. I haven't
moved from Southern California to Southern Indiana...)

5441. VOTE!

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 09:43:39 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2mmekb$rnc@usenet.INS.CWRU.Edu>
Source record: 190592

Members of the Cleveland Freenet Atari SIG are encouraged to take part
in the SIG's voting booth...issues directly or indirectly affecting
Atari are posted and voted on from time to time. Results are printed
in the CAIN online magazine.

To access the cleveland freenet telnet to one of many internet
addresses (ie: "freenet-in-a.cwru.edu") ...log onto the free-net...

Apply for an account if you don't have one...(you'll have to wait for
validation before participating)...

type 'go atari' ... then select option '11' to enter the voting booth...

For additional information you may send e-mail to myself at:
"aa338@po.cwru.edu"
--

5442. Re: Chess software for Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 09:53:02 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn28sE.Lp3@barclays.co.uk>
Source record: 190593

In article <2mm0io$5h2@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> Iain.Laskey@barclays.co.uk writes:
|>
|> >There is a very good graphic front end bolted onto GnuChess that runs
|> >fine on the Falcon. It's one of Warwicks I believe.
|>
|> Iain is probably referring to the ST-Low-only graphical version I did some
|> time ago.
That's the one. It works fine on the Falcon (4.01).

|> I have just today uploaded my latest 100% GEM GNU Chess port to
|> atari.archive.umich.edu, in the file `gemchess09.zip'.
Excellent! I'll grab that later. thanks!

|> Warwick
|> _-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
|> / * <- Computer Science Department, |||||| GEM++ is Free Software
|> _.-._/ University of Queensland, _// || _ C++ is the FUTURE
|> v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

5443. CAn I use the internal HD for sampling with Cubase audio?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 10:39:21 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.16.764332761@mailserv.cuhk.hk>
Source record: 190594

Hi,
I am using 4mb ste.
I just want to know if Cubase Audio for Falcon works with the internal HD
for sampling. That saves me lots of money if it can.
And can I use the 120ns simm ram from ste to Falcon, after installing F
wing? will it be too slow. That saves money too.
Malcolm
s925377@mailserv.cuhk.hk

5444. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 10:45:08 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar22.104508.3514@unix.brighton.ac.uk>
Source record: 190595

The only problem I have had with using winx is that it will not recognise the AES 4.0 GEM.SYS. Gemram will load it, but winx does not like it.

The standard AES in ROM works fine though.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

5445. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 10:51:38 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar22.105138.3860@unix.brighton.ac.uk>
Source record: 190596

I have heard that with AES 4.1 MultiTOS increases in speed dramatically
and becomes very usable.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

5446. Re: CAn I use the internal HD for sampling with Cubase audio?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 10:54:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn2BnL.4vK@barclays.co.uk>
Source record: 190597

```
In article <S925377.16.764332761@mailserv.cuhk.hk>, S925377@mailserv.cuhk.hk writes:
|> Hi,
|> I am using 4mb ste.
|> I just want to know if Cubase Audio for Falcon works with the internal HD
|> for sampling. That saves me lots of money if it can.
|> And can I use the 120ns simm ram from ste to Falcon, after installing F
|> wing? will it be too slow. That saves money too.
If you can afford Cubase Audio, you really should stretch to a decent sized HD if
you possibly can. 1Gb drives can be got for 5-600GBP ir cheaper than Cubase
Audio. I believe Cubase Audio only works on SCSI devices anyway.
Additionally, the new multichannel interface is now out which allows higher
quality sampling.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

5447. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 11:23:00 UTC
From: rick.flashman@the-spa.com
Message-ID: <7d.7339.1654.0N6A2338@the-spa.com>
Source record: 190599

-=> Quoting Lancer@kangaroo.wpi.edu to All <=-

La> According to last night's GEnie RTC, Winx should not be used with
La> Geneva. Geneva apparently offers "all the benefits of Winx" on its
La> own. I asked specifically about using the window gadgets of
La> non-topped windows and the answer was yes. Geneva even lets you
La> manipulate window gadgets with the keyboard, apparently...

La> Now, can someone tell me if the German CPX, Wincolor, works with
La> Geneva or if Geneva offers a similar function? I like having
La> non-topped windows colored (well, shaded) and setting my own colors
La> (shades/patterns)...

Since we (at Gribnif) have never seen WinX, we have no idea how it interfaces with Geneva (or even what it does). However, Geneva does let you manipulate any background windows without problems.

Any any standard accessory or CPX (we use Atari's own) you can change any of the window colors in any way you want. Geneva itself has controls for changing the 3D buttons (you can even turn them off and design a whole new bizarre look).

Rick Flashman,
Gribnif Software
___ Blue Wave/QWK v2.12

5448. ST User Photochrome v4

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 11:35:22 UTC
From: rab2@ukc.ac.uk
Message-ID: <5733@raven.ukc.ac.uk>
Source record: 190600

I see the latest ST User has v4 of Photochrome (billed as the "ST User Version") on the disk. If anyone has tried it yet, is it actually any different from v3 or shall I save myself #3.60?

Richard.

5449. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 11:58:16 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-ECWNFGUQ@zaphot.abg.sub.org>
Source record: 190501

In <z44m26gshj6@moacs11> Waldi Ravens wrote :

>In <2mhol2$q1b@nic.lth.se>, Johan Karlsson wrote:
>
>> Is there a WinX available which works with Multitos?
>
>Or better yet, one which works with MagiX?
[...]

You have already 64 windows with Mag!X, you can already handle
inactive background windows, there is no "arrow bug" ...

So why use WINX with Mag!X ?

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

5450. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 12:20:54 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <4319@btmwj1.se.bel.alcatel.be>
Source record: 190502

In article <2m9pn0$3i3@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:

> I suppose this has been asked a dozen or more times, but I'm a newbie
> when it comes to virtual memory applications on an Atari so please
> bear with me...

> What kind of slowdown can one expect from the v-m drivers? The Falcon
> is not notorious for its raging fast SCSI-II port, and the internal IDE
> drive (which I refused to purchase for this very reason) is a dog.

I installed VRAM on my Falcon, which currently has onlt ST RAM and an IDE hard disc, and used GemView to unpack a 1225x757 colour JPEG file. It took about four-and-a-half minutes. After the first half minute the drive access light was on almost continuously.

This was of course a very cruel test, and GemView is pretty slow at un-packing JPEG files at the best of times (BTW does anyone know whether a co-processor would help here?). And I doubt the author of Gemview was worried about page-fault rates when he designed his code.

I can't say how long it would take to unpack the same file without VRAM, because without VRAM I can't unpack it at all! Not even after throwing out all my accessories and half my AUTO programs.

I did briefly try loading more TOS-style programs (MicroEMACS, etc.) into MultiTOS than would normally be possible, and the performance degradation was not too bad (i.e. still slow as a dog, but with only one lame foot :(). I'd be interested to try things like running gcc in ``pipe'' mode, with maybe a gnu Emacs hanging around as well, to see how this compares with running gcc in temporary file mode and no VRAM. When I get my SCSI disc and have space for things like recompiling gcc. Anyone tried this already? Erlingh?

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
---
Wear your propeller with pride!

5451. Re: Good places to buy Atari related products in Amsterdam.

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 12:23:33 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <4320@btmwj1.se.bel.alcatel.be>
Source record: 190503

In article <CMpCvD.Fy4@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:

| wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:

| >Not sure about Amsterdam, but in Leiden there is a good store called
| >ATIN, it is within walking distance from the central station.

| Sorry for my stupid reply. I can't read. But then again I'm sure they
| moved from Leiden to sth like Valkenswaard (or a place with a similarly
| obscure name).

Valkenburg(Z-H). And if Barry Wilson thinks he's stupid, how about this
-- I travelled all the way from Antwerpen (B) to Valkenburg (L) looking for
them!!! In case anyone doesn't understand (perhaps we're all stupid here), ;)
I TRAVELLED TO DEEPEST LIMBURG WHEN I SHOULD HAVE BEEN IN ZUID-EFF-ING
HOLLAND!!!!!!!

[calms down] By the time I got there it was too late to consider going on
to the correct Valkenburg, which is a small place just outside Leiden. I'd
call it a suburb of Leiden except that the whole of that part of the world
looks to me like a string of suburbs with no city to belong to... :^P
I guess the ratio $ m^2 \over Hfl $ is more favourable there than in
``downtown'' Leiden.

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
----
Wear your propeller with pride!

5452. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 12:32:09 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <4321@btmwj1.se.bel.alcatel.be>
Source record: 190504

Just to get even... anyone wanna buy my copy of Mag!x? Damn thing insists
on assuming I have a German keyboard... |B<

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
---
Wear your propeller with pride!

5453. Arrowfix

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 12:38:39 UTC
From: whitema@rtsg.mot.com
Message-ID: <2mmosf$a97@delphinium.cig.mot.com>
Source record: 190505

Hi all!

I finally got around to trying to use GEMRAM 1.6 and ARROWFIX.PRG (that fixes the double-click for single-click bug in newer TOSes). GEMRAM installation seemed to go okay, but I get an "Installation Failed" message on the ARROWFIX.PRG. Is anyone else out there using these programs successfully?

Thanks,
Michael
whitema@rtsg.mot.com

5454. Re: SpeedoGDOS and DJ550C

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 12:44:09 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2mmp6p$534@nasim.sta.sub.org>
Source record: 190506

Kevin Fason (kfason@csn.org) wrote:

> Welp, I just got me a DeskJet 550C today. Prob is, the 550C driver w/
> Speedo doesnt seem to work.. It just ejects the page completly. I have it
> set to Final, letter, and B/W (tried all colors too).

Where did you get a 550C-Driver for SpeedoGDOS?

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5455. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 12:54:23 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2mmppv$552@nasim.sta.sub.org>
Source record: 190507

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
> In article <2mhol2$q1b@nic.lth.se> d92jk@efd.lth.se (Johan Karlsson) writes:
> >Is there a WinX available which works with Multitos?

WINX 2.2 is the actual public version and it does not support MultiTOS.

> Not sure, but the latest version of Gemram/Winx seems to work okay
> under MiNT (1.08, 1.09, and 1.10) - at least it is as I'm typing...
> <crash> :-)

Remember: MiNT != MultiTOS

> Come to think of it, what would Winx give you under MTOS that you
> wouldn't have already?

hmm? I don't have realtime sliders with MultiTOS. I cannot move or
resize the windows in realtime with MultiTOS. I cannot switch off
those ugly 3D scrollbars with MultiTOS. Backdrop does not work well in
MultiTOS.

WINX 2.2 has all these tings. In the next version of WINX it will be
possible to switch off the horizontal scrollbar in all NEWDESK
windows! Ey, that's great!

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5456. Re: Falcon Audio Outs???

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 13:08:45 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2mmqkt$ohk@rs18.hrz.th-darmstadt.de>
Source record: 190508

I'm sorry but I've to correct myself:
My Falcon HAS a bass boost, I thought it had not because that's what I
read.
Two days ago I messured the freqency response of my falcon.
The input is quite good, a little loss in the low frequencies.
But if I create a sinus signal in the Falcon go out through th DA and back into
the AD the result is really worse. A bass bost up to 400 Hz then quite linear
and after 10kHz it's starts to fall down.
I thought the sound of the Falcon is just bad, but this leaves some hope,
if I remove the boost the sound should be quite good, only some high
frequencies missing.

Alexander Graham Informatik TH-Darmstadt

```
Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/
```

5457. Sample Sequencer for FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 13:16:23 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cn2I7B.E2F@westminster.ac.uk>
Source record: 190509

Anyone know if there is a free/shareware sample sequencer for the Falcon yet ?
What about a MOD file creator ?

If so where can I get it ?

Nice one,
Phil.

5458. SCSI controllers...advice please

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 13:20:10 UTC
From: glenn@loose.apana.org.au
Message-ID: <2mmraa$9h7@loose.apana.org.au>
Source record: 190510

Please advise me on the best SCSI controller for the STe. I would prefer
one that can handle 2 hosts (a sampler and the STe) but will use a switcher
if I have to.
I am new to SCSI and my local dealer is pig-ignorant!
--

Glenn Reither glenn@loose.apana.org.au
"If you owned the word 'copyright' would you own everything?"

5459. Re: Questions...

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 14:14:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A19723@BI.maus.de>
Source record: 190512

Hello!

Stefan Damerau @ SL (So, 20.03.94 10:50) wrote:

>I don't know about that. But Hard&Soft (German dealer with lot's of
>Atari-stuff) is about to release a DOS-Emulator based on a 486SX-processor.
>They wanted to introduce it this weekend on a show in their shop. Maybe
>there'll be some info about it from people who have been there ...

I have been there. There wasn't a 486SX-emulator. It's not released yet and
it won't be released in the next six weeks. They told me that the developer
is on holidays at the moment. :-((((

Bye
Olaf

MausNet: Olaf Kaiser @BI > User of German Mausnet <
InterNet:Olaf_Kaiser@bi.maus.de > !No Mail >16kB please! <
member of the German Falcon-Ring

5460. Re: Using Pure C with another editor?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 14:16:30 UTC
From: hjv@phil.ruu.nl
Message-ID: <2mmuju$dro@chico.staf.phil.ruu.nl>
Source record: 190513

olov.johansson@p4.stacken.ct.se (Olov Johansson) writes:

> > Now ain't that nice of me? :-)

>Well... It sure is! :-)

So at least _one_ point on which we agree.. :-)

> > In the meantime: try to live with things as they are...

>Do I have a second choice...? :-)

Yes, write your own shell... %^)

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

5461. Re: Reading an ascii file on mac disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 14:19:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94081.091929STIRRE31@MAINE.MAINE.EDU>
Source record: 190514

```
Also, isn't there a commercial product from Reeve Software which
will allow the Atari to read Mac disks? Unfortunately, I don't
remember the name of it.... anyone help?
-scott tirrell
```

5462. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 14:22:30 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cn2L9I.3o8@newcastle.ac.uk>
Source record: 190515

In article <1675@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> Come to think of it, what would Winx give you under MTOS that you
>wouldn't have already?
>

Opaque move for windows, live scroll bars & re-size, WM_BOTTOM messages (like in
AES 4.4 (not yet released).

And I to would like to see this under MultiTOS.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5463. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 14:27:09 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94081.092709STIRRE31@MAINE.MAINE.EDU>
Source record: 190516

When is the new AES to be available?
Also, does the latest version of NeoDesk work with the Falcon in
all of its resolutions (640 x 480 x 256 mainly)? I saw Geneva on
a friend's Mega STe with NeoDesk and was VERY impressed (especially
compared to MultiTOS).
-scott tirrell

5464. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 14:32:05 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1680@usdtsg.DaytonOH.NCR.COM>
Source record: 190517

In article <1994Mar22.132727.1@csc.canterbury.ac.nz> misc145@csc.canterbury.ac.nz writes:
>In article <Up-ECURBGXY@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>[VT-100 and Med-rez]
>> Errhm. the med-rez only supports 4 color from the Tos
>
>Yes, I'm aware of that, but it's possible to put 16 colours on screen by
>the same trick used to put 512 on a low-rez screen.. I'm after a combo
>of that plus a VT-100 emu and presto, a terminal programme.. :-)

Well, using a "Spectrum"-like technique is one way to get 16 colors
in medium res. Another way (which I think ANSITERM uses) is to simply
switch to Low Res (automatically from ST Medium) and use the 16 colors
there (but since the resolution is 320x200, each character in an 80-column
screen is like 4-5 pixels wide). In this case, you don't get any
flickering, but the characters are a little tiny (not bad though on
a 14" monitor, though I wouldn't recommend focusing on it on a TV -
unless you have a big screen :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5465. Re: Sample Sequencer for FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 15:07:23 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2mn1jc$4ch@vishnu.jussieu.fr>
Source record: 190518

There is a very good, and better and better MOD file editor, which allows to create MODs, 8 voices MOD-like musics, which will soon use MIDI too, etc... It's called digital tracker, and can be downloaded from various ftp sites, such as ftp.uni-kl.de. It's shareware, really not expensive, and... the author is a friend of mine... :o)

MB.

5466. Re: AtariWorks and Geneva nd LGS

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 15:27:41 UTC
From: vij@vnet.ibm.com
Message-ID: <2mn2pd$buv@tornews.torolab.ibm.com>
Source record: 190519

In <7d.7317.1654.0N6A2326@the-spa.com>, rick.flashman@the-spa.com (Rick Flashman) writes:
>
[snip...]
>
>Geneva is already compatible with Warp 9 and NVDI. In future releases it
>will be compatible with both MiNT and PowerDOS. This means that you can
>customize your system as much (or as little) as you want.
>

Sounds good. I've heard the Little Green Selector doesn't work with MTOS.
Does it work with Geneva, or does Geneva (or NeoDesk 4) come with it's
own file selector? Haven't tried Selectic (or whatever it's called) yet,
maybe I should...

VIJ...

5467. Re: Transcendence

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 15:32:07 UTC
From: mkosk@freenet.hut.fi
Message-ID: <2mn31n$ar7@freenet.hut.fi>
Source record: 190520

>Ah, but what is it?

Just one of the best ST NC BBS programmes around, that's all :)...
--
_____
Matti Koskimies ☮ I thought there was no hell... ☮
mkosk@freenet.hut.fi ☮ Then I saw Windows! ☮
matti.koskimies@mpoli.fi ☮_____☮

5468. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 16:33:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2mn6kj$7ad@percy.cs.bham.ac.uk>
Source record: 190521

jeff@callisto.Arizona.EDU writes:
> Just thought I've been reading this news group far too long,
>and it was time I asked. (I may be missing subtle points here.)
>

In my humble|honest opinion

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5469. Re: Bootup configurators?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 17:54:43 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <Cn2v3A.DoG@arc.ab.ca>
Source record: 190524

In article <NJ2MB93Q@math.fu-berlin.de>, hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:
>I've been using DeskManager in my auto folder to allow me to change boot
>configurations, but this program has not been updated to take into account such
>programs as ACC13.PRG and XCONTROL.ACC.
>
>What I would like to find is a program similar to DeskManager that will allow
>accessories to be located in a subdirectory (ACCS) and will allow selecting
>CPX's at bootup.
>
>I looked at SuperBoot 8.1, and it allowed the accessories to be located in a
>subdirectory, and I thought I could use one of the configurable file types for
>CPX's, but it wants those files to be .??X when deselected instead of .CPZ like
>XCONTROL does. Also, it didn't have preset files like DeskManager has
>(although I could live without these if the other 2 things can be done.)
>

Actually it does allow presets using the F-keys and there shouldn't be a problem with .CPZ as well as this is XCONTROL not SuperBoot that will load the files. Give it another look. I am quite happy with this program.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

5470. Re: Atari ST games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:22:09 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94081.132209STIRRE31@MAINE.MAINE.EDU>
Source record: 190525

```
Also add Populus to the list!
-scott tirrell
-stirre31@maine.maine.edu
```

5471. Re: 68000

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:25:40 UTC
From: rm03@cscmgb
Message-ID: <1994Mar22.182540.5190@cc.ic.ac.uk>
Source record: 190526

in article <2mjdk7$pk7@golem.wcc.govt.nz>, Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:Are there any 'teach yourself Atari 68000 assembler' files available
:anywhere? I don't have a chance of finding any books on the subject in
:this country (:( ) and am getting a bit sick of this slow routines in
:my programs, some faster methods of doing things would make life much
:quicker! :)
I haven't tried it myself, but have a look at /Programming/arp68-book.zoo
on atari.archive (or its mirrors).
:Thanks in advance!
You're welcome

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

5472. Re: NVDI does it all ;-))

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:31:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6132@PB2.maus.de>
Source record: 190527

On 18.03.94, ogal@cix.compulink.co.uk wrote (A44489@AC2):

OG>>You mean it will do my taxes, pay my bills, and discipline >my unruly
OG>kids, too? Wow. Now that's software for the 90's! :)
OG> It also does my laundry.

Heck, mine also does the dishes and irons my shirts =:-)=}

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

5473. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:31:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6133@PB2.maus.de>
Source record: 190528

On 17.03.94, kim@dksoft.ping.dk wrote (A44560@AC2):

Hi all!

KA>can use HackFax. It's 100% command line Class 2 fax software.

Does that work with every modem? I thought it's just for Zyxel`s

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

5474. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:31:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6134@PB2.maus.de>
Source record: 190529

On 18.03.94, kim@dksoft.ping.dk wrote (A44562@AC2):

KA>I will try locate the right commands, as i have never seen this
KA>before. Another

Very good idea. Keep us up, please :-))

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

5475. Re: Simple translations?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:31:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6131@PB2.maus.de>
Source record: 190530

On 18.03.94, magnus.thylander@p4.secom.ct.se wrote (A44195@AC2):

MT>So? They just give a damn about the other 40% of the market instead of
MT>simple translating the program and distributing TWO versions?

Get real, buddy. Do you _believe_ translating is easy? It's very time consuming
to do docs and for a non-native speaker it is also very difficult to find the
right terms for technical stuff. Using a dic even costs more time.

Many of the shareware-programmers are students as well and they do have to
emphasize on that [at least sometimes ;-)].

Germany *is* the biggest market for Atari and does an
English/American/orwhatever
programmer even bother thinking about a German version?

MT>I do wonder what goes on inside their brains!

Much more than you might be able to imagine ;-)

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

BTW: Doesn't anybody ever change the subject line to a matching one?

5476. Re: AtariWorks and Geneva nd LGS

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:42:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1683@usdtsg.DaytonOH.NCR.COM>
Source record: 190531

In article <2mn2pd$buv@tornews.torolab.ibm.com> vij@vnet.ibm.com writes:
>In <7d.7317.1654.0N6A2326@the-spa.com>, rick.flashman@the-spa.com (Rick Flashman) writes:
>>
>[snip...]
>>
>>Geneva is already compatible with Warp 9 and NVDI. In future releases it
>>will be compatible with both MiNT and PowerDOS. This means that you can
>>customize your system as much (or as little) as you want.
>
>Sounds good. I've heard the Little Green Selector doesn't work with MTOS.
>Does it work with Geneva, or does Geneva (or NeoDesk 4) come with it's
>own file selector? Haven't tried Selectic (or whatever it's called) yet,
>maybe I should...

Hmm, I dunno about LGS and Geneva (will have to unarchive it
and try it out). Geneva works fine with UIS III though. It does have
it's own file selector (which has some very powerful features), but one
thing it lacks keeps me from using it too much:

-you cannot delete a READ-ONLY file with it (unlike UIS III, where
you'd be prompted to override the flag)

This is bothersome for me. Certain BBS's which I download stuff from
send a "read only" status through Zmodem, and make the resulting
files on my hard drive read only. I need UIS III to mark all of them
as READ/WRITE (and I don't want to have to do this with a desktop
program which is more cumbersome).

Other than that though (and the fact Geneva and MiNT aren't
buddies yet <hint hint :->) Geneva is a very nice product, and rather
solid from what I can tell...

And besides, the "3D" look everything gets is pretty cool...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5477. ST Stuff WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:47:13 UTC
From: dvac@longs.att.com
Message-ID: <Cn2xIq.Ho4@bigtop.dr.att.com>
Source record: 190532

Well now I have a 520ST sitting around and would like to use it for all kinds of stuff, so I am in the market for a few things. If you have any of these and would like to get rid of it, let me know!!

- double sided 3.5" floppy drive
- 520ST Memory upgrade
- SCSI adapter and SCSI hard drive

If you got em, and want to sell em, email me!!

- Dan Vachon dvac@longs.dr.att.com

5478. Chroma 24 for the Falcon - Dead and gone!

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:50:54 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cn2xou.8AF@cix.compulink.co.uk>
Source record: 190533

Official fromn the authors, development of Chroma 24 for the Falcon has
now ceased and is not likely to continue.

This is officially from Steve Delaney in a letter, and gave the reasons
as an irreversible dispute between himself and Doug Little. No details were
given.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5479. Re: UPLOAD: *GEM* GNU Chess 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 18:50:56 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cn2xox.8B0@cix.compulink.co.uk>
Source record: 190534

```
>Just uploaded to atari.archive.umich.edu:
>
>
> GNU Chess 4.0 with GEM User Interface version 0.9
>
>
>Supports colour, monochrome, graphics card, MultiTOS, any RAM, etc.
>
>
>Requirements:
>
> 1 computer

Is this in PRG format, or as source code?

= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

5480. GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 19:42:41 UTC
From: donm@ucon.gun.de
Message-ID: <1994Mar22.194241.9461@ucon.gun.de>
Source record: 190536

Howdy pardners!

To all the Scandinavians that prefer English and seem upset about
my message stating that German STs are *statistically* the most
numerous:

(My site here is very flaky so I might have missed some messages and
you might have missed my answer.)

If you read my original post carefully you will notice that I never
mentioned the word "preference" anywhere. (Remember also that I myself
am an English-speaking Canadian albeit resident in Germany.)

All I stated were *facts* in response to a message claiming erroneously
that the English STs were the numerical majority which is patently wrong.
That's all. We may "wish" and "prefer" all we want but that still doesn't
change the facts.

Please read messages carefully before responding. That's how useless
flames get started. Thanks.

Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

--- cut -------------------------
Rickard Troedsson wrote:

> DM> The reality is that the english language STs are actually a minority.
> DM> It's only natural that the German (or any other!) developer produces a
> DM> program for the largest potential market! Especially taking into account
> DM> that a German language program can also be sold in Austria, Switzerland,
> DM> as well as Holland, Belgium, the Scandinavia, and these days a sizesable
> DM> chunk of Eastern Europe too.

> About 1/3 of the Swedish youth learns German for ca 3-4 years ... EVERYBODY
> learns English for atleast 6, often 8-9 ...
>
> I think it's the same for the rest of Scandinavia, don't mix us up with people
> speaking German as a native language.

I don't! See above. "Can be sold" and "as well as" does *not* by any stretch
of imagination implies German is a native language in Scandinavia, only that
Scandinavians (1/3 according to you) are a potential market for a German
program. Give me some credit... Everybody knows people in Scandinavia speak
"Scandinavian"... ;o)

> I prefer English documentation.

As a native English speaker I might too, but I'm also fluent in German, very comfortable in Dutch, and get by in French. Anyway, *preferences* had nothing to do with the point I was making. My original post was in response to a statement that English language Ataris were "the norm" which is patently wrong and I just pointed out that fact without attaching any implications.

P.S. Betting is now opened on how many humor-challenged humanoids will misinterpret the "Scandinavian" language bit up there and flame me for it... :-)
--- cut --------------------------

5481. Re: IMHO and other fancy stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 20:17:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6136@PB2.maus.de>
Source record: 190537

On 21.03.94, anisko@usdtsg.DaytonOH.NCR.COM wrote (A46278@AC2):

Hi there!

A>Does anyone know if there is a "dictionary" of such acronyms available
A>on the net? I've seen a "smileys :-)" dictionary of sorts (at least

Here you go:

----------cut----------

AFAIC - As Far As I'm Concerned
AFK - Away From Keyboard
AISI - As I See It
ANFAWFOS - And Now For A Word From Our Sponsor
ASAP - As Soon As Possible
ASAFP - As Soon As Friggin' Possible
AWGTHTGTTA - Are We Going To Have To Go Through This Again?
AWGTHTGTATA - Are We Going To Have To Go Through ALL This Again?
B4 - Before
BBIAB - Be Back In A Bit
BBL - Be Back Later
BBSTYWTCMDJBAP - Be back sooner than you would think, considering my dog just
bit a policeman
BCNU - Be Seeing You
BNF - Big Name Fan
BOT - Back On Topic
BRB - Be Right Back
BTW - By The Way
BTWBO - Be There With Bells On
CFD - Call For Discussion
CFV - Call For Vote
CIAO - Goodbye (Italian)
CUL - Catch You Later
CUL - See You Later
CUL8R - See You Later
CWYL - Chat With You Later
DDD - Direct Distance Dial (as in the phone system)
DILLIGAD - Do I Look Like I Give A Darn?!
FTASB - Faster Than A Speeding Bullet
FTL - Faster Than Light
FUBAR - Fouled Up Beyond All Repair
FUBB - Fouled Up Beyond Belief
FWIW - For What It's Worth
FYI - For Your Information
GFC - Going For Coffee

GIGO - Garbage In, Garbage Out
GIWIST - Gee, I Wish I'd Said That
GMTA - Great Minds Think Alike!
HAK - Hugs And Kisses
HHOK - Ha, Ha, Only Kidding
HHO 1/2 K - Ha, Ha, Only Half Kidding
HTH - Hope this Helps!
HUA - Heads Up, Ace
IAC - In Any Case
IANAL - I Am Not A Lawyer
IBTD - I Beg To Differ
IITYWTMWYKM - If I Tell You What This Means Will You Kiss Me?
IITYWIMWYBMAD- If I Tell You What It Means Will You Buy Me A Drink?
IIWM - If It Were Me (Mine)
ILSHIBAMF - I Laughed So Hard I Broke All My Furniture!
IMHO - In My Humble Opinion
IMNSHO - In My Not So Humble Opinion
IMRO - In My Royal Opinion
INPO - In No Particular Order
IOW - In Other Words
KISS - Keep It Simple, Stupid
LD - Long Distance
LLTA - Lots and Lots of Thunderous (or Thundering) Applause
LMAO - Laughing my A-- off
LOL - Laughing Out Loud
LTIP - Laughing Til' I Puke
MTFBWY - May The Force Be With You
NFW - No Friggin' Way!!
NFI - No Friggin' Idea
N'SP - Nobody 'S Perfect
OAUS - On An Unrelated Subject
OATUS - On A Totally Unrelated Subject
OBTW - Oh, By The Way
OTOH - On The Other Hand
OTOOH - On The Other Other Hand
OTTOMH - Off The Top Of My Head
ONNA - Oh No, Not Again
ONNTA - Oh No, Not This Again
OOTC - Obligatory On-Topic Comment
OWTTE - Or Words To That Effect
OZ - Australia
PPP - Petty Pet Peeve
POTS - Plain Old Telephone Service
POV - Point Of View
PMIGBOM - Put Mind In Gear, Before Opening Mouth
ROFL - Rolling On Floor Laughing!
ROFLGO - Rolling On Floor Laughing Guts Out!
ROFLASTC - Rolling On Floor Laughing And Scaring The Cat!
ROFLMAO - Rolling On Floor Laughing My A** Off
ROTFL - Rolling On The Floor Laughing!

ROTFBTC - Rolling On The Floor Biting The Carpet
ROTFLBTCACTC - Rolling On the Floor Biting The Carpet And Scaring The Cat
ROTFLBTCASTCIIHO - Rolling On The Floor, Laughing, Biting The Carpet And
Scaring The Cat If I Had One
ROTFLBTCDICAJTTWADBSIHPWTRHITSBKABAYB - Rolling on the floor laughing biting
the
carpet dancing in circles and jumping through the window almost dieing by
smashing into HP who's then running horrified into the street beeing killed
accidentally by a yellow bulldozer
RSN - Real Soon Now
RTFM - Read The Freaking Manual!
" - Read The Friggin' Manual!
" - Read The Flaming Manual!
" - Read The Farging Manual!
" - Read The Fershlugginer Manual!
RTFMA - Read The Friggin' Manual, Again
RTWFQ - Read The Whole Friggin' Question (a pers TRIV fave)
RYFM - Read Your Friggin' Manual!
RYS - Read Your Screen
SAPFU - Surpassing All Previous 'Foul' Ups
SICS - Sitting In Chair Snickering
SF - Science Fiction or Speculative Fantasy
SMTWGWLAF - Slapping My Thighs While Giggling Wildly Like A Fool
SMTWTFS - Slapping My Thighs While Terribly Foolishly Snickering
SnailMail - The U.S. Postal Service
SNAFU - Situation Normal, All Fouled Up
SOL - S*** Out Of Luck
SWAG - Super Wild A** Guess
SWEG - Scientific Wild Eyed Guess
TANSTAAFL - There Ain't No Such Thing As A Free Lunch
TARFU - Things Are _Really_ Fouled Up
THANX - Thanks
TNX - Thanks
TTFN - Ta Ta For Now
TTYAWFN - Talk To You A While From Now
TTYL - Talk To You Later
TYCLO - Turn Your CAPS LOCK Off (Quit Shouting)
WAG - Wild A** Guess
WGAS - Who Gives A S---
WT - Without Thinking
WTTM - Without Thinking Too Much
WNOHGB - Where No One Has Gone Before

----------cutagain----------

I didn't compile this list myself, I got it from a nice guy in the German
MausNet.

Anyway - N'joy

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

5482. Re: Dead Hard Drive!

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 20:17:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6137@PB2.maus.de>
Source record: 190538

On 21.03.94, woodford@esca.com wrote (A46475@AC2):

SW>re-initialise its defect list, but doing so is a bad idea since you
SW>might also erase the factory defect list. So, it would appear your
SW>drive is toasted. Unless anyone else has any suggestions....

You should try to low-level format your drive with an option to disregard the factory defect list. So _all_ defect sectors will be marked bad. The German SCSI-Tools by Julian Reschke have such an option. Julian is reading this group, perhaps he has an answer for you as well, although he's pretty busy at the moment. I don't know if ICD software is able to handle this matter correctly.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

5483. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 20:29:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECWUBCUT@dksoft.ping.dk>
Source record: 190535

In <CMz1AA.4yz@cix.compulink.co.uk> "Daron Brewood" wrote :

>>I don't know how this works, but i have seen it before. As far as i have been
>>told, it can be controled with software. (which ofcouse isn't support on the
>>Atari plaform 8-(
>
>Ah, but the drives are being sold by System Solutions in the UK, and they
>should work on the SCSI2 port perfectly, or soI am told.

Yep, but have they actually tried it on a falcon before ? (maybe you should
ask them).

>
>>To Daron: Get another drive, you can't use the above drive if it's auto termi
>>on the Falcon. However, it'll work fine on an ICD interface.
>
>Weird, it is looking like there is a fault on the Falcon, so it's going
>back to my dealer for repair next week. No idea how I'll manage without
>it.
>
Maybe it could be the Falcon, but Henrik Houstrup tested a drive with auto
terminating as well, and there was no go at all on the Falcon. But it did
run fine with the ICD-adaptor on a ST.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5484. Re: ST User Photochrome v4

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 20:35:26 UTC
From: cs4bq@herts.ac.uk
Message-ID: <16867-764368292@sirius>
Source record: 190539

In a previous article, R.A.Barnett wrote:

> I see the latest ST User has v4 of Photochrome (billed as the "ST User
> Version") on the disk. If anyone has tried it yet, is it actually any
> different from v3 or shall I save myself #3.60?

Ditto.
Of particular interest, has JPEG been included? And Photochrome
is wonderful, but the GIF "squash/ select area" option was a bit basic-
has this been improved?

Duncan.

--
___ ___ \ \ / \ \ / | | This message and all FWEI symbols
__ \ | __ \ \ X \ X | | are (c) 1994 FWEI XXI promotions.
\ \ | \ \ X \ X \ | | All Rights Reserved. FWEI XXI
\ \|\| ___ \ _/ \ _/ \ _| |_ "You figure out who to sue"
--- (c) 1994 FWEI XXI --- This Week's Quote --- (c) 1994 FWEI XXI ---
"I really respect women, 'cos they've got huge jugs" - Steve Bishop

5485. Re: NeoDesk 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 22:36:29 UTC
From: lancer@vole.WPI.EDU
Message-ID: <LANCER.94Mar22173629@vole.WPI.EDU>
Source record: 190541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

0{{ "Bruce" == Bruce Hawker <bhawker@midi.ham.almanac.bc.ca> writes:
Bruce> Has Gribnif released NeoDesk 4.0 yet? If so, would anyone who
Bruce> has it care to give an opinion of the new features and "feel"
Bruce> of the program?

The latest word I've heard is that NeoDesk 4.0 will be a BIG step up
from 3 and will have lots of funky Geneva-aware features. Don't ask
me WHAT exactly 'cause I don't know!

As for when, the word on GEnie is 3 to 4 weeks.

Also, the upgrade for 3.x to 4.0 will be $25 plus sending in your old
disks plus shipping (?).

.s.
(s.foskett on GEnie!)
--
- lancer@wpi.wpi.edu - - "the Woman in the Wall": -
- He was just a social drinker but social every night -
- He enjoyed a pint or two or three or four -

5486. Re: ANSI/BBS

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 22:39:49 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <Cn38AE.B3n@mach1.wlu.ca>
Source record: 190542

In article <c.mother.0fv9@tbag.tscs.com> c.mother@tbag.tscs.com (Clifton Mothershed) writes:
>
>I was wondering where I can find TAZ I never seen it before. And if you have
>it is there any way you can send it to me. If you want I can send you a SASE
>that is big enough for the disk. ANd you can send it to me.
>

Well I may shed a bit of light about TAZ. I know the people responceable for this program and think that people who are interested in high speed should take a look at it. It is very fast but also only about 98% complete. The versions out right now are complete and running but there are a few things they are working on right now so it will be worth a few weeks wait to get the next revision. (Right now they are just finishing up Z-modem and a bug that causes the machine to do a perfectly clean exit to the desktop whenever the mouse gets turned off while NVDI is installed.)

> Clifton Mothershed!

Keith.

BTW: I know that at least two of the people who created TAZ are on the net.

--
Mahler/Floyd/Jaguar/Hoff/Trudel/SCV/Molson/Yamaha/Lindberg/CSO/Wagner/Jazz/WLU
Solti/NYP/Mc Ewans/Unix/Dutch Boy/Notator/Rush/Bernstein/Trombone/Shostakovich
California/OSM/Atari/Tolkien/Ozzy/Rickarts Red/Sibelius/Laruier/Internet/Bach
_/_/_/_/_/_/_/_/_/_/_/_/_/ Keith Bilinsky _______________

5487. Re: Infocom Games (Was: Want to buy ...)

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 22:51:01 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Mar22.135101.1@aurora.alaska.edu>
Source record: 190543

I got the Lost Treasures of Infocom (I & II) Mac Version and just used the mac/pc file exchange program to copy them over to an ibm disk. Now they all work fine on my st except zork zero that doesn't work with my interpreter. I Just gave away my old packages for Suspect, Infidel, Starcross, Planetfall, and Stationfall. (I still have the ST disks for all of those but Infidel.) So maybe there is somebody else out there who wants to get rid of their old games...

5488. Gemini Resource in english?

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 23:04:19 UTC
From: jperez@Hawaii.Edu
Message-ID: <Cn39F7.Jqw@news.Hawaii.Edu>
Source record: 190544

Does anyone know if there are english versions of the resource files (.RSC) for Gemini 2? I am in the middle of translating them myself but since I don't speak German, there are likely to be some mistakes (big-time). If there are english files or docs, please let me know where I can find them...
Thanks
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

5489. ** Triple Yahoo game uploaded to a.a.u.e!!! ***

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 23:23:29 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar22.232329.14144@beaver.cs.washington.edu>
Source record: 190545
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Triple Yahoo version 1.0, a new one to four player yahtzee dice cloan by Stuart Denman, was just uploaded to atari.archive.umich.edu. It is in Games and Falcon directories.

This addicting new game works on ALL atari computers in ANY resolution with ANY system setup, even graphics cards! The game uses over 130K of digitized DMA sound as well as all the perks of the new AES systems. It supports Speedo GDOS fonts, 3D buttons, color icons, and runs under MultiTOS or Geneva.

Everything is 100% GEM and runs in windows. The game is highly configurable from the color of the windows, to the type of dice you have. All with impressive sound effects and computer "comments" on your rolls.

This is a shareware demo version from StuSoft, so if you like it, you can register and avoid the shareware reminders. Please read the file TRIYAHOO.DOC included with the game for all information about registering, how to play the game, and info about all the different preferences.

Enjoy, I think this is the best game I've seen on the Ataris in a LONG time! Comments are welcome, let me know what you think!

Stuart Denman

```
___
/ /
/ / T U
/ /
\ \ O F T
\ \
\ \
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/ /
/__/tm
```

E-MAIL: sdenman@cs.washington.edu

5490. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 23:35:46 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2mnvci$nv2@uqcspe.cs.uq.oz.au>
Source record: 190547

In <5mv8zgxwpbi@moacs11> walra@moacs11 (Waldi Ravens) writes:

>In <1675@usdtsg.DaytonOH.NCR.COM>, anisko wrote:

>> Come to think of it, what would Winx give you under MTOS that you
>> wouldn't have already?

>- realtime moving and sizing of windows
>- realtime scrolling
>- accelerated scrolling
>- all 4 scroll-arrows neatly gathered in the lower right corner

>Regards,
> Waldi (walra%moacs11@nl.net)
>--
>A C program is like a fast dance on a newly waxed dance floor
>by people carrying razors.

I tried to install Winx2.1 on my MegaSte, but it wouldn't give me the
scroll-arrows in the corner, although I set the winx.inf flag appropriately.
Is there a problem with MegaSte's? Mine is an older one, with TOS2.5.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

5491. Calamus1.09n works on Falcon :)

Newsgroup: comp.sys.atari.st
Date: 1994-03-22 23:44:01 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cn3B9D.DEz@freenet.carleton.ca>
Source record: 190548

My sincere thanks to the people who replied about my Calamus querry.

I installed all the files, changed to monochrome mode and voila! It works great! I must have tried every mode but ST-high when I first tried running Calamus on my Falcon last year. It even works with screenblaster (the demo version) and I assume it will work with BlowUp030 in the monochrome modes. Does Calamus 1.09n work with NVDI as well?

Thanks again :):):):)
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

5492. Re: Atari's sales last quarter?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 00:10:34 UTC
From: lordthan@news.delphi.com
Message-ID: <2mo1dq$jek@news.delphi.com>
Source record: 190549

mrathwel@uoguelph.ca (Mark Rathwell) writes:
> Does anyone know what Atari's financial report was like for the
>last fiscal quarter they reported? (ie. Profits/Losses, total sales etc.).

I haven't gotten the report from Atari yet (they're not exactly the most regular people in my portfolio), but you can rest assured that (a) overall sales are down, (b) overall profits are down - if they're pulling in a profit at all, and (c) they're promising (again) a "significant increase" in Atari's market share in the "near future".

I love a good joke, don't you?

5493. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 01:18:22 UTC
From: walra@moacs11
Message-ID: <pqbi136f23k@moacs11>
Source record: 190550

In <Up-ECWNFGUQ@zaphot.abg.sub.org>, Arno Welzel wrote:

> You have already 64 windows with Mag!X, you can already handle
> inactive background windows, there is no "arrow bug" ...
>
> So why use WINX with Mag!X ?

- opaque moving/sizing of windows
- realtime scrolling
- accelerated scrolling
- all scroll-arrows neatly together in the lower right corner

(yeah, I know, I wrote the same yesterday, and if necessary I'll write
the same again tomorrow. WinX is much more than extra windows + bugfix)

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5494. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 01:46:08 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <764483922.0@mettav.royle>
Source record: 190451

```
While waiting for a No.19 bus, on 17 Mar 94, Rowdy Blokland said...
RB> Obvious QUESTION: * Is programming an IMMEDIATELY RESPONDING!,
RB> FLUENT! and FAST! terminal emulator some kind of well-hidden
RB> secret that only the developer of PC/Intercomm
RB> knew about ?

Well... get hold of TeddyTerm.... v2.12 is out now... it's great
program, fast, VERY easy to setup... (written by Mark Matts)

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org <----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10 |
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10 |
+----> Clones are people two. <----+

* Origin: STeve's Cyber-Island (100:1011/0.10)
```

5495. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 01:55:00 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <764483922.1@mettav.royle>
Source record: 190452

While waiting for a No.19 bus, on 18 Mar 94, -Unknown- said...

-> I'm looking for a comms programme that does VT-100/102 reasonably well,
-> and manages to do this with full-16 colours.. I've got ANSITerm, and
-> while it's does a lot better than what else I've seen (which isn't
-> much!), there MUST be
-> someone who decided to put 16-colours in med-rez! :-)
-> (Errr.. If there is a programme, I'd prefer an anon-FTP site, as I'm
-> all the way out here in NZ!)

Lookout for TeddyTerm v2.12 (lastest version) which should be available
on most NeST bbs... (TTERM212.LZH)

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org <----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10 |
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10 |
+----> Clones are people two. <----+

* Origin: STeve's Cyber-Island (100:1011/0.10)

5496. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 02:01:48 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.12aa@outb.wimsey.bc.ca>
Source record: 190453

Ok-here's another one-ROTFL...Rolling On The Floor Laughing...(MUCH bigger than a smiley!) :-)

5497. Re: ST continued production

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 02:03:53 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Mar22.220354.22237@dal1>
Source record: 190454

Try setting your date to Jan 01, 2000 and then see if your files have that that correct date, although I believe that this does not apply to the
STE's.
In article <2mkg9u$gr@kolsaas.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
> In article <1994Mar17.150603.11180@dct.ac.uk>, mcssesw@dct.ac.uk (Simon Wilkinson) writes:
>
>> The operating system clock cannot be set past the year 2000 so files will not
>> be properly date stamped in the next millenium anyway. :-(
>
>
> What??? Does this also apply for the STE? I've installed a battery backed clock in the unit,
> so will this get me past that problem?
>
> Hallvard, Oslo, Norway

5498. AtariSt D-10,20,110 editor

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 02:08:34 UTC
From: Kaspar Stromme <KXS156@psuvm.psu.edu>
Message-ID: <94081.210834KXS156@psuvm.psu.edu>
Source record: 190455
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

```
FOR SALE:
Roland D-10,20,110 editor software for the Atari ST.
It includes extra sounds. Should work with D-5's too
Has a utility to convert sounds from MT32 & D50
BEST OFFER TAKES IT!!
k.s.
```

5499. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 02:46:21 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar23.144621.1@csc.canterbury.ac.nz>
Source record: 190456

In article <2mlr02$6a8@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
> ANSI-Term and others use a half-width font in Low-resolution to get
> the 80*25 character set.

ANSITerm is good, except that the dialer is just a little too basic for me..
Also, I've found it's ANSI translation doesn't work with the Uni's VAX too
well.. :-((Storm, doing VT-100, does nicely!)

> Trying to do Spectrum-512 type tricks with comms would probably not work
> too well. (Although, if Photochrome can do '32000' colors on an STE on
> a static screen, it _might- be possible to manage 16 colors on a
> 640*200 medium res' screen and use it, (although it'd be horribly slow!).

Photochrome does amazing things just on a plain ST! I would have thought given
what it was doing 16 colours in Med would be a snap.. I guess not.. :-(

> Why not a 640*200*256 GIF viewer? It'd make them look a bit better! :)

:-) I thought PChrome v3 did 4096 on screen? Anyway, a choice of colours from a
total of 24-bit would be nicer.. :-)
--
(__) ____
(oo) | David Zanetti : Sysop of Project Bluebook BBS |
------\/.........< zaneds1@cosc.canterbury.ac.nz |
/| || | misc145@cantva.canterbury.ac.nz |
*||---|| | Mooooooooooooooo! |
~~ ~~ ~~~~~~

5500. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 02:57:06 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mob62$gn1@golem.wcc.govt.nz>
Source record: 190457

```
] > Why not a 640*200*256 GIF viewer? It'd make them look a bit better! :)
]
] :-) I thought PChrome v3 did 4096 on screen? Anyway, a choice of colours fr
] total of 24-bit would be nicer.. :-)

It does up to 4096 in 320*200 mode on an ST, and ~19000/32000 in 320*200
mode on an STe

Makes some pics look quite impressive!
```

5501. Re: SLIP???

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 05:01:51 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Mar23.050151.17766@solaris.rz.tu-clausthal.de>
Source record: 190458

Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:
> Ok. I've gotten part of the tuw_tcp files to work. I got that off of
> ftp.tu-clausthal.de. Unfortunately there was no documentation with the
> software and it causes a stack overflow on my falcon.

If you really got the packages from ftp.tu-clausthal.de you should have
noticed the files 'readme' and 'readme.pkg' within the same folder
(/pub/atari/telecomm/tcpip/tuc-tcp). They include answers to your questions.

Nevertheless i will try to answer...

> So my questions are:

> 1) Does this software run over the serial line?

Yes and No: the current ditribution does not include a packet-driver for
the serial line. If you want to use the serial line (SLIP?) you have to
write a driver (see readme.pkg).

> 2) Anyone have a mail address for the author(s)?

...at the end of the 'readme' file:

For any suggestions, enhancements and bugreports send a mail to
Peter Mayer , pm@fortec.tuwien.ac.at

> 3) Does it run without a ReibelCard Plus?

Yes. But you have to modify the packet-driver. Another driver (to use with
DLink DE600) is included.

Bye,
Wolfgang.
--

Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

5502. Warranty work on Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 06:03:15 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.20.00110E5E@noddy.forestry.tas.gov.au>
Source record: 190459

A friend of mine has an STE in for warranty work to a firm called "Sydnet" (Australia) who are supposedly the official agents for Atari repairs. He has been advised that Atari are not honouring warranty claims following the closure of the Australian division. Can anyone confirm or deny?

5503. pd,sw,ftp-program developper

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 07:18:42 UTC
From: petep@info.isbiel.ch
Message-ID: <2moqgi$dhf@vega.info.isbiel.ch>
Source record: 190460

i moderate the atari archive of ftp.isbiel.ch. it's only a small ftp archive (for the moment) so it would be great if you could put your newest programs in it.

thanks

5504. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 07:38:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8ff1e6@secom.ct.se>
Source record: 190461

In a message of 22 Mar 94 02:27:27, Misc145 wrote:

M> Yes, I'm aware of that, but it's possible to put 16 colours on screen by
M> the same trick used to put 512 on a low-rez screen.. I'm after a combo
M> of that plus a VT-100 emu and presto, a terminal programme.. :-)

Umm ... I really doubt that .. the 512 col trick uses almost all the CPU time, and there are errors which might be noticeable on such a low amount of colours as 16 ...

Since you have to hog the CPU during the synclock (when you sync the screen-raster with the CPU, thus being able to switch colours exactly where you want) ni interrupts will come through, and any form of serial transfer seems like a dead idea to me anyway ..

If anyone has solved this, excuse me for sounding negative .. .-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5505. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 07:46:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8ff3ca@secom.ct.se>
Source record: 190462

In a message of 22 Mar 94 11:51:38, Allanon wrote:

A> I have heard that with AES 4.1 MultiTOS increases in speed dramatically
A> and becomes very usable.

Everybody should FAX Atari and tell them to release it .. MultiTOS might
actually gain a userbase if they do ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5506. Re: Sample Sequencer for FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 07:47:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8ff42c@secom.ct.se>
Source record: 190463

In a message of 22 Mar 94 16:07:23, Marc Bourlon wrote:

MB> There is a very good, and better and better MOD file editor, which allows
MB> to
MB> create MODs, 8 voices MOD-like musics, which will soon use MIDI too,
MB> etc...
MB> It's called digital tracker, and can be downloaded from various ftp
MB> sites,
MB> such as ftp.uni-kl.de. It's shareware, really not expensive, and... the
MB> author is a
MB> friend of mine... :o)

How fast does he handle registrations? A friend and I registered a few weeks ago, still no sign of it, and now two other friends of mine registered .. .-) ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5507. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 07:48:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d8ff46a@secom.ct.se>
Source record: 190464

In a message of 21 Mar 94 16:55:46, Arne Rudolph wrote:

AR> It's about 3% so far!!

This is often because of the lack of a decent way to pay for the program .. atleast here in Sweden the banks charge *HUGE* amounts of money for excahnging/sending money abroad .. :-/ ... I have yet to find a good way of doing it, that won't double the registration cost ...

Still, NOONE has answered any of my cries about MultiUser and what it does with the HD-driver, I guess not even germans understand the doc then ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5508. RE: ATARI STILL EXISTS? T

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 08:32:00 UTC
From: Wayne.Barnes@mettav.royle.org
Message-ID: <764440812.1@mettav.royle>
Source record: 190465

In message #11248, FRANK BARTELS writes:

> From: knarf@nasim.sta.sub.org (Frank Bartels)
> Organization: The Sunsite for ATARI-Friends
>
> Wayne Barnes (Wayne.Barnes@mettav.royle.org) wrote:
>
> > 60 -66 80 mHz
>
> Are you sure?
>
> Bye,
> Knarf

Erm, how about +66? I think my Falcon does -16 though. Especially in
colour.

* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)

5509. RE: SPEEDOGDOS AND ATARI

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 08:32:00 UTC
From: Wayne.Barnes@mettav.royle.org
Message-ID: <764440812.0@mettav.royle>
Source record: 190466

```
>
> AtariWorks & SpeedoGDOS come with Falcon030's WITH hard drives. If you
> got
> a non-HD Falcon030, then you're not entitled to them, and if you DID get
> a
> Falcon030 w/ factory-installed hard drive without them, then I believe
> Atari
> does OWE them to you (unless Atari UK wasn't offering them).
>
Groan, I got one too!, no reply from Atari UK as it is now Atari
Holland I believe....
I did get the totally useless CALAPP tho.... And a not working
MINT...
The Power PC looks more tempting every day.........
* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)
```

5510. Re: SLIP???

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 09:11:38 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2mp14aINN79v@tarsky.uni-muenster.de>
Source record: 190467

Hello everybody!

There is also a SLIP package for MiNT, which comes with a BSD socket interface.
This is written by Kay Roemer, and shoulb be on a.a.u.e in Mint/Network or
some similar directory. It works well, although I have tested it only locally

Regards,
Ulrich

5511. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 09:18:59 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2mp1i3$ckr@aggedor.rmit.EDU.AU>
Source record: 190468

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] Coma can not read hackfax received faxes... sendfax cannot send files
:] generated by wp2fax.. it a BIG MESS...

: With the Zyxel I had, coma was sending and receiving VERY clear faxes, much
: clearer than a normal fax to fax transfer would appear as (Clearer than
: any I've seen anyway). Coma is incredibly simple to use, and fast. It's
: 'dial directory' leaves a bit to be desired (Like a 'delete' or 'edit'
: option, although a text editor will do the trick), but other than that,
: it's great!

: It even seems work work 100% in a multitasking environment!

Yeah but running a BBS as well means i cant use coma.. it has no commandline

or does it?? my German comprehension is NIL...

--

Rob. (roba@nutmeg.ntu.edu.au)

5512. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 09:28:23 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Mar23.092823.13082@zaphod.earth.ox.ac.uk>
Source record: 190469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <CMu11o.EvA@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <CMtow0.AFC@dutiws.twi.tudelft.nl>, rowdyb@dutiws.twi.tudelft.nl said:
>> Rufus : Slow emulation, and doesn't work well with 'vi'.
>> STalker : Even slower emulation, and scrolls jerky (I'm not confusing
>> flowcontrol pauses here.)
>> ConNect : Slow emulation, with a very annoying 'block-copy-like' text-
>> buildup in e.g. 'irc' and other types of scrolling, no matter
>> the settings.
>> FZDT 2.20: Is the only one sofar that resembles PC/Intercomm's buildup most,
>> but unfortunately it's vt100-emulation is so sloppy that
>> 'vi' and 'irc' CANNOT be used at all!
>> Earlier in this group I read a 2.30 version won't be finished
>> soon (if it would solve this at all).
>>
>> Obvious QUESTION: * Is programming an IMMEDIATELY RESPONDING!, FLUENT! and
>> FAST! terminal emulator some kind of well-hidden
>> secret that only the developer of PC/Intercomm
>> knew about ?
>
>Get yourself a copy of NVDI and all your troubles will be over.
>
>Ofir ogal@cix.compulink.co.uk

Or use Uniterm.. that has VT100/VT102/VT220 and Tektronix T4010 emulation.
OK, it's not fully GEM complient and you can't have it in a window and it
only runs in ST-Med or ST-High modes, but it's the best terminal emulator
I've found on the ST/TT/Falcon, and believe me, I've tried them all!

Steve
--
------------------------------------------------------------------------
Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).
```

5513. Re: SOL.CS.RUU.NL

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 09:39:30 UTC
From: atari@cs.ruu.nl
Message-ID: <Cn42tu.7BG@cs.ruu.nl>
Source record: 190470

>sheppard_r@kosmos.wcc.govt.nz wrote:
>: Can some one help with this Dutch
>: Site, I am unable to get a INDEX
>: from the pub/ATARI-ST/
>: The Help file shows it as INDEX,
>: but that does not work....
We already solved the problem by private email. But because more people may
have the same problem I'll post the solution:
When using our mail-server you should give path names relative to /pub, so
to get the /pub/ATARI-ST/INDEX file you send the message
begin
send ATARI-ST/INDEX
end
to mail-server@cs.ruu.nl.

In <2mcl5n$884@dux.dundee.ac.uk> dsime@mcs.dundee.ac.uk (David Sime) writes:
>In the directory pub/ATARI-ST, there is a file called INDEX.132
>This is probably updated and gets different extensions, but that
>was the current one listing the contents of the ATARI stuff.
Almost right...

The file /pub/ATARI-ST/INDEX is the index file, one line per package. Lines
are upto 80 characters long. The name of the subdirectory is on a seperate
line. This format is also used for the INDEX files in the subdirectories.
Example:
/pub/ATARI-ST/arcers
INDEX List of files in this subdirectory
arc.arc 900110 de c Arc archiver V6.02
arc.doc 910124 d c Manual for ARC
arc.ttp 910124 e c ARC archiver, V6.02

The file /pub/ATARI-ST/INDEX.132 is the same index file, but with the name of
the subdirectory on every line. Lines are upto 132 characters long (hence
the name INDEX.132).
Example:
arcers INDEX List of files in this subdirectory
arcers arc.arc 900110 de c Arc archiver V6.02
arcers arc.doc 910124 d c Manual for ARC
arcers arc.ttp 910124 e c ARC archiver, V6.02

Groeten,
- Ate -
--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl

atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

5514. Re: Transcendence

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 09:40:58 UTC
From: warrl@hebron.connected.com
Message-ID: <2mp2ra$163@hebron.connected.com>
Source record: 190471

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] Anyway, I just uploaded the freeware version of Transcendence to atari.arch
:] it should be available soon.

: Ah, but what is it?

<oops>

TRN2401.LZH, someplace in the directory structure of atari.archive.umich.edu

5515. Re: Bootup configurators?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 09:44:07 UTC
From: richara@westminster.ac.uk
Message-ID: <Cn42xH.BrJ@westminster.ac.uk>
Source record: 190472

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:

: Do what I do, write your own! :)
I agree, that's what I did. Having been dissapointed with all the managers I looked at. I didn't like the user interface on Superboot, and since I don't like reading manuals...I didn't use it.

:(It's not good enough to release anywhere,
: but being DIY, you can add whatever you like to it, and Pascal actually
: generates _reasonably_ fast & compact code! Maybe if I can get it
: working 100% I'll release it!
Mine works fine, but doesn't yet have an options screen so all defaults are built into the prog, which is fine for me since I can recompile it to change them.

: (It does everything X-Boot 3 does (AFAIK),
Does anyone have a list of what X-Boot 3 does, then we can all add these features into our managers and never need to shell out 35 quid :->

:but doesn't have a non-GEM
: mouse driver like XBoot has (Tricky that bit!))
Yes, but XBoot is a stunning program. It's almost a false economy writing your own since the amount of time spent on it is probably worth more in monetary terms than buying XBoot.

But, the main reason I wrote mine was so that I could boot up in low res and use the manager in low resolution. Medium res on my TV sucks.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

5516. Re: Monochrome repairs

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 09:46:42 UTC
From: warrl@hebron.connected.com
Message-ID: <2mp362$19b@hebron.connected.com>
Source record: 190473

Stephe Lewis Foskett (lancer@joseph.WPI.EDU) wrote:
: 0{{ "Sanjay" == Sanjay Parker <sxp17@po.CWRU.Edu> writes:
: Sanjay> I just took my faithful SM124 to a local Atari authorized
: Sanjay> service center because it wasn't turning on (no life). The
: Sanjay> service center replaced a diode and a fuse. They want $78.00.
: Sanjay> Is that a bit steep? Any comments would certainly be
: Sanjay> appreciated. . .

: I would say that is a LOT steep... My SM124 refused to turn on, too,
: so I went to the local good electronics store (Stark Electronics) and
: picked up a package of 250v 3A mini fuses and replaced the bad one.
: It took 15 minutes (10 to find the screwdriver!) and cost $2.45.

: Also, a used working SM124 can be had for $75 here on the net!

: .s.
: --
Sorry, but to get a trained technician to do the diagnostics and the
repair work -- $78 isn't bad at all. Maybe a touch above average,
but maybe not, for a minimum charge.

Buying the parts and installing them yourself is a whole different
matter. You can save a bundle if you know what you're doing, or
electrocute yourself if you don't & are unlucky.

5517. EVEREST 3.2 (english) is out

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 09:51:00 UTC
From: Christian_Dalichow@ki.maus.de
Message-ID: <A51821@KI.maus.de>
Source record: 190474

Hi there around the world...

All I want to say is:

The english version of EVEREST 3.2 is out now!

EVEREST is "the simple and genial GEM Text-Editor" written by Oliver Schmidt,
translated by Joe Connor.

I don't know where you can get it, but have a look on it!

The archivename should be: EVER_E32.TOS (self-extracting zip-file)

For changes please read this text taken from EVEREST.DOC (translated by Joe
Connor):

Version 3.1 20-2-1994
-The Delete key after expanding an abbreviation works now correctly.
-WM_BOTTOM Message implemented.
-'The file ... does not exist. Create a new file?' -Message removed,
because it's unnecessary.
-WINX's Scrollboxes are now supported.
-Everest works now correctly, if the windows are moved over the left screen
border (under WINX).
-Two new menu entries in the FILE-menu: 'Save changes' and 'Close all'.
-The cursor column can be defined in the 'Sample Error messages' dialog.
-If GEM doesn't recognise the scrapdir, Everest takes the environment
variable SCRAPDIR.
-Because many people asked for more flexible cursor handling, it's now
possible to choose between text dependent and free cursor positioning.
-Optionally a formfeed can be send to the printer after printing a text.
-Everest can create backup files.
-You can save a marked block using the 'Save as' option.
-Everest supports the UFSL, a font selector that can be used by all
programs like a fileselector (UFSL = Universal Font selector).

Version 3.2 27-2-1994
-Unfortunately there was a bug in version 3.1, it was not saving marked
blocks properly. Hopefully this bug is now fixed.
-The English has been fine-tuned (Open file(s), Save block as, Save file
as) etc.

Oliver Schmidt and I hope you will have only fun with EVEREST.

If not: contact us!

so long, Christian

Christian_Dalichow@ki.maus.de
no message longer than 16kb, please!

5518. Re: SOL.CS.RUU.NL

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 11:25:58 UTC
From: piet@cs.ruu.nl
Message-ID: <Cn47rA.8ny@cs.ruu.nl>
Source record: 190475

DS> sheppard_r@kosmos.wcc.govt.nz wrote:
DS> : Can some one help with this Dutch
DS> : Site, I am unable to get a INDEX
DS> : from the pub/ATARI-ST/
DS> : The Help file shows it as INDEX,
DS> : but that does not work....

DS> In the directory pub/ATARI-ST, there is a file called INDEX.132
DS> This is probably updated and gets different extensions, but that
DS> was the current one listing the contents of the ATARI stuff.

Both INDEX and INDEX.132 are present and have the same date/time stamp.
INDEX.132 is a 132 char wide listing with a little bit more info.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
X-400: G=Piet;S=van.Oostrum;OU=cs;O=ruu;PRMD=surf;ADMD=400net;C=nl;

5519. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 11:34:22 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.blr5wprQrLA@yonder.equinox.gen.nz>
Source record: 190476

In <2mkrr9$dn@golem.wcc.govt.nz>, Steve Wells writes:
>] Coma can not read hackfax received faxes... sendfax cannot send files
>] generated by wp2fax.. it a BIG MESS...
>
>With the Zyxel I had, coma was sending and receiving VERY clear faxes, much
>clearer than a normal fax to fax transfer would appear as (Clearer than
>any I've seen anyway). Coma is incredibly simple to use, and fast. It's
>'dial directory' leaves a bit to be desired (Like a 'delete' or 'edit'
>option, although a text editor will do the trick), but other than that,
>it's great!
>
>It even seems work work 100% in a multitasking environment!

Am I the only one that can't get this bloody program to work?!?!?!

Maybe it's my modem? A GVC FM-1440VE ... I have managed to receive
a fax with the software made for Binkly Term.

Coma won't connect to send a fax, and it only receives a corrupted
unreadable page :-(.

BTW: I thought Hackfax was only for ZyXel modems? Maybe that's why
Roger can't get it to work? Or does he have a ZyXel now?

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

5520. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 11:39:30 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.Nr5Qo78hHIY@yonder.equinox.gen.nz>
Source record: 190477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2maihc$14e@mailer.fsu.edu>, Mickey Boyd writes:
> If you get an accellerator,
>I would suggest Connect. The "block" effect you mention is not as issue
>with an accellerator.

Go try using using IRC with CoNNect ... you'll see what he's talking
about... it's a real strain on your eyes after only a few minutes, and
near impossible to read anything coming through.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

5521. Re: ST User Photochrome v4

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 11:58:19 UTC
From: rab2@ukc.ac.uk
Message-ID: <5746@raven.ukc.ac.uk>
Source record: 190478

To reply to myself...

I bought ST User anyway (because I enjoy the excruciating embarassment of buying a magazine with a cover that looks like it has been drawn by a disturbed 5 year old).

Photochrome version 4 now loads all types of Targa and runs happily on 16MHz Mega STEs. (It will also convert but not display on the Falcon, should anyone have such a desire. What's wrong with using Gemview in High Res TC?) No JPEG handling, and I don't think the GIF resizing is any different.

There's a new version of PCSVIEW which searches the directory it was run from, rather than just A:. PCSCLICK didn't dearchive properly for me, but I already have it from v3 and there as no mention of any changes in it.

As it is the "ST User Release" and says so in the program, I don't think it is PD as ST User will have paid for it. I hope there will be an official PD release soon so everyone can get it without having to suffer ST User...

For those of you worried about the demise of Chroma Studio 24, the PChrome4 docs mention a forthcoming amalgamation of PChrome and Chroma called Chroma Studio ST. Let's hope that one gets out of Floppyshop alive :)

Richard.

5522. Re: Chroma 24 for the Falcon - Dead and gone!

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 12:01:53 UTC
From: rab2@ukc.ac.uk
Message-ID: <5747@raven.ukc.ac.uk>
Source record: 190479

In article <Cn2xou.8AF@cix.compulink.co.uk>,
Daron Brewood <dbrewood@cix.compulink.co.uk> wrote:
>Official fromn the authors, development of Chroma 24 for the Falcon has
>now ceased and is not likely to continue.
[...]

Oh dang. Well, there might still be hope. See my post about Photochrome 4.

Richard.

(Saving up for a Falcon and a Jaguar. Both of them might work properly by
the time I can afford them...)

5523. Floating point usage

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 12:52:35 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Mar23.125236.2532@bay.cc.kcl.ac.uk>
Source record: 190480
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone tell me how to use the floating point co-processor in gcc?
I have a 68882 fitted which I'd love to use :-)

ATB,
Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

5524. Re: Programming the Falcon: which Cli, C, etc...?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 13:11:04 UTC
From: djs@jet.uk
Message-ID: <1994Mar23.131104.21774@jet.uk>
Source record: 190481

In <1994Mar18.171846.17079@uss.lonestar.org> evanlang@uss.lonestar.org (Evan Langlois) writes:

>The DSP is 56001 code, and must be very tight. You cannot write a
>program in C and expect the compiler to make 56001 code for it. You
>have to use a 56001 assembler and write in assembly code...
Eh? There are several C compilers available for the DSP. I can't vouch for the quality of code generated, but for quick-and-dirty routines, they may well be sufficient. I wouldn't use one, though!

PS Anyone got any experience with DevPacDSP? Any opinions on this?
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5525. Re: Hmmm...

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 13:15:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mpfco$35r@mailer.fsu.edu>
Source record: 190482

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> 1991 CIA World Factbook
> A Christmas Carol, by Charles Dickens
> A Discourse on Method, by Rene Descartes
> A Princess of Mars, by Edgar Rice Burroughs
> About The Iroquois Constitution
>
> (*Items skipped*)
>
> Is Project Gutenberg some sort of registered commercial group, because
> otherwise this kind of non-authorised (Is it?) reproduction of texts
> is an infringement of copyright is it not?

I believe Project Gutenberg is actually an Internet effort, with this CDROM being a compilation of what is available so far. Thus, all this stuff is available via ftp, to my knowledge. I remember reading an explanation of the copyright issues (and it seemed to be fair and above water, but I cannot remember the details). Anyway, it should be easy to check, as the disclaimer should be pasted to the top of any PG document.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5526. Re: Hmmm...

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 13:20:30 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1684@usdtsg.DaytonOH.NCR.COM>
Source record: 190483

In article <2monb5$i3g@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:

[some STuff deleted]

> Project Gutenberg CD Disc
>
>
> It includes classics literature, reference works, historical documents, and
> religious works including the complete King James Version Bible.
>
> On the Project Gutenberg disc you will find the following books and
> reference works:
>
> 1991 CIA World Factbook
> A Christmas Carol, by Charles Dickens
> A Discourse on Method, by Rene Descartes
> A Princess of Mars, by Edgar Rice Burroughs
> About The Iroquois Constitution
>
>Is Project Gutenberg some sort of registered commercial group, because
>otherwise this kind of non-authorised (Is it?) reproduction of texts
>is an infringement of copyright is it not?

Nope. I've been downloading some of these "e-texts" from
198.86.40.81 I think (in the pub/docs/books/gutenberg directory, I
think). The header in all the texts I've looked at says that the
books that they put in ASCII form are in the PUBLIC DOMAIN
(they specifically mention this).

I dunno what you meant about "reg. commercial group" but the above
statement should still hold (i.e. public domain texts)...

>Looks dodgy to me.

Check out some of the files from the above site and see what ya think?

>Mem-Watch is handy though :)

True. Works nicely under Geneva too :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5527. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 13:21:16 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1685@usdtsg.DaytonOH.NCR.COM>
Source record: 190484

In article <A30345@HH.maus.de> Sven_Spreier@hh.maus.de (Sven Spreier) writes:
>OG>As many of you know, there is a version of MultiTOS where the AES no
>OG>longer busy-waits. Some heavy duty begging is undergoing atm to
>OG>persuade Atari to release it to the public. The official line is that
>OG>it is not ready
>
>Will it ever be ready?

RSN... ;-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5528. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 13:28:58 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cn4DGB.JG6@bbc.co.uk>
Source record: 190485

I think that MultiTos should be viewed as a development tool, till they
actually get a useablr version out. It forces programmers to write programs
that behave properly and has done the entire Atari scene the world of good.
In other words, stop slagging it off till they get a 'proper' version out
that works at a good speed.

David White
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

5529. Re: No Manuals..

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 13:56:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A19819@BI.maus.de>
Source record: 190486

Hello Roger!

>Hi are the Falcons still being shiped with out Manuals..??
>A Dealer here N.Z. brought a Falcon from the UK. has built in
>Speedo/Works, and the later TOS 4.04...
>But no manuals, he has been told from the firm, ? in the U.K.
>that there is still no Manuals...

If you want I can send you my manuals for the F030. :-)))
I got my F030 in december 1992 with English manuals. Three months later ATARI Deutschland (Germany/I know that you can't speak German.:-)) gave me the German manuals and eight months later I got MultiTOS and SpeedoGDOS without manuals. You see, it must be a big problem for ATARI to produce manuals. Perhaps your dealer will get them some months later. :-(

>He did not tell me what manuals that were missing, but this does not
>help in selling Atari Falcons here...!!!

Is there anything which would help to sell Falcons? :-(

Resignated
Olaf

MausNet: Olaf Kaiser @BI .---. .---.
InterNet:Olaf_Kaiser@bi.maus.de / \ __ / \
/ / \(..)/ \ \
> User of German MausNet < ////// ' \/ ` \\\\\\
> !No Mail >16kB please! < //// / // : : \\ \ \\\\
// / / /` '\ \ \ \\
FALCON 4/65 (Tower) // //..\\ \\
TKR SPEEDSTAR 144 *member of the German Falcon-Ring*

5530. Re: Arrowfix

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 14:51:50 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2mpl26$qb2@fbi-news.informatik.uni-dortmund.de>
Source record: 190487

In article <2mmosf$a97@delphinium.cig.mot.com>, whitema@rtsg.mot.com
(Michael A. White) writes:

|> "Installation Failed" message on the ARROWFIX.PRG. Is anyone
|> else out there using these programs successfully?

I used it for a short time on my 1040ST and anything was OK :-) ??!!!

--
Greetings from

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de

ACHTUNG: Reply an grsys168 nicht moeglich!

5531. Re: ICD Filling Orders???

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 15:29:48 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2mpn9c$8lv@m.ehd.hwc.ca>
Source record: 190488

sheppard_r@kosmos.wcc.govt.nz wrote:
: Yes I sent a ADspeed back at the end of January, with a RMA number
: and it was a waranty job, still no reply..

: I have E-Mailed them last week on GEnie about there Tape BackUp software,
: and no reply as of yet..

I called ICD's order line [(815) 968-2228] yesterday and got straight
through to Sales. My order was sent (via Air Parcel Post) almost a month
ago. I guess customs is taking its own sweet time. Nothing to do now
but wait. I wonder if a few calls would help?...

--

Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life
and is not the responsibility of Health Canada

5532. More Questions!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 15:35:39 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HAB3T30D5U95Q8PV@SNYONEVA.CC.ONEONTA.EDU>
Source record: 190489

Hi all!

Well thanks to those on the net who answered at least some of my previous questions!

Anyway, I've got more...here they go...

1) Way back in October I remember seeing a list of Falcon Software titles that were either available, under development, or proposed...

I'd like to know if an upgraded list of available "Falcon Only" software is floating around?

I'm interested in Falcon only games (commercial), graphics packages, and the like, etc.

So far...I've seen few of these products released and many others that never made it.

2) Does anybody know the e-mail address of the authors of the wonderful shareware painting package Crack-Art? Also, is the program still under development?
I've seen version 1.36 of Crack-Art but I'm leery of registering for it if a) the program is no longer under development and b) the program won't support Falcon and TT video modes, etc.

3) Why won't certain Falcon demos and Falcon games like Mini-F1 run properly on my Falcon030? Demos like PLASMA50 and INTEL cause my RGB monitor to roll vertically. Are there system fixes to correct for 60hz Vsync problems? Those old ST/Ste 50/60hz toggle programs that poke mem location $ffff820a don't work on the Falcon...

Any help will be greatly appreciated...Thanks in advance!

Ari

5533. Tweety Board Problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 15:39:01 UTC
From: andy@ice.stx.com
Message-ID: <2mpnql$45u@paperboy.gsfc.nasa.gov>
Source record: 190490

I just bought a used Sound Off! cartridge, works great. My 520ST+ (TOS 1.4) has a Tweety Board installed (by previous owner), which has always worked fine with games and music sequencing software, but when I try to play back Sound Off! samples it sounds *very* distorted.

But when I save the samples to disk and run it on my son's 520ST (without Tweety Board), they play back just fine. When I press the AUDIO button in Sound Off! (not explained in the manual, but would seem to pass sampled input directly to the sound chip/output) it sounds like the levels are very high and you hear a lot of background noise and hum, almost like an impedence mismatch. When I disconnect the input to the Sound Off! cartridge, nothing, just quiet.

But I don't think the problem has anything to do with Sound Off! I opened up my ST and looked for any obvious hardware problems with the Tweety Board, but it all looked fine. Tested it with other software, sounds fine, maybe too loud. A PD speech program was pretty distorted.

Does anyone have any ideas or suggestions on what the problem could be, or how I could get the output of the sound chip clear and useful to mix back in with my other music (I'm basically looking at using the ST with the Sound Off! cartridge as a poor man's sampler!) THanks...

Andy_Moore@gsfc.nasa.gov |"Minds are simply what brains do."
| -- Harry Harrison & Marvin Minsky,
| _The Turing Option_

5534. Re: Tweety Board Problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 16:17:02 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn4L8F.C2x@barclays.co.uk>
Source record: 190491

When Tweety came out, ISTR a warning that samples played back badly with it.
Something to do with the way FMs create samples in terms of number of channels
needed to do it.
--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

5535. Re: Calamus 1.09on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 16:26:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A64134@SL.maus.de>
Source record: 190492

I>It should work in ST high AFAIK.

All - monochrome - resolutions from 640*400

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

5536. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 16:26:45 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2mpqk5$dh5@cnn.sim.ES.COM>
Source record: 190493

In article <2mif0d$ki3@auggie.CCIT.Arizona.EDU>, jeff@jupiter.ame.Arizona.EDU (Jeff Diamond) writes:
> Just thought I've been reading this news group far too long,
> and it was time I asked. (I may be missing subtle points here.)
>
>
>

In My Humble Opinion

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

5537. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 16:31:40 UTC
From: walra@moacs11
Message-ID: <wb167amxmta@moacs11>
Source record: 190494

In <4321@btmwj1.se.bel.alcatel.be>, Chris Gray wrote:

> Just to get even... anyone wanna buy my copy of Mag!x? Damn thing insists
> on assuming I have a German keyboard... |B<

You can use Compose (freeware, by Pascal Fellerich) to install another keytable. With MagiX you can't run Compose from the autofolder, you have to start it as an auto-application (or manually). I'm using MagiX with an American keyboard, no problem when Compose is installed (if necessary you can create your own keytables).

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5538. Re: Sample Sequencer for FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 16:52:38 UTC
From: rkildal@outb.wimsey.bc.ca
Message-ID: <rkildal.12e7@outb.wimsey.bc.ca>
Source record: 190495

Protracker has been converted for the Falcon and works very well. it plays almost all mod formats and will import a variety of sample types as well. any Falcon pd library such as the Floppyshop will carry this program.

5539. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 17:02:12 UTC
From: walra@moacs11
Message-ID: <6b_fkjoekyi@moacs11>
Source record: 190496

In <2mnvci$nv2@uqcspe.cs.uq.oz.au>, Marshall (G.M wrote:

> In <5mv8zgxwpbi@moacs11> walra@moacs11 (Waldi Ravens) writes:
> >- realtime moving and sizing of windows
> >- realtime scrolling
> >- accelerated scrolling
> >- all 4 scroll-arrows neatly gathered in the lower right corner

> I tried to install Winx2.1 on my MegaSte, but it wouldn't give me the
> scroll-arrows in the corner, although I set the winx.inf flag appropriately.
> Is there a problem with MegaSte's? Mine is an older one, with TOS2.5.

I'm using WinX 2.2 (don't know if it is supposed to make a difference in
this respect) under TOS 3.06, with the following flags:

```
# Globale Schalter
.GLOBAL = 1+ 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+ 13+
# Lokale Schalter
* = 1+ 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9- 10+ 11- 12+
```

The local flag 9- is responsible for a decent placement of the
sroll-arrows, works fine for me.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

5540. Re: ICD controller into a MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 17:33:06 UTC
From: alexpp@rbg.informatik.th-darmstadt.de
Message-ID: <2mpugi$vmq@rs18.hrz.th-darmstadt.de>
Source record: 190497

In article <2m8olf$8eg@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>About a week ago I posted asking what the pinouts were so a friend (with no
>net-access) could connect an ICD controller to the internal SCSI drive of a
>MEGA STE. What the problem is is that it has 44 poins on the motherboard, and>the ICD only has 40 pins if I remeber correctly. Now is this the same as the
>Falcon IDE with 4 pins being dedicated to power, and if so, what pins are what>- don't wanna connect a +12V to a data line 8*() .....

Hi!

I connected the original MegaSTE internal Hostadapter to 520ST's DMA port
using the following plan (I have it from Stephan_Kilian@k2.maus.de)...

```
5V 30 O O 29 GND
5V 28 O O 27 GND
5V 26 O O 25 GND
N.C. 24 O O 23 HDINT (10)
(19) HDRQ 22 O O 21 RW (18)
(16) A0 20 O O 19 HDCS (9)
(14) HDACK 18 O O 17 Reset (12)
16 O---O 15 D7 (8)
14 O---O 13 D6 (7)
Datalines 12 O---O 11 D5 (6)
from DMA-Chip 10 O---O 9 D4 (5)
8 O---O 7 D3 (4)
6 O---O 5 D2 (3)
4 O---O 3 D1 (2)
2 O---O 1 D0 (1)
^^^
```

those lines are the jumpers in Mega STEs without internal Harddisk

numbers in () are the pinnumbers on the DMA Port (the external one)..

--
MfG ^ \/ alexpp@rbg.informatik.th-darmstadt.de
/-\LE/\ University of Darmstadt, Germany

5541. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 17:42:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn4p6t.HJL@cix.compulink.co.uk>
Source record: 190498

In message <4319@btmwj1.se.bel.alcatel.be>, cgra@se.bel.alcbel.be said:
>
>I installed VRAM on my Falcon, which currently has onlt ST RAM and an IDE
>hard disc, and used GemView to unpack a 1225x757 colour JPEG file. It
>took about four-and-a-half minutes. After the first half minute the drive
>access light was on almost continuously.
>
>This was of course a very cruel test, and GemView is pretty slow at un-
>packing JPEG files at the best of times (BTW does anyone know whether a
>co-processor would help here?). And I doubt the author of Gemview was
>worried about page-fault rates when he designed his code.

Try the Brainstorm JPEG decoder which is a TSR that GEMView recognises.

Ofir ogal@cix.compulink.co.uk

5542. Re: new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 17:59:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cn4pyG.5yJ@westminster.ac.uk>
Source record: 190499

In article <2mlqqe$6a8@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>] >] ledpanel.zip - puts 2 rows of "lights" in the upper right hand corner
>] >] of the screen to show disk use
>] >
>] > Mono-only, appears even when not in a GEM mode (which could be handy).
>]
>] Seems to show pretty colours for me.. are you sure you turned on colour
>] in the config?
>
>What config'? (Also, the doc's say Mono' only, and it refused to run
>in color mode saying 'Mono only' on the 'title' screen!

Also, doesn't work under MINIX :-(

But then again, I never expected it to, as Minix is text only......

I'm looking forward to OMEn though...

Just my 2 paisa worth.....

Dan.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5543. High Density Disk Drive Required.....

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:03:57 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cn4q6o.624@westminster.ac.uk>
Source record: 190500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear ST Chums.....

I am going to be testing a NEW high density disk drive module for the ST.

The company concerned is in the UK, and I would appreciate it if someone would
sell me one of the HD disk drives...

Thanks..

Hope to hear from you soon.

Danny.
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5544. Re: Atari ST games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:07:15 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94082.130715STIRRE31@MAINE.MAINE.EDU>
Source record: 190401

A new revision to the list....
Microprose Golf has been sold.
So now we have....
Epic
Mean 18 Golf
Polulous
ST Pool (old game w/o manual)
Oh no! More Lemmings stand-alone
Please make offers to:
stirre31@maine.maine.edu
-scott tirrell

5545. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:11:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn4qIM.J7B@cix.compulink.co.uk>
Source record: 190402

In message <Cn4DGB.JG6@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk said:
>
>I think that MultiTos should be viewed as a development tool, till they
>actually get a useablr version out. It forces programmers to write programs
>that behave properly and has done the entire Atari scene the world of good.
>In other words, stop slagging it off till they get a 'proper' version out
>that works at a good speed.

I disagree. MultiTOS is sold as a product. There is no mention that it is
a development tool. I agree that its availability has has forced
programmers to write 'properly' and that's good.

Ofir ogal@cix.compulink.co.uk

5546. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:11:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn4qIo.J7w@cix.compulink.co.uk>
Source record: 190403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <H.eg.Nr5Qo78hHIY@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz said:
>
>Go try using using IRC with CoNNect ... you'll see what he's talking
> about... it's a real strain on your eyes after only a few minutes, and
> near impossible to read anything coming through.

I have, I don't see what the problem is. Maybe that's because I have a
Falcon + NVDI.

Ofir ogal@cix.compulink.co.uk

5547. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:27:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7555@M4.maus.de>
Source record: 190404

>I'm envious. I'm getting little more than HALF the throughput from my
>Maxtor 120Meg drive than I was accustomed to getting when it was
>attached to my 520STfm via ICD's _OLD_ host adapter. Truly a
>disappointment, this slow SCSI-II port on the Falcon!

Used RateHD to measure, eh?

I don't know how often I posted this: RateHD's results are bare nonsense on Falcon and TT SCSI ports. I've seen drives that definitely fly at 1800 KB/s, tested them with RateHD and got something like 900 KB/s. This sucks :-)

>fear or favor that PageStream loaded quite noticeably faster on my old
>setup than it does now on this 32MHz Falcon. I find myself agreeing

Sure - the more memory Pagestream gets, the slower it loads. Don't know why, but our DTP workstation (TT, 12 MB RAM, 200 MB Conner HD) takes AGES to load PS.

bye, Peter

5548. Re: Calligrapher: ST Review co

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:36:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7556@M4.maus.de>
Source record: 190405

>On the subject of ST Review and Calamus, does the upgrade offer for the
>printer drivers and stuff include an Epson Stylus driver?

You can DIY a Stylus driver, use Calamus' printer driver generator program. Use the Epson LQ driver as a basis, and adjust the margins.

5549. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:37:12 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cn4rq1.Kvv@cix.compulink.co.uk>
Source record: 190406

>Maybe it could be the Falcon, but Henrik Houstrup tested a drive with auto
>terminating as well, and there was no go at all on the Falcon. But it did
>run fine with the ICD-adaptor on a ST.

Weirder and weirder, evidently loads of the drives have been sold and are
in use without any problems, so I'm pretty sure it's the drive. Just got
to get atari to agree (again) to repair the machine now. ATM they are
saying it may not be possible as I've had the additional memory and an FPU
fitted.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5550. Re: Monochrome Monitor Tilt/Swivel

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:41:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7557@M4.maus.de>
Source record: 190407

>Well, I just took it out of the box a few minutes ago, and found that it
>matches the bottom of the SM124 *perfectly*. There are even a pair of
>plastic locking hooks that fit precisely into some of the air vents in
>the bottom, making the base hold fast to it. It would appear that
>however Atari had the SM124 produced, it was created precisely as what
>NCR thought of as a standard monochrome display.

...guessed right.

Back in the old days, NCR and Atari both had their monitors made by Goldstar,
Taiwan, who incidentally used the same housing for both types of monitors.

bye, Peter

5551. Re: SCSI contollers

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:52:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7558@M4.maus.de>
Source record: 190408

>1. Your two devices certainly could not read/write to the device at the
>same time.
> 2. Your two devices _may_ be able to both be hooked to the same SCSI
>bus

Perhaps, yes. But then, the formatting and data scheme of the two hosts
attached will for sure be totally incompatible. In simple words, forget it.

bye, Peter

5552. Help needed making sound on ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:55:00 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <Cn4sJp.Bor@cbfsb.cb.att.com>
Source record: 190409

I have an early 520ST, upgraded to TOS 1.4, 4Meg, 80Mb disk, that I mostly run in mono mode.

Is there a program that will play MOD, WAV, and other sound files on my Atari? I have copied some programs off of atari.archive.umich.edu, only to find that they seem to only be for STE's, or only run in color. (What the hell does color/monochrome have to do with sound reproduction???).

Can anyone recommend an ftp'able program that will play sound files on a mono Atari ST? Please give me, if possible, an exact file name. I can always search through 0compind to find where it lives on umich.

Also, would someone make an attemp to define some of the sound file jargon? What does "tracker" or "noi[sz]etracker" mean in this context? How many sound file formats are used on ST's?

I understand that MOD files are sampled sounds from Amiga land.
I understand that WAV files are sampled sounds from DOS/Windows land.
I understand that DOS/Windows has midi data files as well (.MID?)

Thanks in advance.

Bill Dudley
AT&T Consumer Products
dud@nucleus.att.com

5553. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 18:56:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7559@M4.maus.de>
Source record: 190410

Hi!

>I've used HowFast1, but wasn't sure how accurate it was. Some of the
>results were a bit anomalous. For example, on a 340 meg Quantum SCSI-II
>drive attached to a Falcon, it reported read rates maxing out at ~1.8
>MB/s. Testing the same drive on a Mac reported rates ~2.8 MB/sec.

How-Fast measures real world file access, not raw transfer rate. This will
always be slower.
First, the Mac tool might measure raw rates. Second, the more expensive Macs
have more expensive SCSI controllers, which might be faster than the Falcon's.

> I know the DMA port on at least the Mega ST's was bandwidth limited to
>a maximum of 1.4-1.5 MB/sec. Does the Falcon have a similar constraint
>at 1.8 MB/s? I.e., the drive can do much better, but the Falcon can't?

Sure the system has a constraint here, but I haven't hit it yet. The SCSI chip
can do about 4 MB/s raw transfer speed according to its manuals, that should
give about 2.5 MB/s max file read throughput.

>Is there any variation in HD speeds caused by loading from video
>refresh? That is, do HD transfers run faster at the less intensive ST
>modes than in the 256 color (and true-color) modes, just like the CPU
>runs faster in those modes due to less bus contention?

SCSI transfers won't get slower. IDE transfers will. Strange but true.

> I also vaguely recall that when I tested an older drive (an LPS240)
>that I had gotten rates ~1.2+ MB/sec with both RateHD and my own
>benchmarks on a Mega ST, that HowFast1 maxed out at ~900 kB/sec. Since
>I couldn't read much of the German documentation, I wasn't sure if there
>wasn't something I was overlooking. Plus, the Write rates were always
>significantly lower, which seems strange unless a verify pass was being
>done?

See above. RateHD measures raw transfers, How-Fast writes and reads GEMDOS
files.

GEMDOS takes more time for writing a new file than for reading one. Creating a
new directory entry takes longer than finding an existing one.

bye, Peter

5554. Re: Any limit on size of Falcon SC

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 19:02:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7560@M4.maus.de>
Source record: 190411

```
>>Does the latest AHDI allow me to access disks of 2GB size? To partition
>>and high-level format them correctly?
> Most probably yes, but only with TT or Falcon machines

Oops, I forgot to say why:

The ACSI port only allows SCSI group 0 commands to be used. With these, access
is limited to 2^21 sectors, which is 2^30 bytes AKA 1 GB.

bye, Peter
```

5555. Looking for a atari to ibm or amiga file converter

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 19:14:39 UTC
From: ender@ecst.csuchico.edu
Message-ID: <2mq4evINNjgp@charnel.ecst.csuchico.edu>
Source record: 190412

I used to have an Atari st and i saved alot of the paper i had written
in ascii format on some disks...
I was wondering, do any of you know where to get a program which could
make these files readable by a Mac, Amiga, or an IBM clone?

Thanks in advance

5556. Re: Calamus 1.09on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 19:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7561@M4.maus.de>
Source record: 190413

>Has anyone gotten Calamus 1.09 to work on the Falcon? Mine does not work
>properly (it is an original :). Is there a patch available?

Get it updated to 1.09N, this one will work, but in b/w screen modes only. Or even better, upgrade to Calamus S, this will do in up to 256 colors, too.

5557. Re: Tweety Board Problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 19:24:05 UTC
From: cse0947@nova.wright.edu
Message-ID: <1994Mar23.142405.20080@nova.wright.edu>
Source record: 190414

Doesn't it say something in the Tweety Board documentation that some software expects (uses) a mixture of teh three channels to produce a certain effect? Perhaps trying to reassemble the channels by re-routing the Tweety Board's three outputs.

Todd cse0947@desire.wright.edu

5558. Re: ST User Photochrome v4

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 19:54:14 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mq6p6$mgp@golem.wcc.govt.nz>
Source record: 190415

```
] I see the latest ST User has v4 of Photochrome (billed as the "ST User
] Version") on the disk. If anyone has tried it yet, is it actually any
] different from v3 or shall I save myself #3.60?

I wouldn't trust anything on a cover-disk, it'll turn up on an FTP site
pretty soon! :)
```

5559. Programming the Falcon:

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 19:56:34 UTC
From: wkilwngr@sterbbs.nl
Message-ID: <7481IQFFKFLLAAYSDF@sterbbs.nl>
Source record: 190416

jhh@cwi.nl wrote on 03-17-94:

>I know, quite a lot of questions. But the FAQ is rather short as far
>as Falcon information is concerned. Any answers and hints would be
>welcome.

You might contact us for information about our Falcon Developer kit,
MultiTOS/MiNT and SpeedoGDOS.

Regards,

Wilfred

| Wilfred Kilwinger @ Atari European Distribution Center
| Vianen, Holland TEL: +31 (0)3473 77272 FAX: 77200
| wkilwngr@sterbbs.nl CIS: 72347.2124 GEnie: ATARI.BENLUX
| This message does not necessarily reflect the opinion or
| policy of Atari Corp.

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5560. Re: More Questions!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 20:07:51 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cn4vx4.6p0@freenet.carleton.ca>
Source record: 190417

In a previous article, FELDAK79@SNYONEVA.CC.ONEONTA.EDU () says:

>
>Anyway, I've got more...here they go...
>
>1) Way back in October I remember seeing a list of Falcon Software titles that
>were either available, under development, or proposed...
>
>I'd like to know if an upgraded list of available "Falcon Only" software is
>floating around?
>
>I'm interested in Falcon only games (commercial), graphics packages, and the like, etc.
^^^^^^^^^^^^^^^^^^

There is a new Shareware game from France called Multi Bricques (multi.zip
on ftp.uni-kl.de) which is an outsanding 'breakout' type of game. It runs
in 640x480x256 on any VGA monitor. There are no sound effects but the
music is great!

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

5561. Re: Reading an ascii file on mac disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 20:35:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1686@usdtsg.DaytonOH.NCR.COM>
Source record: 190418

In article <94081.091929STIRRE31@MAINE.MAINE.EDU> STIRRE31@MAINE.MAINE.EDU writes:
>Also, isn't there a commercial product from Reeve Software which
>will allow the Atari to read Mac disks? Unfortunately, I don't
>remember the name of it.... anyone help?

"MacSEE" - and I *think* (someone double-check on this) that it
only supported Mac HIGH density disks?

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5562. Re: Where to find TOS2.06 (USA) ROMs

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 22:08:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2mqel6$ne1@golem.wcc.govt.nz>
Source record: 190421

In article <SARNILA.94Mar22050502@tukki.jyu.fi>, sarnila@tukki.jyu.fi (Pekka Sarnila) writes:
>
>Where could get TOS 2.06 ROMs (the USA version)?

>Pekka Sarnila, University of Jyvaskyla Finland
>sarnila@tukki.jyu.fi

CodeHead in the USA sells French, UK, and USA versions of TOS 2.06 at about $60us from memory.....

They are also agents for the TEC TOS board from memory......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5563. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 22:16:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2mqf3m$ne1@golem.wcc.govt.nz>
Source record: 190422

In article <H.eg.blr5wprQrLA@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>In <2mkrr9$dn@golem.wcc.govt.nz>, Steve Wells writes:
>>] Coma can not read hackfax received faxes... sendfax cannot send files
>
>Am I the only one that can't get this bloody program to work?!?!?!
>
>Maybe it's my modem? A GVC FM-1440VE ... I have managed to receive
> a fax with the software made for Binkly Term.

What Class does that modem support, I have asked you before, COMA only supports Class 2 and 2.0.....!!!!

>BTW: I thought Hackfax was only for ZyXel modems? Maybe that's why

I am using a Supra with 1.7 Roms.....

>Craig.

Your also need to run HSMODEM2, may be you have some things that stuffing up COMA, try running it on a Empty System, or part empty...

Do you use a boot manager, I do reccomend Xboot, the best there is....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5564. Re: Reading an ascii file on mac disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 22:41:13 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <Cn530q.Dx5@uqac.uquebec.ca>
Source record: 190423

In article <94081.091929STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:
>Also, isn't there a commercial product from Reeve Software which
>will allow the Atari to read Mac disks? Unfortunately, I don't
>remember the name of it.... anyone help?
>-scott tirrell

I think it is called 'MacSee'.

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

5565. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 22:56:36 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECXWFFUQ@dksoft.ping.dk>
Source record: 190419

In <1994Mar22.132727.1@csc.canterbury.ac.nz> misc145@csc.canterbury.ac.nz wrote :

>> Errhm. the med-rez only supports 4 color from the Tos
>
>Yes, I'm aware of that, but it's possible to put 16 colours on screen by
>the same trick used to put 512 on a low-rez screen.. I'm after a combo
>of that plus a VT-100 emu and presto, a terminal programme.. :-)
>
Then i can't help you, sorry!

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5566. Re: Chroma 24 for the Falcon - Dead and gone!

Newsgroup: comp.sys.atari.st
Date: 1994-03-23 22:59:48 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECXWFFUT@dksoft.ping.dk>
Source record: 190420

In <Cn2xou.8AF@cix.compulink.co.uk> "Daron Brewood" wrote :

>Official fromn the authors, development of Chroma 24 for the Falcon has
>now ceased and is not likely to continue.
>
>This is officially from Steve Delaney in a letter, and gave the reasons
>as an irreversible dispute between himself and Doug Little. No details were
>given.
>

How could they!!!

I understand if there was somekind of argument between them, but what i don't
understand is, that not one of them is continuing the job.

Well, so much for this great Chroma, and so much for our Falcon's 8-(

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5567. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 01:11:54 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar24.011154.1848@isle.waterloo-rdp.on.ca>
Source record: 190424

Marshall (G.M) Harris was heard to mutter:

> I know it has been said before, but it may be worth repeating the following
> for the benefit of dummies like me:
> what are the benefits/disadvantages of pre-emptive versus co-operative
> multi-tasking?

Okay... co-operative multi-tasking. You have an event scheduler that says "your turn" and lets a task run until it is nice enough to say "I'm done" and return to the scheduler. The scheduler then tells another routine "your turn".

The problem with this is that if one task decides to lock up due to a logical flaw, or is just plain rude, it can hold onto the processor forever, and take down the whole machine.

Pre-emptive. A schedular lets a task run. After a given amount of time, it interupts the task, completely saves it's execution state, then resets the execution state of another task, letting it run. After a given amount, it interrupts that one, saves its state etc... Disadvantages, all tasks get the same amount of time, wether they need it or not. Advantage, a task can lock up or infinite loop due to a logic flaw or other error, and it will not slow down the other tasks or cause a halt to the system in any way. If a task offends somebody, it can be completely killed with little adverse affects (assuming it hasn't grabbed stuff it shouldn't -- on processors with protected modes to multi-task in, this is relatively safe).

The real nice thing about co-operative is that things that don't do a lot, take less system time, those that need the time get it. The bad thing about is that a task cannot make any assumptions about process time, or do anything requiring accurate real time response. By setting up rules about how long a task can take before handing control back to the scheduler, this can be avoided, but it is a pain to deal with, and there are no guarantees that a rule breaker won't cause other tasks pain.

Kevin

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

5568. Re: ANSI/BBS

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 01:16:13 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar24.011613.1926@isle.waterloo-rdp.on.ca>
Source record: 190425

re: TAZ

> Is this shareware as mentioned in the original post? If so, where can it be
> obtained? I use ANSIterm from time to time, but it lacks several major things
> that I miss. It's handling of the numeric and cursor keypads make it
> unsuitable for calling my school's VAX. I only use it to call some PC BBS's,
> and that is a rare occasion since I never have time to anymore.

TAZ is in a state of flux right now. I've just added internal Zmodem (in assembly, blech, but quick) and I'm getting some bugs out, and Daryl, the other half of the team is working on a more proper vt100 emulation. Not perfect until we completely re-write the screen system, but much better than the ANSI only mode offered now.

The practical upshot is that we could send you 1.00, but it is lacking decent Zmodem and vt100, and 1.10 won't be ready for another few weeks yet. We hope to get the new version on the umich FTP server when it comes out, in the mean time you (or anyone else interested) can email me to get a copy of 1.00 if you're still interested.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

5569. Re: CBM Closes..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 01:30:54 UTC
From: h8el041@stan.xx.swin.OZ.AU
Message-ID: <2mqqgeINNpce@edna.cc.swin.edu.au>
Source record: 190426

>>>Come to it now, I'm probably the cheapest supplier of _new_ atari HD's in
>>>australia, or at least on a direct par with Will Visser and (maybe)
>>>Paragon... and I _still_ wish I could go lower 8)
>> Just out of curiosity, how much do hard drive go for down under?
>> With the Aussie dollar close to US$0.70 I was just curious how prices
>> vary from contient to continent!
>170meg SCSI HD's with ICD Host adaptor, box & Power supply range from
>AU$900 (cheap) to AU$1100

Well, I can get an external MAC SCSI HD, 170mb for $499, and I think the ICD costs about $200 Aus .... or $599 for the 240mb version ....

Karl.

(karlm@mel.dbce.csiro.au - I'm using a friend's Uni account ;^))

5570. Re: UPLOAD: *GEM* GNU Chess 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 01:37:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mqqtl$4l1@uqcspe.cs.uq.oz.au>
Source record: 190427

dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>>Just uploaded to atari.archive.umich.edu:

>> GNU Chess 4.0 with GEM User Interface version 0.9

>Is this in PRG format, or as source code?

PRG. Just doubleclick and go. gc_512K.prg is for small machines, gnuchess.prg
is for >=2M machines. Sorry 1M machine owners!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5571. Re: Help needed making sound on ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 01:42:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mqr68$4qf@uqcspe.cs.uq.oz.au>
Source record: 190428

dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:

>Is there a program that will play MOD, WAV, and other sound files on
>my Atari? I have copied some programs off of atari.archive.umich.edu,

I believe `Paula' has a program with it (`Pamela'?) that allows it to
work on an ST using PSG sound.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5572. HOWFAST_1

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 02:26:23 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mqtof$p0h@golem.wcc.govt.nz>
Source record: 190429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HOWFAST version 1.0..

Is this the latest version..??

Also can some one post the Info that is
on the screen, Translate it, Thanks.......

I just had a play with RateHD V3.07 and it gave me
1200k with my 240m Quantum LPS..

This was run from the DeskTop with very little TSR's
and No ACC running, I don't know if this helps..

I then run HOWFAST, but that gave me some 900k and
about 200k Writes...

I then had a play with the Options, Block Sizes, what ever,
it was then going up to 1000k read, I then uped these Block
settings, I was getting about 1100 Read, and then there was
a Dialog Box stating some thing, I think about Run out of Disk
space...

So Can some one do a little translation of the Mail Sceen
so that I know what all these Block options meen....??

Or better still a translation of the Doc's...

Thanks......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5573. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 02:54:53 UTC
From: Manson@sterbbs.nl
Message-ID: <32573OQQIWXPUCGPFDC@sterbbs.nl>
Source record: 190430

```
IN>#  Globale Schalter
IN>.GLOBAL = 1+ 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+ 13+
IN>#  Lokale Schalter
IN>* = 1+ 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9- 10+ 11- 12+
IN>
IN>The local flag 9- is responsible for a decent placement of the
IN>sroll-arrows, works fine for me.

I stopped using winx becourse not all software seems to like it e.g.
when exiting 7-Up or Interface several error messages do apear
before returning to the desktop without problems.
Can anything be done about this by setting particular flags?
It is a good enhancement of GEM though. Maybe Atari should
think about an agrement with the creators of winx to use some of
its code.

|[From]=================================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Manson
================================================================================
```

5574. RE: SPEEDOGDOS AND ATARI

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 02:54:53 UTC
From: Manson@sterbbs.nl
Message-ID: <32580OQQIWXPUCGPFDC@sterbbs.nl>
Source record: 190431

Wa> The Power PC looks more tempting every day.....

So it does. A bit expensive though.

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Manson
==

5575. Re: ** Triple Yahoo game uploaded to a.a.u.e!!! ***

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 03:30:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mr1h1$plm@golem.wcc.govt.nz>
Source record: 190432
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] Enjoy, I think this is the best game I've seen on the Ataris in a LONG time
] Comments are welcome, let me know what you think!
]
]
] Stuart Denman

Yes, Well, the author would! :)

It's not bad though, the reg' fee is more than the _real_ Yahtzee game
costs over here though! :) It even works in ST-Low!
```

5576. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 03:32:45 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mr1kt$plm@golem.wcc.govt.nz>
Source record: 190433

] WINX 2.2 has all these tings. In the next version of WINX it will be
] possible to switch off the horizontal scrollbar in all NEWDESK
] windows! Ey, that's great!

I managed to find v2.2 of WINX (pub/atari/misc/ at ftp.uni-kl.de) but
the latest GEMRAM I could locate was v1.6 and I seem to recall someone
telling me there was a later version of this somewhere!

5577. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 03:33:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn5GKF.MHr@cix.compulink.co.uk>
Source record: 190434

In message <1994Mar22.194241.9461@ucon.gun.de>, donm@ucon.gun.de said:
>
>Howdy pardners!
>
>To all the Scandinavians that prefer English and seem upset about
>my message stating that German STs are *statistically* the most
>numerous:
>
>(My site here is very flaky so I might have missed some messages and
>you might have missed my answer.)
>
>If you read my original post carefully you will notice that I never
>mentioned the word "preference" anywhere. (Remember also that I myself
>am an English-speaking Canadian albeit resident in Germany.)
>
>All I stated were *facts* in response to a message claiming erroneously
>that the English STs were the numerical majority which is patently wrong.
>That's all. We may "wish" and "prefer" all we want but that still doesn't
>change the facts.
>
>Please read messages carefully before responding. That's how useless
>flames get started. Thanks.
>
>Don

Don,

What was said is that the majority of ST users _understand_ English and
that is patently true as it includes all US, Canada, UK, Australia, etc as
well as 90% of the population of most other countries.

Ofir ogal@cix.compulink.co.uk

5578. Re: Used ST market dead?

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 03:38:13 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2mr1v5$69s@samba.oit.unc.edu>
Source record: 190435

In article <21531891@mvb.saic.com>,
Stephen Harold Goldstein <steveg@cseic.saic.com> wrote:
>Is there a glut of used ST's on the market with everyone abandoning them
>in favor of other platforms?
>
>I'd be interested in hearing from anyone who has recently sold an ST.
>My post a while back didn't draw a single response. I'm curious as to why.
>Surely *someone* wants/needs a 16Mhz Mega4ST (no e)?
>--
>Stephen Goldstein steveg@cseic.saic.com
>My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
>Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
>Disclaimer: That's not what I said.

I recently "sold" an identical system, and got $150 for the Mega4-16MHz,
$200 for the laserprinter, and $100 for the GCR. What would you take??
Please ost your prices anyone! for similar gear.
My buyer didn't pay me and I'm sueing in small claims - Berkeley CA.
I'd like to be able to tell the judge what this stuff is worth.
In 1994 ya know.

Thanks for the responses in advance.

Don Nelson

--

\ The above does not represent OIT, UNC-CH, laUNChpad, or its other users. /

5579. Re: SM124 For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 03:44:21 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2mr2al$6ce@samba.oit.unc.edu>
Source record: 190436

I have one too. Same deal - from Chapel Hill NC.

Don Nelson

--

\ The above does not represent OIT, UNC-CH, laUNChpad, or its other users. /

5580. New E-Mail Address for Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 03:52:00 UTC
From: rmitch1@umbc.edu
Message-ID: <2mr2p0INN50p@umbc8.umbc.edu>
Source record: 190437

EMAIL Address on GEnie has changed from TOAD-SERV. to TOAD (with no period). This will insure that e-mail may be sent to Toad Computers through the GEnie internet mail gateway via the address of TOAD@genie.geis.com and should eliminate any problems that may have existed before.

Toad Computers has 1040STE's, Mega STE's, TT030's, Stacy and Falcon computers available. They have Jaguars in stock, as well as SM147 monochrome monitors available. In addition, they just received a new $109 Black and White hand scanner. You can call them at (800) 448-8623 for more details.

rmitchell

5581. Re: IMHO and other fancy stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 05:02:39 UTC
From: warrl@hebron.connected.com
Message-ID: <2mr6tf$l3v@hebron.connected.com>
Source record: 190438

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:

: Here you go:

If you're going to have all that, you probably ought to also mention SneakerNet.

That (for those who don't know) is a variety of networking where you transport data from one machine to another by putting it on a floppy and WALKING to the other machine. Simply passing the floppy to the person at the next desk is close enough.

5582. GUNSHIP 2000?????

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 05:10:20 UTC
From: fairbro@ac.dal.ca
Message-ID: <1994Mar24.011020.22288@dal1>
Source record: 190439

Could anybody tell me if Gunship 2000 has been released yet?

%/%/%/

5583. BOAST #2: wincolor CPX uploaded!

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 06:00:26 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar24010027@wpi.WPI.EDU>
Source record: 190440

BOAST file number 2 has been released upon the world!

I had MUCH positive feedback about #1 (hd_free CPX)! Thanks for all
the kind words!

Wincolor (wincol_e.zip) is a CPX for setting not only the topped
window's gadget colors but also the colors of window parts which are
hidden and those of the untopped window! it apparently also works
very well with Geneva! The CPX is self-configuring as far as language
goes, meaning you can run it on just about any ST in any language and
it'll use that language! Neat! Get it! Love it!

.s.
(it'll be uploaded to GEnie today or tomorrow, too! I'm s.foskett
over there...)

--
- lancer@wpi.wpi.edu - - From the back room at Club Babyhead: -
- I'm not a homo -
- I just play guitar in the SKATENIGS -
- - little Billy -

5584. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 06:53:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2mrdci$qq1@golem.wcc.govt.nz>
Source record: 190441

In article <764361050.1@mettav.royle>, Steve.Basford@mettav.royle.org (Steve Basford) writes:
>While waiting for a No.19 bus, on 15 Mar 94, Mickey Boyd
>said...
>

>appear
> MB> to be a way to turn the 3 second delay off, for those of us
>that

>The program below will patch the v6.2.3 delay from 0 to 9 secs!
>
>NOTE: I haven't written it OR tried it out... so be careful!!
>

> +----> InterNet: Steve.Basford@mettav.royle.org

If you had read the original Post, I stated that this Program did not work....????

Also to otheres that have replied here, its not the BOOT UP DELAY, but the software startUp delay, I did not word it correctly.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5585. Re: Reading an ascii file on mac disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 06:58:56 UTC
From: afsfpel@cmcws11.cid.aes.doe.CA
Message-ID: <Cn5q29.KxA@cid.aes.doe.ca>
Source record: 190442

In article <1686@usdtsg.DaytonOH.NCR.COM>,
anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|> In article <94081.091929STIRRE31@MAINE.MAINE.EDU>
STIRRE31@MAINE.MAINE.EDU writes:
|> >Also, isn't there a commercial product from Reeve Software which
|> >will allow the Atari to read Mac disks? Unfortunately, I don't
|> >remember the name of it.... anyone help?
|>
|>
|> "MacSEE" - and I *think* (someone double-check on this) that it
|> only supported Mac HIGH density disks?

That's correct. MacSEE cannot emulate a variable-speed floppy drive
the way Spectre GCR can. This eliminates the possibility of reading
Mac double-density floppies. However, one side benefit of MacSEE is that
it allows you to copy Mac HD floppies to your Spectre hard drive
partition. _That_ is something the current version of Spectre cannot do.

Incidentally, I was once told that it is possible to format a
Mac double density floppy in a 720K format similar to the 1.44 Mb
Mac format. Those non-GCR 720K Mac floppies would allegedly be
readable by Macs and Spectre alike. Anyone know if this can really
be done?

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
****

5586. No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 07:34:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mrfp9$r2h@golem.wcc.govt.nz>
Source record: 190443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, What is going on with ICD , posting No.2..

I sent a faulty ADspeed back 2 months ago, with a RMA Number,
I have left 2 E-Mails on GEnie and I have since Fax them,
3 days ago but still no Reply...

Have they gone belly up, chapter 11 I think its called
in the USA...

Gee, give me Gribnif any time, far better responce and service...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5587. SLIP & KA9Q

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 09:05:38 UTC
From: rtlawson@telerama.lm.com
Message-ID: <2mrl52$3cb@telerama.lm.com>
Source record: 190444

```
--
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Roger Lawson rtlawson@telerama.lm.com
Bennettsville, SC.
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

5588. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 10:32:47 UTC
From: djs@jet.uk
Message-ID: <1994Mar24.103247.27197@jet.uk>
Source record: 190445

In <94081.092709STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:

>When is the new AES to be available?
>Also, does the latest version of NeoDesk work with the Falcon in
>all of its resolutions (640 x 480 x 256 mainly)? I saw Geneva on
>a friend's Mega STe with NeoDesk and was VERY impressed (especially
>compared to MultiTOS).
>-scott tirrell
I am running NeoDesk v3.04 quite successfully on the Falcon (TOS 4.04). It works fine in all resolutions (including the expanded resolutions that I am running with BlowUp Hard I). Neodesk not look as pretty as the NewDesk desktop (icons are two colour only), but the functionality makes it worthwhile. Installing ICD Pro instead of AHDI, and using NeoDesk instead of NewDesk, makes a vast improvement in file manipulation times.

The one difficulty I had with NeoDesk is that it requires a separate configuration file for each resolution. As (via BlowUp) I have a different resolution for each colour mode, I had to maintain several configuration files. The solution is to define NO config files, and allow NeoDesk to use the DEFAULT config. Just save to DEFAULT.* instead of NEO*.*
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5589. Re: new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 10:39:34 UTC
From: mgolde@phoenix.oulu.fi
Message-ID: <1994Mar24.103934.22991@ousrvr.oulu.fi>
Source record: 190446

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: In article <2mlqqe$6a8@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
: >] >] ledpanel.zip - puts 2 rows of "lights" in the upper right hand corner
: >] >] of the screen to show disk use
: >] >
: >] > Mono-only, appears even when not in a GEM mode (which could be handy).
: >]
: >] Seems to show pretty colours for me.. are you sure you turned on colour
: >] in the config?
: >
: >What config'? (Also, the doc's say Mono' only, and it refused to run
: >in color mode saying 'Mono only' on the 'title' screen!

: Also, doesn't work under MINIX :-(

: But then again, I never expected it to, as Minix is text only......

: I'm looking forward to OMEn though...

: Just my 2 paisa worth.....

: Dan.

I put yesterday the newer version 2.4 (ledpan24.lzh) on a.a.u.e. Try that.

Martin.
--
==
Email : mgolde@phoenix.oulu.fi Martin Golde
FAX : +358-81-553-1603 University Oulu
TEL : +358-81-553-1617 Department of Chemistry

5590. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 11:20:10 UTC
From: djs@jet.uk
Message-ID: <1994Mar24.112010.27435@jet.uk>
Source record: 190447

In <1994Mar24.103247.27197@jet.uk> djs@jet.uk (David Stevenson) writes:

>I am running NeoDesk v3.04...
Oops! I meant 3.03. 3.04 is a patched 3.03 for use with Geneva. I don't
have Geneva as I'm waiting (in vain!) for the new MultiTOS.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5591. Re: ** Triple Yahoo game uploaded to a.a.u.e!!! ***

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 12:08:05 UTC
From: azog@world.std.com
Message-ID: <Cn64DI.4E3@world.std.com>
Source record: 190448
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>] Enjoy, I think this is the best game I've seen on the Ataris in a LONG time
>] Comments are welcome, let me know what you think!
>]
>]
>] Stuart Denman

>Yes, Well, the author would! :)

>It's not bad though, the reg' fee is more than the _real_ Yahtzee game
>costs over here though! :) It even works in ST-Low!

This is a really fun game, and my $20 check is going out over the weekend :-)
It works on my Falcon with 800*600 (ScreenBlaster)!

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of no more significance than
the colour of his eyes...

5592. Re: Atari ST games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 13:14:26 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ms3ni$6pn@vishnu.jussieu.fr>
Source record: 190449

The only Civilsation version that I know which corrests several bugs is a cracked version: it works perfectly on Falcon. Now, you've got the choice: copy a cracked version of a prog which doesn't exist on your computer, or buy it, knowing you won't be able to play with. Now, if you've got the original version, you can "upgrade" to the cracked one...

MB.

5593. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 13:14:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn67GG.JD5@cix.compulink.co.uk>
Source record: 190450

In message <32573OQQIWXPUCGPFDC@sterbbs.nl>, Manson@sterbbs.nl said:
>
>I stopped using winx becourse not all software seems to like it e.g.
>when exiting 7-Up or Interface several error messages do apear
>before returning to the desktop without problems.
>Can anything be done about this by setting particular flags?
>It is a good enhancement of GEM though. Maybe Atari should
>think about an agrement with the creators of winx to use some of
>its code.

Yes, it's local switch 8. So add

* 8- to winx.inf

Ofir ogal@cix.compulink.co.uk

5594. Re: Atari ST games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 13:15:54 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ms3qa$6pn@vishnu.jussieu.fr>
Source record: 190351

Populous II works perfectly with Backward/Magi/VertiConf etc... like programs.

MB.

5595. Re: SOL.CS.RUU.NL

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 13:37:53 UTC
From: piet@cs.ruu.nl
Message-ID: <Cn68J5.KyH@cs.ruu.nl>
Source record: 190352

```
>> sheppard_r@kosmos.wcc.govt.nz wrote:
>> : Can some one help with this Dutch
>> : Site, I am unable to get a INDEX
>> : from the pub/ATARI-ST/
>> : The Help file shows it as INDEX,
>> : but that does not work....
AS> We already solved the problem by private email. But because more people may
AS> have the same problem I'll post the solution:
AS> When using our mail-server you should give path names relative to /pub, so
AS> to get the /pub/ATARI-ST/INDEX file you send the message
AS> begin
AS> send ATARI-ST/INDEX
AS> end
AS> to mail-server@cs.ruu.nl.

I have just changed the mail server such that it strips off an initial pub/
or /pub/. Just one line of perl code!!!.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
X-400: G=Piet;S=van.Oostrum;OU=cs;O=ruu;PRMD=surf;ADMD=400net;C=nl;
```

5596. DevpacDSP (was: Re: Programming the Falcon: which Cli, C,)

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 13:40:39 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ms58n$6pn@vishnu.jussieu.fr>
Source record: 190353

Ask Arnaud Linz, the author of "Of Lasers and Men". Current e-mail:

linz@maui.ncsl.nist.gov

MB.

5597. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 13:48:06 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2ms5mm$55a@aggedor.rmit.EDU.AU>
Source record: 190354
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Hi, What is going on with ICD , posting No.2..

: I sent a faulty ADspeed back 2 months ago, with a RMA Number,
: I have left 2 E-Mails on GEnie and I have since Fax them,
: 3 days ago but still no Reply...

: Have they gone belly up, chapter 11 I think its called
: in the USA...

: Gee, give me Gribnif any time, far better responce and service...

Maybe theyve heard about you.. ;)

I had a resonse from icd within 24 hours in the last week...

icdinc@genie.geis.com seemed to work _very_ well...

--

Rob. (roba@nutmeg.ntu.edu.au)

5598. Register problems with Digital (was Re: Sample Sequencer for FALCON ?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 14:07:17 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ms6ql$6pn@vishnu.jussieu.fr>
Source record: 190355

I'm sorry I can't answer directly. We are friends, but we never see each other, and live at nearly 600-700 km one from the other !! I'll forward your message to him.

However, I think I remember that, in the last demo-version I uploaded last week, he apologized saying he was late in the registrations, but was going to do them quickly!

MB.

5599. Re: Used ST market dead?

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 15:39:56 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HACIB0YE7S95QAVM@SNYONEVA.CC.ONEONTA.EDU>
Source record: 190356

Computers tend to depreciate in value more than most things (i.e. cars).
The reason is simple - technology. A $10,000 PC-AT bought in 1984 might
be worth $250 or less in today's market because of the availability and
low cost of newer, more powerful machines.

As a general rule - computers tend to depreciate as much as 50% of their
original value - no matter how good they are maintained, etc.

Now, esoteric machines (like the ST series) will depreciate even more because
there is less demand for them.

There is a glut of used 1040Sts floating around and so they are not worth too
much. However, if the market is there - as for a STacy portable - then this
machine might fetch the seller's price.

Newer machines like the MegaSte will fetch more used because they are newer but
don't expect to get anything near their original value.

Now, if you sold $2000 worth of hardware and the buyer agreed to pay you this
sum - the hardware is still worth the $2,000...

Ari, in the case of Mr. Nelson, the best way to determine the v

5600. ST Demos

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 15:58:15 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2msdao$6pn@vishnu.jussieu.fr>
Source record: 190357

I uploaded the Calimero Demo and the Flipo Demo on the ftp.cnam.fr site. You can donwload them, it's two great demos from Oxygene and Oxygene/Diamond Design. Use STZIP and MSA to put it on disks. Enjoy them.

MB.

5601. Re: No Manuals..

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 16:27:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A64188@SL.maus.de>
Source record: 190358

```
OK>Is there anything which would help to sell Falcons? :-(

More people wanting Falcons :-/

OK>*member of the German Falcon-Ring*
Part two, where is it?

Bye
Stefan
_____________________Important note follows_______________________________
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!
```

5602. SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 16:38:35 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2msfmb$obr@ccpnws.in2p3.fr>
Source record: 190359
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

Hi,
Can someone tell me the difference beetween ICD's "The LINK" and
GE SOFT's "TOPLINK" ?

If I buy a TOPLINK adapter, can I use ICD Pro utilities ?

Thanks for the answers.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

5603. Re: ****VERY IMPORTANT READ THIS !

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 16:42:05 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Cn6H27.755@hermes.hrz.uni-bielefeld.de>
Source record: 190360

In article <A3201@W.maus.de> Arndt_Baecker@w.maus.de (Arndt Baecker) writes:
>In Msg A41764@AC2, unknown@unknown.uucp wrote:
>
>>OASK>1) Immediately mail $1.00 to the first 5 (five) names listed below
>>OASK>starting at number 1 through number 5. Send CASH only
>>OASK>please (total investment $5.00). Enclose a note
>
>here in germany this "game" is called "snowball-system" and is strictly
>forbidden! if you think you get rich, think about the system. you will see that
>only the first participants will earn much more money than they spent. all
>others will earn only the money they spent and the last participants will never
>get their money back!

The trick is much more subtle: The first five adresses normally belong to different
bank account numbers of the same person, say, that person who starts this 'snowball'...

TeSche
--
Torsten Scherer (Schiller, TeSche...)
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
| Use any of "finger itschere@129.70.131.2-15" for adresses & more. |
| Last updated: Probably yesterday. |

5604. ICONS for the desctop

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 16:48:36 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2msg94$rkn@fbi-news.informatik.uni-dortmund.de>
Source record: 190361

Hi All

A long time ago someone asked for new icons for the TOS 2.09.
Yesterday I got a great libary of icons from my BBS.
There are thousands of icons inside and it includes an archiveprogramm for
those
icons.
I uploaded it today on
ftp.germany.eu.net (192.76.144.75)
I think tommorow it should be in the following directory
/pub/comp/atari-st/utils
The name of the programm is
big_icon.zip (or bigicon.zip)

Now all wishes of icons should be solved!!

--
Greetings from

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de

ACHTUNG: Reply an grsys168 nicht moeglich!

5605. Re: Looking for a atari to ibm or amiga file converter

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 16:53:45 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2msgip$rkn@fbi-news.informatik.uni-dortmund.de>
Source record: 190362

In article <2mq4evINNjgp@charnel.ecst.csuchico.edu>,
ender@ecst.csuchico.edu (Bug) writes:

|> I was wondering, do any of you know where to get a program which could
|> make these files readable by a Mac, Amiga, or an IBM clone?

That's quite simple!
Format a disc on an IBM maschine. Your Atari is now able to read and write on
this disc. By the way there're some progs out to format IBM-discs on the Atari.
The Amiga is also able to read and write IBM formatted discs, so you can
transfer
your files to an Amiga on that way, too!
I don't know anything about MACs, but it should also be able to read IBM
discs.

--
Greetings from

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de

ACHTUNG: Reply an grsys168 nicht moeglich!

5606. FOR SALE ITEMS

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 17:14:57 UTC
From: JCROMWEL@UMAB.BITNET
Message-ID: <94083.121457JCROMWEL@UMAB.BITNET>
Source record: 190363

I have a Mega 2 (upgraded with 2 meg ZRAM,25mhz tiny turbo,JRI 4096

shifter chip) with 2 40 meg MFM drives in a shoebox case and color

monitor. I also have a video key, a color computer eyes, a sound

digitizer and 3d glasses. For software, I have all cyber products,

all Lexicor products, lots of music,programming, utilities, and
games. I also have many years of ST mags(w/disks) and several books
All is for sale. Send me email and I'll send the detailed list
of items. Thanks for your attention.

5607. Re: Programming the Falcon: which Cli, C, etc...?

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 17:17:19 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Mar24.171719.974@unix.brighton.ac.uk>
Source record: 190364

> PS Anyone got any experience with DevPacDSP? Any opinions on this?
> --
> David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
> - Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

It seems very good, you can create the 3 different file formats with it
.lod .bin .p56 (I think thats them)
and the debugger looks good, nice interface.

Unfortunately I haven't learnt DSP yet, so I can't really give you good
review!!!!

ps

Can you tell me how to interface c with DSP?

pretty please.

Tom.

5608. Re: csound for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 17:17:19 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994Mar24.171719.980@unix.brighton.ac.uk>
Source record: 190365
Cross-posted to: comp.music,comp.sys.atari.st

bartok@bnr.ca (Vince Cross) writes:
> Does anyone know of an anonymous FTP site that has a port of csound for the
> Atari ST? If so, please post info here or email me at vcross@genie.geis.com

Would you care to share what csound is with us ?
--

pf21@unix.bton.ac.uk

5609. TT stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 17:20:36 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <24MAR94.12203687@cc4.crl.aecl.ca>
Source record: 190366

A friend in New Brunswick asked me to post the following:

For Sale

TT RAM board with 32 meg 70ns RAM, TT diagnostic cartridge,
TT service manual, Calcomp graphics tablet $CDN 1500

CyRel graphics board, ABCD monitor switch, N-Shape ver 1.2
$CDN 1000.

Note; Current exchange is $CDN 1 = $US 0.73

Please contact Eric Allard, 506-859-1802
FAX, 506-858-4317

5610. offline newsreader

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 17:27:01 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <Cn6J52.3x1@uqac.uquebec.ca>
Source record: 190367

Hello,

I am wondering about a program that lets one download all of the newsgroups that they are interested in, ans mail to I think, and then read it and respond to it offline, then the next time that one calls up again, the responses, and mail are uploaded. You also get the new batches of newsgroups to read.

I saw this type of program at a user group meeting once, but I am unable, as of yet, to get a hold of this person. If anyone knows of a program that can do this, please let me know. I also remember him saying that he had to get a thing set up for some one to give him newsfeeds.

Thanks

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

5611. GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 17:30:27 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <24MAR94.12302768@cc4.crl.aecl.ca>
Source record: 190368

I use a TT and a Mega4ST (with TOS 2.06 and AdSpeed 16) on a regular basis but have been required to go PC in my workplace. I recently received an Ultinet (Canadian company out of Toronto) that is a 468DX2/66 notebook with 8 meg RAM, 250 meg HD and docking station (3.5" drive bay, 5.25" drive bay, SCSI controller + external drive port, 3 card slots) for $CDN4008). I'd like to put GEMULATOR into one of the docking station ports. Is there any way that I can use my SLM804 or SLM605 lasers? (does GEMULATOR have a DMA slot?)

ps, type above (obviously) should have said 486!!!

5612. Re: csound for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 18:02:56 UTC
From: bartok@bnr.ca
Message-ID: <2mskkg$1g@crchha60.bnr.ca>
Source record: 190369
Cross-posted to: comp.music,comp.sys.atari.st

In article <1994Mar24.171719.980@unix.brighton.ac.uk>,
Paul Finch <pf21@unix.brighton.ac.uk> wrote:
>
>Would you care to share what csound is with us ?
>--
>
> pf21@unix.bton.ac.uk
Paul,

Csound is a digital synthesis engine that runs on various computer platforms.
I have seen Mac versions, and I think there are PC versions out there, but
I have yet to find an Atari ST version.

Vince

--
****
* #include std.disclaimer /// No email to above address - it will bounce *
* Instead post replies in USENET. Ain't this a boring sig? zzzzzzzzz *
****

5613. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 18:17:28 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <Cn6LH6.G18@arc.ab.ca>
Source record: 190370

In article <alberto.3cba@terapin.com>, alberto@terapin.com (Alberto Fonseca) writes:
>
>Hi all, just wondering if any new games came out for the regular ST, STE
>computers. I haven an STE, but haven't really heard of anything new comming
>out. Well could you guys send me some mail and let me know what I'm missing.
>
>Thanks,
>
>alberto@terapin.com

Check out Frontier: Elite II. A revamp of the Classic Elite space trading game.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

5614. Re: pd,sw,ftp-program developper

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 18:33:15 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cn6M7F.AAn@cix.compulink.co.uk>
Source record: 190371

```
>i moderate the atari archive of ftp.isbiel.ch. it's only a small ftp archive
>(for the moment) so it would be great if you could put your newest programs
>in it.

Damned good site it is too, very friendly.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

5615. Re: Chroma 24 for the Falcon - Dead and gone!

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 18:33:18 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cn6M7I.ABD@cix.compulink.co.uk>
Source record: 190372

>>Official fromn the authors, development of Chroma 24 for the Falcon has
>>now ceased and is not likely to continue.
>[...]
>Oh dang. Well, there might still be hope. See my post about Photochrome 4.

We will have to see I'm still trying to contact Doug Little myself to see
if other arrangemnets could be made.

>(Saving up for a Falcon and a Jaguar. Both of them might work properly by
>the time I can afford them...)

Grin, my Falcon went away on Monday to have the SCSI port fixed, missing
it already.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5616. GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 19:03:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d91e410@secom.ct.se>
Source record: 190373

In a message of 22 Mar 94 20:42:41, Don Maple wrote:

DM> To all the Scandinavians that prefer English and seem upset about
DM> my message stating that German STs are *statistically* the most
DM> numerous:

In the message I replied to, someone stated that programs that come with German documentation can be sold in Scandinavia ... by experience I'd like to say *NO WAY*

English documentation however is no problem.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5617. Re: Help needed making sound on ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 19:42:21 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.94Mar24204221@arthur.crpht.lu>
Source record: 190376

> >Is there a program that will play MOD, WAV, and other sound files on
> >my Atari? I have copied some programs off of atari.archive.umich.edu,
>
> I believe `Paula' has a program with it (`Pamela'?) that allows it to
> work on an ST using PSG sound.

It's called Petra

A STE-DMA sound emulator for Paula. Should be available where Paula is. It could even be that it's all packaged together in the most recent versions.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

5618. Re: ** Triple Yahoo game uploaded to a.a.u.e!!! ***

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 19:58:50 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar24.195850.22286@beaver.cs.washington.edu>
Source record: 190378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:

: It's not bad though, the reg' fee is more than the _real_ Yahtzee game
: costs over here though! :) It even works in ST-Low!

You can hardly compare the two...one is a few dice and a pad of paper...
oh, and a plastic cup. It doesn't even come with a calculator!
Just think of all the things Triple Yahoo does that regular Yahtzee doesn't!

If you like math, play _real_ yahtzee. Triple Yahoo is NOT _real_ yahtzee.
Just like STrabble is not _real_ scrabble.

Oh, well...

5619. Re: ST User Photochrome v4

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:04:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2msroj$2tu@golem.wcc.govt.nz>
Source record: 190379

```
] As it is the "ST User Release" and says so in the program, I don't think it
] is PD as ST User will have paid for it. I hope there will be an official P
] release soon so everyone can get it without having to suffer ST User...

Lots of programs have 'ST-User version' or 'ST-Format version' etc. It's
just free advertising for them when people put that version on FTP sites,
BBS's etc. (I'm pretty sure the original Photochrome I have has
'ST-Format version' on tht title!)
```

5620. Re: Chroma 24 for the Falcon - Dead and gone!

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:09:25 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cn6qnq.H6o@cix.compulink.co.uk>
Source record: 190380

>How could they!!!

God knows.

>I understand if there was somekind of argument between them, but what i don't
>understand is, that not one of them is continuing the job.

From what I have now heard development is on hold and may one day continue,
but do not hold your breath.

>Well, so much for this great Chroma, and so much for our Falcon's 8-(

We will have to see, the last beta version I received was definately very
impressive, I just wish they could get something sorted out.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5621. Re: Atari ST games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:14:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mssam$5gc@mailer.fsu.edu>
Source record: 190381

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
> Populous II works perfectly with Backward/Magi/VertiConf etc... like programs.

From this answer, it sounds as though you are running it from your hard disk.
I cannot seem to get mine to work. The included install program does its
stuff exits cleanly, but I get bombs when I run PopII. Did you have to do
anything special? Are you using a 50Hz monitor system?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5622. Re: Tweety Board Problem

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:18:57 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mssjh$5gc@mailer.fsu.edu>
Source record: 190382

Andy Moore (andy@ice.stx.com) wrote:
> I just bought a used Sound Off! cartridge, works great. My 520ST+ (TOS
> 1.4) has a Tweety Board installed (by previous owner), which has always
> worked fine with games and music sequencing software, but when I try to
> play back Sound Off! samples it sounds *very* distorted.

The one Tweety board system I have seen could not play samples at all.
They just sounded like white noise. The owner seemed to think that this
was normal (he rigged up a switch to "unsplit" the audio channels back into
one, through his amp).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5623. Re: 32 mMB minix partition psossible?

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:29:00 UTC
From: erlingh@idt.unit.no
Message-ID: <2mst6c$l4h@ugle.unit.no>
Source record: 190383

In article <4288@btmwj1.se.bel.alcatel.be>, cgra@se.alcbel.be (Chris Gray) writes:
|>
|> Has anyone (Erlingh?) managed to get minixfs to work on the Falcon, more
|> specifically on the IDE disc? With mfs608/609 I get the weirdest errors
|> (like the redraw process crashing with a bus error just because I touched
|> the mouse :[). Earlier versions didn't do this, but had other problems.

Are you using multitos ?
I believe there are some troubles with minixfs and the multitos1.01 AES. There
is a patch which includes increasing the stack on the update process. I don't
remember the details, but ask Steve Henson for it.

I now have 1 partition of 165 Mb and one partition with 196 Mb installed as
minix filesystems on external SCSI disks. I haven't tried minixfs on the
internal IDE disk, but I can't see how this should make a difference.
Are you (***btw***) using AHDI ?

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

5624. Re: Help needed making sound on ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:34:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mstgm$5gc@mailer.fsu.edu>
Source record: 190384

William F. Dudley Jr. (dud@cbnewsf.cb.att.com) wrote:
> I have an early 520ST, upgraded to TOS 1.4, 4Meg, 80Mb disk, that I mostly
> run in mono mode.

Paula with Petra should be able to, but you should still look for a dedicated mod file player (Paula is a background player). They should be out there.

> Is there a program that will play MOD, WAV, and other sound files on
> my Atari? I have copied some programs off of atari.archive.umich.edu,
> only to find that they seem to only be for STE's, or only run in color.

I use Protracker ST with a color monitor, and it is great! I did this for a long time on my Mega2ST, and now do it on my MegaSTE (DMA stereo sound, much better).

> (What the hell does color/monochrome have to do with sound reproduction???).

This was once explained to me in the following way: ST mono monitors run at 70Hz, which leaves less CPU time for other things (like playing MODs). You will note that most demos run in 50Hz mode instead of 60Hz, to gain more cycles. Thus, if one were to design a tracker, 50Hz color makes sense.

Of course, the things that one might want music for are also mostly in color (though I *LOVE* using Paula to play mods in the background while modeming and such).

> Also, would someone make an attemp to define some of the sound file jargon?
> What does "tracker" or "noi[sz]etracker" mean in this context?

A tracker (and any variations therein, Protracker, Soundtracker, Noisetracker, etc.) is a program that can play and edit sound module files (mods). These were originally developed on the Amiga, and consist of a set of samples (instruments), and sequencing information to play those samples. Thus, one can have nifty sounding music by "playing" it, as opposed to a huge straight sample of the stuff. Also, much work has gone into making mod players that use as little of the CPU as possible, so graphics and other calculations can occur while playing nifty music (sometimes called module routs, as in module routines).

For more information on these, grab the module introduction in the Falcon directory on atari.archive.umich.edu. Also, there are gazillions of mod files on wuarchive.wustl.edu (systems/amiga/aminet/mods/*, these are mirrored from somewhere else).

> How many
> sound file formats are used on ST's?

There are lots of module formats, though the Amiga Protracker seems to be a predominate winner (there are several versions of that standard, though). Protracker ST is the best tracker I have found for the ST and STE. I am anxiously awaiting version 1.3 from Norway right now, in fact.

Now, as far as sound file formats go (as in files containing single samples), there are lots. Grab a copy of Sound Lab from atari.archive. It works wonderfully in mono or color. It can read and convert several different formats. Also, there is a conversion utility called sox that supports lots of formats for different architecures.

> I understand that MOD files are sampled sounds from Amiga land.

More than that. Samples and sequencing info all in one, with special effects thrown in. Also, folks write mods on several different types of machines.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5625. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:36:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECYUAJVY@dksoft.ping.dk>
Source record: 190374

In <A6134@PB2.maus.de> Hendrik Mylius wrote :

>On 18.03.94, kim@dksoft.ping.dk wrote (A44562@AC2):
>
>KA>I will try locate the right commands, as i have never seen this
>KA>before. Another
>
>_Very_ good idea. Keep us up, please :-))
>

Yep.. Nothing sofar, but i continue my search.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5626. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:38:06 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECYUAJWB@dksoft.ping.dk>
Source record: 190375

In <A6133@PB2.maus.de> Hendrik Mylius wrote :

>On 17.03.94, kim@dksoft.ping.dk wrote (A44560@AC2):
>
>Hi all!
>
>KA>can use HackFax. It's 100% command line Class 2 fax software.
>
>Does that work with every modem? I thought it's just for Zyxel`s
>
It sure does. And i also got a Zyxel modem 8-)

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5627. Re: UPLOAD: *GEM* GNU Chess 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:45:32 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECYUAJWE@dksoft.ping.dk>
Source record: 190377

In <2mm3pc$7k3@uqcspe.cs.uq.oz.au> Warwick Allison wrote :

>
>Just uploaded to atari.archive.umich.edu:
>
>
> GNU Chess 4.0 with GEM User Interface version 0.9
>

Please guy's. When you advertising new uploads, could you please specify
the exact site and directory, cause we'r many here running Uucp, and we
need to know the directory. Otherwesie we'll have to send mails before
requesting files, just to make sure where they are.

Greets
Kim

Btw. I'm sure by the time beeing, also i will learn where to search, but
untill then you have to give some help.

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5628. Re: csound for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:47:42 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <Cn6sFJ.901@info.bris.ac.uk>
Source record: 190385
Cross-posted to: comp.music,comp.sys.atari.st

In article <2mskkg$1g@crchha60.bnr.ca>, bartok@bnr.ca (Vince Cross) writes:
>In article <1994Mar24.171719.980@unix.brighton.ac.uk>,
>Paul Finch <pf21@unix.brighton.ac.uk> wrote:
>>
>>Would you care to share what csound is with us ?
>>--
>>
>> pf21@unix.bton.ac.uk
>Paul,
>
>Csound is a digital synthesis engine that runs on various computer platforms.
>I have seen Mac versions, and I think there are PC versions out there, but
>I have yet to find an Atari ST version.
>
>Vince
>
fwiw, I heard from a friend that a Falcon version is being worked on.
Sorry can't remember more details.

>--
>***
>* #include std.disclaimer /// No email to above address - it will bounce *
>* Instead post replies in USENET. Ain't this a boring sig? zzzzzzzzz *
>***
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|
---+------------------+
Unix : A toy for those who enjoy re-inventing wheels, or have no choice.

5629. What the heck is an "AS 400"?

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:58:20 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <764550710.AA05318@byte.bbs.no>
Source record: 190303

>Does anyone know what an AS 400 is?

It's an IBM computer series. A mainframe system. Much used in small -> middel sized buisnesses that will not bother with UNIX. It is fairly good for database type computing and accounting. (At least that what we use it for :-))

5630. TG33/SY22

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:58:24 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <764550710.AA05319@byte.bbs.no>
Source record: 190304

I have read that lately Yamaha have endorsed a lot of PD sound editors for their synth, on a multitude of platforms.

I know that some editors are available for the ATARI, but I don't know how meny.

Does anybody now if there exists an editor for the ATARI for the Yamaha SY22 or it's rackmountable big brother the TG33? (That is PD/Shareware, I know that there are a lot of commercial editors.)

Is there any good anon.ftp sites for MIDI related files, and ATARI MIDI related files?

Internet: william.kent@byte.bbs.no

-- ReadMail ST

5631. Akai S950

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:58:28 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <764550710.AA05320@byte.bbs.no>
Source record: 190305

A bit off topic, I know, and I am sorry.

Does anybody know how to make use of the RS232C port on the AKAI S950?
Any software for it?

Does it use standard MIDI codes?

5632. Notator, ADSPEED & 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 20:58:32 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <764550710.AA05321@byte.bbs.no>
Source record: 190306

>However, Notator Logic will run on faster machines.

Do you know how NL would react to an accelerated Falcon? (32Mhz or
even 50Mhz (if there exists such an accelerator))

Or how NL would cope with fastram?

5633. help with C !

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 22:11:25 UTC
From: mvera@inf.utfsm.cl
Message-ID: <Cn6wBz.2CM@inf.utfsm.cl>
Source record: 190386

I have an atari 1040st and DS/DD disk drive and 1Mbyte to RAM.
I'd like to know Is there some version (or type) of C language
that I could work it.
And where can I get it by ftp service.
Thank you very much for your time.
Marcos Vera Yanez
mvera@inf.utfsm.cl

5634. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 22:43:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <2d9225f6@midinet.ct.se>
Source record: 190387

Hello Rickard

17 Mar 94 21:35, Rickard Troedsson wrote to Erlend:

RT> begin
RT> MAEIO8YW38RH3R
RT> MW3R7TY3RT3RIQ3
RT> MR348R3R8UQ3HR
RT> M238R2H3RHWEWE

RT> Whatever stupid text the texteditor decides to put here since the first
RT> split-copy ended here ..

RT> It would atleast save me enormous amount of time if the decoder could just
RT> decoded all lines starting with "M" between "begin" and "end" and give a
RT> d*mn about the others .. ;)

Rickard, then you oughta buy a PC :)

/Lasse (just joking, NOT)

5635. Re: ATARI ST FTP SITES LIST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 23:01:30 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994Mar24.230130.11382@solaris.rz.tu-clausthal.de>
Source record: 190388

> How about a Gopher server list for people that don't have FTP access...

> Also correct site names would help,
> like ftp.cs.tu-berlin.de = quepasa.cs.tu-berlin.de

And how about the email-addr of the moderator(s), mail-server, FSP,...
Like:

Sitename: ftp.tu-clausthal.de (sun.rz.tu-clausthal.de)
IP-Addr: 139.174.2.10
Atari-dir: /pub/atari
Mail-Server: mail-server@ftp.tu-clausthal.de
FSP: same host, port 21
Gopher: gopher.tu-clausthal.de
Rechenzentrum/Software/Anonymous FTP-Archive/
Moderator(s): Ley@rz.tu-clausthal.de (Wolfgang Ley)
Perle@rz.tu-clausthal.de (Christian Perle) falcon,raytrace
Teuber@rz.tu-clausthal.de (Oliver Teuber) mint,gnu
Kiel@rz.tu-clausthal.de (Hans-Ulrich Kiel) tex
Problems to: ftpadm@rz.tu-clausthal.de
Specials: Newitems-dir, online find (on progname or prog-description!),
online archive-repacking (e.g. get a ".lzh" file as ".zoo"),...
Access-restrictions:
FTP-User-Limits: Mo-Fr 07:30-21:00 10 FTP-users
all other times 30 FTP-users
Mail-Server: requests are splitted in pieces a max. 1MB,
no size limit on regular files, max. 5MB
per request for directory packing
FSP-Server: no limit

More information (organization, used system, disk space,...)?

Bye,
Wolfgang.
--

Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

5636. Re: Looking for a atari to ibm or amiga file converter

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 23:42:18 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar25.114218.1@csc.canterbury.ac.nz>
Source record: 190389

In article <2mq4evINNjgp@charnel.ecst.csuchico.edu>, ender@ecst.csuchico.edu (Bug) writes:
>
> I used to have an Atari st and i saved alot of the paper i had written
> in ascii format on some disks...
> I was wondering, do any of you know where to get a program which could
> make these files readable by a Mac, Amiga, or an IBM clone?

Assuming that the disks are not weirdly formatted, the clone (should) be
able to read them. Then again, they might not. If the Clone will, then
the Mac will with Apple File Exchange, and the Amiga will with
Cross-DOS..

Hope that helps!

Cheers!
--
(__) ____
(oo) | David Zanetti : Sysop of Project Bluebook BBS |
------\/..........< zaneds1@cosc.canterbury.ac.nz |
/| || | misc145@cantva.canterbury.ac.nz |
*||---|| | Mooooooooooooooo! |
~~ ~~ ~~~~~~

5637. Re: ****VERY IMPORTANT READ THIS !!!****

Newsgroup: comp.sys.atari.st
Date: 1994-03-24 23:43:17 UTC
From: sang@tss.com
Message-ID: <2mt8il$25u@newsflash.tss.com>
Source record: 190390

In article <Up-ECRLBIVD@zaphot.abg.sub.org>, aw@zaphot.abg.sub.org (Arno Welzel) writes:
|> In <CMrK2v.8Kx@ireq.hydro.qc.ca> SANTA KLAUS wrote :
|>
|> >HELLO EVERYBODY, READ THIS PLEASE
|> >
|> >Sorry if it's not exactly your favorit subject, and if I'm not
|> >exactly Santa Klaus (but it could be). Just read what is
|> [...]
|>
|> Oh no ... this a really _OLD_ idea - did you never hear of such
|> letters ? It does not work ! Don't reply !
|>
|>
|> Ciao, Arno
|>
|> --
|> Arno Welzel (aw@zaphot.abg.sub.org)
|> PGP public key available on request

This person sent this chain letter to all NEWS group...He should be
taken off the internet.

Sang.

5638. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 00:01:22 UTC
From: walra@moacs11
Message-ID: <evrj88iz&gk@moacs11>
Source record: 190391

In <2d8ff46a@secom.ct.se>, Rickard Troedsson wrote:

> This is often because of the lack of a decent way to pay for the program ..
> atleast here in Sweden the banks charge *HUGE* amounts of money for
> excahnging/sending money abroad .. :-/ ... I have yet to find a good way of
> doing it, that won't double the registration cost ...

Don't know about Sweden, but over here in NL a stamp and an envelope are
not all that expensive (the banks are).

Regards,
Waldi (walra%moacs11@nl.net)

--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

5639. Re: Help needed making sound on ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 00:03:52 UTC
From: walra@moacs11
Message-ID: <d95wq9zz4gw@moacs11>
Source record: 190392

In <2mqr68$4qf@uqcspe.cs.uq.oz.au>, Warwick Allison wrote:

> dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:
>
> >Is there a program that will play MOD, WAV, and other sound files on
> >my Atari? I have copied some programs off of atari.archive.umich.edu,
>
> I believe `Paula' has a program with it (`Pamela'?) that allows it to
> work on an ST using PSG sound.

Close ;-), the name is Petra (both Paula and Petra are shareware).

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

5640. Atari floppies: Readable by Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 00:16:13 UTC
From: joeclark@scilink.org
Message-ID: <Cn7232.1vs@scilink.org>
Source record: 190393
Cross-posted to: comp.sys.atari.st,comp.sys.mac.hardware

Hiyez. My pal has an Atari ST and will be upgrading to a Macintosh PowerBook as soon as I find one I think he can use :-}. He has many ST floppy discs. Can they be used in a Macintosh SuperDrive, which reads and writes Mac, DOS/Windows/OS/2, and ProDOS discs? I seem to remember that ST disc format is the same as DOS's. Is this true?

Thanx.
--

Joe Clark
joeclark@scilink.org

5641. Re: UPLOAD: *GEM* GNU Chess 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 00:29:44 UTC
From: walra@moacs11
Message-ID: <rjcecdjtceu@moacs11>
Source record: 190394

In <Up-ECYUAJWE@dksoft.ping.dk>, Kim Andersen wrote:

> Btw. I'm sure by the time beeing, also i will learn where to search, but
> untill then you have to give some help.

Theoretically you could have archie do the search for you. This works fine for me when I'm looking for Unix stuff. It doesn't work at all for Atari software, the archive maintainers seem to prefer acronyms instead of usefull filenames.

To find out more about archie send mail to archie@archie.funet.fi, with the word "help" in the message body.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

5642. Re: New Tape Drive and ICD

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 00:31:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cn72su.7A0@cix.compulink.co.uk>
Source record: 190395

>Subject: New Tape Drive and ICD

>It seems
>to work good without the terminator (the ICD "IDCHECK.PRG" recognizes
>the device correctly, an Archive 2150), but in the tape drive manual
>it says that there must be a terminator installed. I've tried putting
>the terminator on both ports (not at once, though), but the hard drive
>will not come up - it just blinks once and I get the "default" desktop
>(the one with two floppy drive icons only). Should I worry about this?

Based on my experience of fitting 2 SCSI drives and a CD-ROM on a MSTE,
my advice is to stick with whatever *works* and not worry too much about
what the manual says.

OTOH in cases like this test it very well before commiting it to serious
day to day use.

Roland.

@CiX

5643. Re: Wrap Around bug mega STe just in MINX????

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 00:31:43 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cn72sw.7AL@cix.compulink.co.uk>
Source record: 190396
Cross-posted to: comp.sys.atari.st,comp.os.minix

>While using my Mega STe with Minix 1.5.10.3 I noticed that
>the infamous 'wrap around bug' (that is: The screen breaks of too
>soon at the right side, and appears one scan line lower on the left)
>ONLY appears with my while using Minix.

If you have DEVPAK ST (the assembler developer system), using the 'V'
option (View Other Screen) should also wrap the screen. At first I thought
it was just a Minix problem, but after finding DEVPAK did it as well, I
had the shifter chip changed under warrenty - and haven't had any problems
since.

Roland.

@CiX

5644. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 00:37:56 UTC
From: walra@moacs11
Message-ID: <geuyuqipseg@moacs11>
Source record: 190397

In <32573OQQIWXPUCGPFDC@sterbbs.nl>, Manson@sterbbs.nl wrote:

> I stopped using winx becourse not all software seems to like it e.g.
> when exiting 7-Up or Interface several error messages do apear
> before returning to the desktop without problems.

Hmm, I'm using 7UP almost every day, neer seen the alert boxes though.
Interface does indeed produce the faulty AES calls.

> Can anything be done about this by setting particular flags?

Sure, you could RTFM, especially the part about local flag 8.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

5645. IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 00:53:22 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-ECZNEFUQ@albemuth.equinox.gen.nz>
Source record: 190398

Hi,

All this talk of IMHO (In My Humble Opinion) reminds me of another type of IMHO: IMHO the Offline Reader by Ian Print of the U.K. which handles QWK packets.

I've never seen this on any FTP site anywhere. I have a copy of version 1.03 but I believe that there is now a version 1.06 or 1.07. Does anyone else use this?? Can anyone point me towards a FTP site with it on?? Could some kind soul in the UK with Atarinet/Fidonet access find it and upload it to a FTP site somewhere??

Any help or comments would be appreciated!!

Thanks in advance.

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

5646. SLIP & KA9Q

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 00:54:39 UTC
From: rtlawson@telerama.lm.com
Message-ID: <2mtcof$mqo@telerama.lm.com>
Source record: 190399

Now that I have found KA9Q, I need help in getting it up and running.
I have RTFM and don't understand it. The only thing I do understand
is how to change the set up for the speed of the Modem. I don't
understand what to set my "address" to so all help is very much
appreciated.

Thanks to all

--
++
Roger Lawson rtlawson@telerama.lm.com
Bennettsville, SC.
++

5647. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 02:31:37 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2mtie9$72c@charm.magnus.acs.ohio-state.edu>
Source record: 190400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ms5mm$55a@aggedor.rmit.EDU.AU>,
Rob Adams TopFM <roba@nutmeg.ntu.edu.au> wrote:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: Hi, What is going on with ICD , posting No.2..
>
>(Stuff Deleted)>
>icdinc@genie.geis.com seemed to work _very_ well...
>
>--
>
>Rob. (roba@nutmeg.ntu.edu.au)

I have talked with ICD, on March 23, 1994.
There Atari Technical assitance hours are:
Mon - Wed - Fri 10:00 am to 2:00 pm Central Time Zone.
Talk to Howard Peters 815-968-2228

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

5648. what's with rahul.net?

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 03:27:03 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2mtlm8$n0t@usenet.INS.CWRU.Edu>
Source record: 190301

I can seem to get any files off this ftp site.

Len

--

5649. Re: 32 mMB minix partition psossible?

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 04:12:46 UTC
From: shenson@nyx.cs.du.edu
Message-ID: <1994Mar25.041246.27925@mnemosyne.cs.du.edu>
Source record: 190302

In article <4288@btmwj1.se.bel.alcatel.be>,
Chris Gray <cgra@se.alcbel.be> wrote:
>
>Has anyone (Erlingh?) managed to get minixfs to work on the Falcon, more
>specifically on the IDE disc? With mfs608/609 I get the weirdest errors
>(like the redraw process crashing with a bus error just because I touched
>the mouse :[). Earlier versions didn't do this, but had other problems.
This is being looked into. I've tried a patch to Minixfs and some possible
miNT bugfixes have been sent to the mailing list (1.10) I'm holding up pl10
until this is resolved.
>
>Apparently Steve Henson doesn't own a Falcon --- maybe we should club to-
>gether to buy him one :).
Great idea, you get to make make the first donation :-) Seriously though it
is tricky debugging Falcon problems on an STE.
Anyway try the ROM AES, all thats certain so far is that it is '030
and multiTOS related.
Steve,

>Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
> Ignore my broken mailer - the addresses above are the only truth
>____
>Wear your propeller with pride!
>

5650. THE STORM

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 05:46:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mttrt$866@golem.wcc.govt.nz>
Source record: 190307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have noticed that Some German sites that have the STORM
comms program...

But Please note: there are 4 Parts to the STORM at present...

They are all needed..

Here is a list, I don't have the file names
at present but will post them later....

THE STORM 1.00

PATCH TO 1.01

ZMODEM 1.01

PATCH TO 1.02

NOTE: all programs are need to complete the sequences of patches..

Please EMail me if you don't understand....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5651. QUESTION: what decompression prgs to use?

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 06:04:13 UTC
From: hallvart@ifi.uio.no
Message-ID: <2mtust$lp9@holmenkollen.ifi.uio.no>
Source record: 190308

I've been using 'DC Extract' for quite some time now, and like it very much as opposed to the command level type programs, and the fact that you normally have to use dufferent programs for different types of compression standards. All was well until I found out that it didn't decompress all programs properly. Sometimes it just won't decompress programs and it looks like the compressed program was the problem, but I've tried a few of these 'problem programs' and they worked well with other decompression programs, and someone suggested that 'DC Extract' might be a little too old for the newer decompresssion standards.

Now, my question is this: is there a similar program to 'DC Extract' that handles several compress formats and uses GEM, so I don't have to rememer all those commands? I need some program that takes all standards: .LZH .LHA .ZOO .ZIP .ARC
Thank you very much.

Hallvard, Oslo, Norway (hallvart@ifi.uio.no)

5652. THE STORM file NAMES

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 06:18:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mtvni$89a@golem.wcc.govt.nz>
Source record: 190309
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Here is the Full list of THE STORM files
that were posted on GEnie..

Can some make sure that all these parts are on your FTP site
that has the STORM....

No. File Name Type Address YYMMDD Bytes Access Lib
----- ----------------------- - ------------ ------ ------- ------ ---

31031 PATCH02.LZH X A.PAGE3 931208 81280 383 7
Desc: Storm patch from 1.01 to 1.02
30661 SPATCH01.LZH X A.PAGE3 931110 32896 533 7
Desc: Patches STORM 1.00 to 1.01
30602 STORM100.LZH X A.PAGE3 931104 227968 751 7
Desc: Storm v. 1.00. shareware terminal
30711 ZMPTCH01.LZH X A.PAGE3 931116 5632 436 7
Desc: Storm ZMODEM 1.00->1.01 patch

Thanks......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

5653. *CUBASE* HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 06:25:02 UTC
From: raver909@telerama.lm.com
Message-ID: <2mu03u$t3g@telerama.lm.com>
Source record: 190310

I accidentally deleted some of the the default files for Cubase for the
ST. The files were DEF.SET, DEF.ARR, and DEF.DRM. Is there some FTP site
where these are available? I can no longer use Cubase with out them.
The program loads ok but I cannot select anything with the mouse, just
move the pointer. Please help me as soon as possible as I was right in
the middle of of a remixing project when this happened.
Joe

--
~

5654. XCONTROL C Libraries and includes

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 08:28:53 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar25.082853.6588@beaver.cs.washington.edu>
Source record: 190311

Does anyone have the XCONTROL C libraries that are quoted in the Atari Compendium? I'm using GNU C, and I didn't get them with my copy.

Anyone know where I can get source code for a sample CPX module?

Thanks,

Stuart Denman

5655. Re: Gemulator for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 08:33:20 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Mar24.153724.81790@ucl.ac.uk>
Source record: 190312

>>Gemulator for sale.

>What is a gemulator?

Its a device to turn a PC into an ST (rather like the Spectre GCR for Mac emulation on the ST.) Since it cost around UKP400 and turned your expensive 386+ PC into something resembling a UKP200 ST1040, it didn't sell a bundle. Hope this helps.

Cheers

```
/================\
\======\ /====/ Vote YES to
#  #  rec.music.makers.techno
#  #  and the world will thank you
#  #  (probably!)
#  #  /========\ /===========\
#  #  #  @@  #  #  ===  #
/==\  /  #  #  @@  #  #  #  #  #
#  ==  /  #  @@  #  #  #  #  #
\=========/ \========/ \===/ \===/
```

spbcajk@ucl.ac.uk

5656. Re: What IS the horizontal sync rate of the Monochrome output??

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 08:40:42 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JW2tJca.lmcclure@delphi.com>
Source record: 190313

The horizontal sync rate of the ST hi-res monochrome output is:

35.7Khz horizontal
71.2Hz vertical

If this isn't in the FAQ, it certainly should be! <grin>

5657. Re: *CUBASE* HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 09:09:18 UTC
From: em09@liverpool.ac.uk
Message-ID: <Cn7qrI.M4@liverpool.ac.uk>
Source record: 190314

Joe LeSesne (raver909@telerama.lm.com) wrote:
: I accidentally deleted some of the the default files for Cubase for the
: ST. The files were DEF.SET, DEF.ARR, and DEF.DRM. Is there some FTP site
: where these are available? I can no longer use Cubase with out them.
: The program loads ok but I cannot select anything with the mouse, just
: move the pointer. Please help me as soon as possible as I was right in
: the middle of of a remixing project when this happened.
: Joe

There is NO reason why Cubase should not work without these files.
They are only loaded at startup if they exist. You can create your
own or update them simply with the 'save' command.

What version of Cubase are you using? Is it a cracked copy?

--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

5658. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 09:29:50 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d931ebc5fa5c6@discworld.oche.de>
Source record: 190315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2m02b5$27a@golem.wcc.govt.nz>,
Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:

RS>Hi, ICD uses a 3 second Boot Delay, is there any way I can turn this OFF..

You can. At least in my version of the 6.2.3 booter, look for the bytes
$06B900000258000071E4
^^^^
$0258 = 600 = 3 * 200 = 3 seconds delay.
Insert your favourite value here.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K

5659. Re: Calamus 1.09on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 09:51:13 UTC
From: S_LEIBL@rzmain.rz.uni-ulm.de
Message-ID: <2muc6h$8g2@wega.rz.uni-ulm.de>
Source record: 190316

In <Cn0y0C.JFu@freenet.carleton.ca> ac382@FreeNet.Carleton.CA writes:

>
>
> Has anyone gotten Calamus 1.09 to work on the Falcon? Mine does not work
> properly (it is an original :). Is there a patch available?
>

I use Calamus 1.09N on the Falcon, with and without the Screenblaster, and
it works on all resolutions > 640*400. The only thing you have to do is to
switch to 2 colours. If your version doesn't work, call up DMC, they send
the actual version pretty fast (and for free!).

Hope that helps ..... Andy

5660. Re: Calamus1.09n works on Falcon :)

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 09:59:47 UTC
From: S_LEIBL@rzmain.rz.uni-ulm.de
Message-ID: <2mucmj$8g2@wega.rz.uni-ulm.de>
Source record: 190317

In <Cn3B9D.DEz@freenet.carleton.ca> ac382@FreeNet.Carleton.CA writes:

>
>
> My sincere thanks to the people who replied about my Calamus querry.
>
> I installed all the files, changed to monochrome mode and voila! It works
> great! I must have tried every mode but ST-high when I first tried
> running Calamus on my Falcon last year. It even works with screenblaster
> (the demo version) and I assume it will work with BlowUp030 in the
> monochrome modes. Does Calamus 1.09n work with NVDI as well?
>
>

Sorry for this double - posting, I sent a followup to your previous article
before reading this.

Calamus works with Screenblaster (full version with blackbox), NVDI 2.5,
SpeedoGDOS, ... That's what I call portable programming :-)

Cheerio ..... Andy

5661. UNIX on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 10:42:53 UTC
From: pagan@meiko.co.uk
Message-ID: <2muf7d$509@bart.meiko.com>
Source record: 190318
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Has anyone figured out what the 'None/Unix/Tos' preference is on the
Falcon in the NVRAM settings yet? Has anyone tried attaching a unix
disk to a Falcon? Wonder what happens...

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

5662. Re: WANTED: Autoduel for ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 11:35:13 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2mui9h$etp@lyra.csx.cam.ac.uk>
Source record: 190319

<IO20066@MAINE.MAINE.EDU> writes:

>Looking to buy a copy of Autoduel for my to replace an old favorite.
>If anyone's got one they're willing to sell, let me know.
> io20066@Maine.maine.edu

Me too!!!

>-Mike Woodsum
>Orono, ME

Phil
[E-mail pd@mole.bio.cam.ac.uk]

5663. Re: help with C !

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 14:26:30 UTC
From: bobhays@spss.com
Message-ID: <bobhays-250394082630@haysmac.spss.com>
Source record: 190320

In article <2mtuld$lkq@delphinium.cig.mot.com>, whitema@rtsg.mot.com
(Michael A. White) wrote:

> In article <Cn6wBz.2CM@inf.utfsm.cl>, Marcos Vera <mvera@inf.utfsm.cl> wrote:
> > I have an atari 1040st and DS/DD disk drive and 1Mbyte to RAM.
> >I'd like to know Is there some version (or type) of C language
> >that I could work it.
> > And where can I get it by ftp service.
> > Thank you very much for your time.
> > Marcos Vera Yanez
> > mvera@inf.utfsm.cl
> >
>
> Didn't the Prospero compiler come out on a cover disk a while back?
> I've got the store bought version, but if you can dig up that magazine,
> it will run on your system.

It was either ST Review or ST User last month - I got a copy. Of course,
now I've got room to run gcc and g++, so.... Prospero worked okay for what
I tried.

If you have ftp access to the net, then you can connect to an
atari.archive.umich.edu mirror (I'd suggest nic.switch.ch as one option)
and go to Programming and grab the Sozobon C 1.33i or 2.0 distribution - it
works well on a dual-DS/DD disk, 1Meg setup with the Gulam shell, which is
also on the archive (Sozobon 2.0 and 1.33i provide instructions for DS/DD
drive setup). You'll also need GEMfast and Dlibs libraries (these may or
may not be in the distribution you pick up of Sozobon).

Have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with
SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

5664. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 14:40:40 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.&myvoP8bFPk@yonder.equinox.gen.nz>
Source record: 190321

In <8e31e600@straight.ct.se>, Bertil Jagard writes:
>-=> Quoting Rob Adams Topfm to All <=-
>
> RAT> Coma can not read hackfax received faxes... sendfax cannot send files
> RAT> generated by wp2fax.. it a BIG MESS...
>
>Why not buy Qfax or STraightFax?.. I'm using Qfax myself and it's very good.
>STraightFax v2.x can also handle Class 2.0 for the USR modems..

I'm afraid of _buying_ fax software for the ST. I fear that i'll spend
a heap of money getting something in from overseas only to find it doesn't
work.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

5665. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 14:46:40 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.sWBc7QB_asE@yonder.equinox.gen.nz>
Source record: 190322

In <2mqf3m$ne1@golem.wcc.govt.nz>, Roger Sheppard. writes:
>In article <H.eg.blr5wprQrLA@yonder.equinox.gen.nz>,
craig@yonder.equinox.gen.nz (Craig Shore) writes:
>>In <2mkrr9$dn@golem.wcc.govt.nz>, Steve Wells writes:
>>>] Coma can not read hackfax received faxes... sendfax cannot send files
>>
>>Am I the only one that can't get this bloody program to work?!?!?!
>>
>>Maybe it's my modem? A GVC FM-1440VE ... I have managed to receive
>> a fax with the software made for Binkly Term.
>
>
>What Class does that modem support, I have asked you before, COMA only supports
>Class 2 and 2.0.....!!!!

I don't know... I thought the Class was in the Software, not the modem?!

>Your also need to run HSMODEM2,

Got that.

> may be you have some things that stuffing
>up COMA, try running it on a Empty System, or part empty...

Will try that tomorrow.

BTW: Does it auto-answer for you?

Thanks,
Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

5666. AEO : Do I post them ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 15:30:14 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2mv026$qu4@vishnu.jussieu.fr>
Source record: 190323

I've got the zipped version of AEO 304 (which I hadn't got earlier)
and AEO 305. Anybody wants me to post them here, or in comp.binaries.atari.st ?

MB.

5667. Re: S: GDOS driver for Star NL10

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 15:43:17 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn8906.3EL@barclays.co.uk>
Source record: 190324

```
In article <1994Mar25.151509.15844@arbi.Informatik.Uni-Oldenburg.DE>,
Ronald.Hartwig@arbi.informatik.uni-oldenburg.de (Ronald Hartwig) writes:
|> Hi,
|>
|> where can I get a GDOS driver for my Star NL 10 printer
|> or what standard driver may I use ?
I used to use the standard Epson one (FX). Worked fine for me.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

5668. Re: EVEREST 3.2 (english) is out

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 16:16:52 UTC
From: hjv@phil.ruu.nl
Message-ID: <2mv2pk$gt3@chico.staf.phil.ruu.nl>
Source record: 190325

Christian_Dalichow@ki.maus.de (Christian Dalichow) writes:

>The english version of EVEREST 3.2 is out now!

Great news...

>I don't know where you can get it

Not so great news...

>, but have a look on it!

I'd love to, if only I knew where to get it...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

5669. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 16:27:44 UTC
From: hjv@phil.ruu.nl
Message-ID: <2mv3e0$gtq@chico.staf.phil.ruu.nl>
Source record: 190326

lars.reynold@midinet.ct.se (Lars Reynold) writes:

> RT> begin
> RT> MAEIO8YW38RH3R
> RT> MW3R7TY3RT3RIQ3
> RT> MR348R3R8UQ3HR
> RT> M238R2H3RHWEWE

> RT> Whatever stupid text the texteditor decides to put here since the first
> RT> split-copy ended here ..

> RT> It would atleast save me enormous amount of time if the decoder could just
> RT> decoded all lines starting with "M" between "begin" and "end" and give a
> RT> d*mn about the others .. ;)

>Rickard, then you oughta buy a PC :)

Or install the new Gemini together with a bunch of decent tools. Probably sed,
awk and perl can all do the job with a single simple commandline...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

5670. Re: AEO : Do I post them ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 17:10:46 UTC
From: walra@moacs11
Message-ID: <nwoupffqiwy@moacs11>
Source record: 190327

In <2mv026$qu4@vishnu.jussieu.fr>, Marc BOURLON wrote:

> I've got the zipped version of AEO 304 (which I hadn't got earlier)
> and AEO 305. Anybody wants me to post them here, or in comp.binaries.atari.st ?

Please, don't post it in comp.sys.atari.st.
There is a seperate newsgroup for posting AEO, alt.znet.aeo.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

5671. Re: Atari ST games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 17:40:19 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cn8EF8.1Hu@cix.compulink.co.uk>
Source record: 190328

>Populous II works perfectly with Backward/Magi/VertiConf etc... like programs.

Which settings in MAGI?

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

5672. Incbin in Pure C

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 17:46:00 UTC
From: olov.johansson@p4.stacken.ct.se
Message-ID: <2d932520@p4.stacken.ct.se>
Source record: 190329

Does anyone know how I can include files in my Pure C-programs? Such as incbin in Devpack. I want to do this 'cause I want to have some pictures/samples _in_ my resulting .PRG-file... Otherwise I have to use 'Fopen' to load them, and it's not too fun having a folder with lots of samples/picture in it...

If you know the trick, _please_ contact me! If you can give me an example showing this (for Pure C), you can send the message to me on: Olov_Johansson@p4.stacken.ct.se

5673. Re: UNIX on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 18:32:06 UTC
From: walra@moacs11
Message-ID: <5t0parpxmmo@moacs11>
Source record: 190330

In <2muf7d$509@bart.meiko.com>, Stephen Payne wrote:

> Has anyone figured out what the 'None/Unix/Tos' preference is on the
> Falcon in the NVRAM settings yet? Has anyone tried attaching a unix
> disk to a Falcon? Wonder what happens...

ASV doesn't run on a Falcon (?yet), it's TT only.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

5674. Atari BACKUP -> MSDOS RESTORE?

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 18:33:41 UTC
From: swhatley@blkbox.COM
Message-ID: <2mvaq5$hkt@blkbox.blkbox.COM>
Source record: 190331

I am trying to transfer 1 Meg files from an ST to a IBM PC. My ST only has a 720K floppy drive. Is there a program to allow me to backup files from my Atari onto PC formatted 720K disks which can be restored using the MSDOS RESTORE command. Or, can TAR do it as well. If TAR is the route to go, how do I do it and what versions do I need on both ends.

Thanks,
STeven Whatley

P.S. Formatting the PC disks is no problem. It's just the transfering.

5675. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 20:25:56 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2mvhck$buk@nz12.rz.uni-karlsruhe.de>
Source record: 190332

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In message <8jznpil&q0k@moacs11>, walra@moacs11 said:
: >
: >The dutch market for atari programs is very small, and there ain't many
: >people besides the Dutch and some Belgians that understand the language.

: There aren't many people that besides the German that understand German.

I know lots of spanish people (like me) who speak german...
but what's the point of this discussion? are you dumb?
It doesn't matter if the international language is english, hebrew
or martian, but I am sure that not every atari programmer
knows english, and even does who do are not obliged to
translate their programs to english just to please you,
especially if the programs are PD or shareware...

: Ofir ogal@cix.compulink.co.uk

Hermann Samso

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->ukra@rzstud1.rz.uni-karlsruhe.de . / . * |
+-----------------------------------------`----------+
```

5676. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-25 20:49:59 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2mvipn$c16@nz12.rz.uni-karlsruhe.de>
Source record: 190333

```
Ofir Gal (ogal@cix.compulink.co.uk) wrote:
:In message <CMD4Jn.E1H@cix.compulink.co.uk>,sabbath@cix.compulink.co.uk said:
: >thing was dropped, and we all recognised that most countries have their
: >own languages and that people living there are more likely to speak them
: >than English and b) that there was some recognition that shareware authors

: A more important point is that the German programmers are writing superb
: stuff, but most English and US users are stuck with old, dated programs
: and a feeling that the Atari software scene is dead. This is a
: contributing factor to the decline of our beloved platform. If more
: programs like Connect, Selectric, Everest, and many others were available
: to English speaking users - things would certainly look on the brighter
: side.
: So the Germans, by insisting on using their own language, are unknowingly
^^^^^^^^^^^^^^
Seriously, I don't know why, but your statements annoy me somehow...
They don't *insist*, it's a normal consequence of the fact
that they are german... as you put it, it seems as if they all
knew english and wouldn't translate their programs just to
bother people who don't understand english, and that's not
the case.
Translating a program involves work... work that will probably
not rewarded. If you care so much for Atari community and think
that translating german programms to english is a decisive
factor of its decline, you better learn german fast and translate
those programs. What say the english? Time is money?

: contributing to this decline.
: Ofir ogal@cix.compulink.co.uk

+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->ukra@rzstud1.rz.uni-karlsruhe.de . / . * |
+-----------------------------------------`----------+
```

5677. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 02:20:48 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cn92Io.2BF@cix.compulink.co.uk>
Source record: 190334

>Why bother to write a program in German, write it in English - that is the
>language of computing. That's why BASIC is an English acronym, that's why
>GOTO is English, FOR...NEXT is English. GEM, AES, VDI, RAM, etc..

Ofir, for about the hundredth time:-

1. Some German programmers may not be able to produce their software in
English

2. Some may not want to.

Both are fair enough - as the buyer you have the option not to use it.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

5678. Re: Atari floppies: Readable by Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 03:01:51 UTC
From: whitema@rtsg.mot.com
Message-ID: <2n08iv$4t8@delphinium.cig.mot.com>
Source record: 190335
Cross-posted to: comp.sys.atari.st,comp.sys.mac.hardware

In article <Cn7232.1vs@scilink.org>, Joe Clark <joeclark@scilink.org> wrote:
>PowerBook as soon as I find one I think he can use :-}. He has many ST
>floppy discs. Can they be used in a Macintosh SuperDrive, which reads and
>writes Mac, DOS/Windows/OS/2, and ProDOS discs? I seem to remember that ST
>disc format is the same as DOS's. Is this true?
>
>
>
> Joe Clark
> joeclark@scilink.org

Well, MOST DOS machines can read ST floppies if formated with 1.06 or later
TOS, but the Macs are picky pieces of crap. They won't read'em.

Michael
whitema@rtsg.mot.com

5679. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 03:26:10 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <764655302.0@mettav.royle>
Source record: 190336

It was none other than Johan Karlsson that wrote on 20 Mar 94 that ,
JK> From: d92jk@efd.lth.se (Johan Karlsson)
JK> Organization: Lund Institute of Technology, Sweden
JK>
JK> Is there a WinX available which works with Multitos?

WinX 2.2 and GEmram 1.6 work 'with' MultiTOS .

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

5680. Re: new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 03:33:16 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <764655302.1@mettav.royle>
Source record: 190337

It was none other than Steve Wells that wrote on 21 Mar 94 that ,
SW>] ledpanel.zip - puts 2 rows of "lights" in the upper right hand
SW> corner] of the screen to show disk use
SW>
SW> Mono-only, appears even when not in a GEM mode (which could be
SW> handy).

From V2 (currently 2.3 ?) I run's in all the ST resolution's and I beleive
in all Falcon Modes except Hi-colour.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

5681. Sega Genesis control pad pinouts

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 03:34:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2n0ah3$inv@mailer.fsu.edu>
Source record: 190338

Can anyone send me the pinouts for a Sega Genesis controller? It uses a DB-9 like the ST, so I figure I should be able to rig up an adaptor cable easily. I'll post instructions when I get it to work. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5682. Re: Sega Genesis control pad pinouts

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 03:43:22 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2n0b0q$r7o@apakabar.cc.columbia.edu>
Source record: 190339

Supposedly, you can plug them right in and use them as is. I think that
only one of the three fire buttons works, though. Good luck!

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

5683. Re: SOL.CS.RUU.NL

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 03:53:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2n0bjs$eo5@golem.wcc.govt.nz>
Source record: 190340

In article <Cn68J5.KyH@cs.ruu.nl>, piet@cs.ruu.nl (Piet van Oostrum) writes:
>>> sheppard_r@kosmos.wcc.govt.nz wrote:
>>> : Can some one help with this Dutch
>
>I have just changed the mail server such that it strips off an initial pub/
>or /pub/. Just one line of perl code!!!.
>--
>Piet* van Oostrum, Dept of Computer Science, Utrecht University,

Are you trying to say that the /pub/ is now reguired path
with the Mail-server..???

Verry puzzerling...????

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5684. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 04:18:24 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.aiuc0OBHRfE@yonder.equinox.gen.nz>
Source record: 190341

In <H.eg.sWBc7QB_asE@yonder.equinox.gen.nz>, Craig Shore writes:
>In <2mqf3m$ne1@golem.wcc.govt.nz>, Roger Sheppard. writes:
>> may be you have some things that stuffing
>>up COMA, try running it on a Empty System, or part empty...
>
>Will try that tomorrow.

I tried that today, no luck :-(
I took the modem around to a friends place, and tried it (with my cabels)
on his IBM PC ... it worked fine with the default settings on his software.

Think i'll just have to wait until I get a PC before I have Fax :-(

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

5685. Re: QUESTION: what decompression prgs to use?

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 04:28:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2n0dm8$k08@mailer.fsu.edu>
Source record: 190342

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

```
> Now, my question is this: is there a similar program to 'DC Extract' that
> handles
> several compress formats and uses GEM, so I don't have to rememer all
> those commands?
> I need some program that takes all standards: .LZH .LHA .ZOO .ZIP .ARC
> Thank you very much.

You could try to use one of the multi shells, but I find that the following
works best for me. All are installed as applications, so I just have to
double click on the archive to process it:

arc - Arc 6.02, and Arcshell 3.1
lzh/lha - lharc 2.99, comes with an excellent GEM version
zip - STZip 2.4, GEM user interface
zoo - I use the command line :-). There are shells out there for it, but
I'm too lazy to find one.

It appears that lharc and zip (the two biggies in the ST world) will have
their own graphical interfaces from now on.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

5686. Re: noisy Megafile

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 04:31:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2n0dr3$k08@mailer.fsu.edu>
Source record: 190343

Tomas Hogstrom (tomho@IKP.LiU.SE) wrote:
> Hi. I have recently bought an old Megafile 30. I think it's noise level is much
> too high (mainly the fan). Two questions:
> 1) Is it possible to lower the noise level?

You pointed out the best strategy: replace the fan. Also, tighten up the
mounting screws, to make sure they are not contributing to the buzzing.
Wafer fans run from "cheap and noisy" to "expensive and quiet", so get a
good one.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5687. Re: MSTe with SFP004 Co-Proc. What's it good for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 04:36:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2n0e4k$k08@mailer.fsu.edu>
Source record: 190344

Haim S. Poretsky (hsp4@namaste.cc.columbia.edu) wrote:
> After running Toad's Sysinfo on my MSTe (4/40/Mono), I learned that I had
> an SFP004 Co-Processor installed. Today, while opening it up to blow the
> dust out, I noticed that it definitely had an MC68881 installed.
>
> I realize that this is a FAQ (even though it wasn't in the FAQ on Hard-
> ware), but what software does this enhance? Also, how much does it
> enhance it?

Anything compiled with a later version of PureC is supposed to take advantage
of the FPU if it is there. Gcc binaries will also make use of the FPU,
given that the correct libraries were used in the compilation. There are
a definite sprinkling of programs out there that use the FPU (Dynacadd
comes to mind, as does one of those raytrace programs).

If you want to test your 68881, grab Gembench 3.1.

> Finally... Mine's got an Epson Floppy Drive (MPS-380, I think). It didn't
> look like it had a sensor to pick up the extra notch on an HD disk, but
> is it a HD drive? If so, can I use it with HD disks by just flipping
> a switch? 1.44MB would be cool... :-)

This might indicate that your machine has a HD disk, but no AJAX floppy
controller. There is a dip switch or jumper inside that you can set to
give it a try (and some PD HD formatters on atari.archive, I think).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5688. Re: Mega ST Manual needed.

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 04:43:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2n0ei6$k08@mailer.fsu.edu>
Source record: 190345

MC STUDENT (sak@nauvax.ucc.nau.edu) wrote:
> I have a Mega ST2, but when I bought it I didn't get a manual with it.
> I was wondering if anyone knew where I could get a copy of it?

The manual is pretty worthless. If there is some specific info from it you need, I might be able to help.

> Also, could someone please tell me how I would find out which TOS my
> machine is running?

Grab a copy of Gem Bench, I believe it tells you.

On the other hand, there are only a couple of possabilities, given that this is an unmodified Mega2. From the desktop, under "DESK", click "DESKTOP INFO" on a color monitor. If you see moving colors on the atari symbol, you have TOS 1.4. If not, you have TOS 1.2.

For TOS 1.2, the copyright dates listed for GEM are 1986, 1987. For TOS 1.4, I believe they are something else. Hope that helps.

> Lastly, I am asking over here since I didn't get a reply on
> c.s.a.st.tech. I would like to network my ST and my PC together so that I can
> print to the ST's SLM804 laser. Is this possible?

Well, anything is possible, but it would be non-trivial. I know of no way to do this with any canned software or product.

> If not is Word Perfect
> available for the ST so that I could just file transfer and print from the ST?

It is available, but no longer supported. I think the last version was pretty robust and bug free, but I cannot comment from experience. I see it up forsale occasionally. Toad might be able to help (1-800-448-TOAD).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5689. Low-Level formater needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 05:00:05 UTC
From: rbrand1@umbc.edu
Message-ID: <2n0fgIINNonm@umbc8.umbc.edu>
Source record: 190346

Hello all,

Does anybody know where I can get a low-level formatter for a Supra
hard drive? Also, where can I get info on modifying a 520 st (eg. adding
RAM, upgrading TOS, etc...)

thanx
rob
--
GoZeR the Gozerian | Life is shit and I just stepped in it
email: gozer@ins.infonet.net | "Good, Bad, I've got the gun."
Lions : 6 | Barney-To love it is to have been
Christians : 0 | molested as a child

5690. Re: Egats! TT with Works!

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 05:31:08 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Mar26.053108.26394@vpnet.chi.il.us>
Source record: 190347

In article <A7555@m4.maus.de>, Peter Missel <Peter_Missel@m4.maus.de> wrote:
> ....
>
>>fear or favor that PageStream loaded quite noticeably faster on my old
>>setup than it does now on this 32MHz Falcon. I find myself agreeing
>
>Sure - the more memory Pagestream gets, the slower it loads. Don't know why,
>but our DTP workstation (TT, 12 MB RAM, 200 MB Conner HD) takes AGES to load
>PS.

I agree with your perception, and I 'only' have 8MB of RAM on my TT. I
remember one of my fellow user group members saying several years ago
(before I even had my TT, much less PageStream) that PS grabs all the
RAM it can get - the more you have installed (and free), the more it
grabs, and (I don't know why either) the longer it takes to load. It's
not too awfully long on my TT though. And it sure RUNS great on the TT!
(Now if I can just find a free ACC slot for one of those scroll-button-fix
programs...)

Nick DiMasi nickd@vpnet.chi.il.us Delphi: TURBONICK
(and, for a while, dimasi@ssd.comm.mot.com)

5691. Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 07:33:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2n0oh0$sbk@darkstar.UCSC.EDU>
Source record: 190348
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just discovered something weird with the BlowUp demo. When I set
it to 40 columns and line doubling on in the 16 color mode, my screen size
stays at the 800 x 480 I set it to, but the system font uses the small
8 x 8 size, and all my window gadgets are small! I happen to like this a LOT
and am wondering, does the commercial and Hard versions keep this "feature"?

~Chris

5692. Atari Jaguar Raffle

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 07:50:43 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2n0pgj$rml@canopus.cc.umanitoba.ca>
Source record: 190349
Cross-posted to: rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.st,alt.games.lynx

Here is your chance to win an Atari Jaguar!

The Atari ST Users Group of Winnipeg is holding a Jaguar raffle to raise funds for various club improvements and to participate in a major computer show. The tickets are $2.00 each and only 2,000 will be sold.

If you would like to enter the raffle please send a money order to:

Atari ST Users Group of Winnipeg
5-390 Carpathia Road
Winnipeg MB R3N 1Y4

Phone: Reg Loeppky 204-488-7183 for more info.

The draw will be conducted at our Annual General Meeting on May 12, 1994. The announcement of the winner will be posted to GEnie, Internet, FidoNet, and AtariNet.

Be sure to send in your order at least 2 weeks before the draw. If the tickets sell out we will return your payment.

Don't miss out on this chance win your own 64 Bit Multimedia Home Entertainment System.

Lottery License #031525.

(For e-mail inquiries, contact: marco@sys6626.bison.mb.ca)
--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
==========

5693. Re: Good places to buy Atari related products in Amsterdam.

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 11:24:27 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cn9ror.Gr3@cix.compulink.co.uk>
Source record: 190350

In message <4320@btmwj1.se.bel.alcatel.be>, cgra@se.bel.alcbel.be said:

>Valkenburg(Z-H). And if Barry Wilson thinks he's stupid,

No, I am not stooooupid, thank you Steve.

After all, I phoned Atin to get directions before I went there ;-)

I posted telephone and fax numbers to allow others to do likewise.

>how about this
>I travelled all the way from Antwerpen (B) to Valkenburg (L) looking for
>them!!! In case anyone doesn't understand (perhaps we're all stupid here), ;)
>I TRAVELLED TO DEEPEST LIMBURG WHEN I SHOULD HAVE BEEN IN ZUID-EFF-ING
>HOLLAND!!!!!!!
>
>[calms down] By the time I got there it was too late to consider going on
>to the correct Valkenburg, which is a small place just outside Leiden. I'd

BTW, I enjoy a good walk ;-)

Anyway, I'm glad you found them eventually.

Do you have Atin's new telephone number?

Is ST NIEUWS still published?

Barry email wilsontjb@cix.compulink.co.uk

5694. Re: new a.a.u.e uploads!

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 11:59:19 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar26.115919.984@cathy.ijs.si>
Source record: 190251

In article <2mm5da$9cm@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>In article <2mlqqe$6a8@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>>] >] ledpanel.zip - puts 2 rows of "lights" in the upper right hand corner
>>] >] of the screen to show disk use
>>
>>What config'? (Also, the doc's say Mono' only, and it refused to run
>>in color mode saying 'Mono only' on the 'title' screen!
>Na, Steven some one must be colour Blind...:-)...

There are several versions of ledpanel. The original version (1.0) which
was also published on an ST-FORMAT disk is monochrome only. That one had me
going for a while. I'd been serriously considering the use of a disassembler
so I could modify it to work with color.

No longer. I got ledpanel 2.4 from some German ftp, and it supports color,
different shapes of the lights, shows date/time capslock etc if you
configure it that way.

Very nice, and miles ahead of the first version.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5695. REQUEST: Signum -> Postscript

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 12:47:56 UTC
From: ulf@pc0435.psychologie.uni-marburg.de
Message-ID: <2n1att$efn@surz03.HRZ.Uni-Marburg.DE>
Source record: 190252

Hallo!
I've got a bundle of texts written with Signum. But I don't have this
program (doing my textworks using TeX ;-)). Is there any Signum to
Postscript converter available?

Greetings, Ulf

5696. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 14:03:34 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cn9z1y.Lyw@cix.compulink.co.uk>
Source record: 190253

```
>> Lookout for TeddyTerm v2.12 (lastest version) which should be available
>> on most NeST bbs... (TTERM212.LZH)
>
>I think I saw it on atari.archive.umich.edu.. a NeST BBS is an extremely
>expensive international toll call away.. ;-(

What to Australia?

= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

5697. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 14:03:36 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cn9z20.LzH@cix.compulink.co.uk>
Source record: 190254
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>stays at the 800 x 480 I set it to, but the system font uses the small
>8 x 8 size, and all my window gadgets are small! I happen to like this a LOT
>and am wondering, does the commercial and Hard versions keep this "feature"?

The full version still allows this bug to be exploited.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5698. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 15:33:04 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2n1kjg$3hd@charm.magnus.acs.ohio-state.edu>
Source record: 190255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>I have talked with ICD, on March 23, 1994.
>>There Atari Technical assitance hours are:
>>Mon - Wed - Fri 10:00 am to 2:00 pm Central Time Zone.
>>Talk to Howard Peters 815-968-2228
>
>Yes but are you willing to pay for the Phone call, its
>$3nz per min here....

No!!!!!!!!! I pay child support for 3 kids already. I don't need another
kid to support!

>T0-day my ADspeed arived, it took 2 months to replace via
>Air-mail..

If you sent a check they waited until the funds cleared thats 2-3 weeks.
ICD's bank to mail your bank and your bank to mail to ICD's bank.

Money order; ICD's bank waits for your funds to clear 2-3 weeks.

I sent cash in sterling to UK for shareware, they sent the program
within 4 hours of receiving the letter but it still took 10 days
for my letter to get there and 10 to get to me once it was mailed.

>It only took 8 days from the USA to get to me, so how can it
>take some 6 weeks for them to replace it...
Perhaps they were waiting for new units to arrive.

I do know that they went to the Sacramento Atari Group EXPO
March 12-13, and they did not return to the office until 15 March.
I beleive Howard Peters is the only person who handles Atari
support at ICD.

>Plus I never recieved any replied to my E-Mails or Fax...

Send me the Internet address and I will try it to see if it is still in use.

>Not a good service do you think....???

I have had no problems with service but I am closer than you.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

5699. ICD hostadapter forsale

Newsgroup: comp.sys.atari.st
Date: 1994-03-26 15:42:35 UTC
From: lho@nova.ceas.rochester.edu
Message-ID: <2n1l5b$fip@nova.ceas.rochester.edu>
Source record: 190256

```
ICD SCSI plus hostadapter forsale.
$75 including shipping.

...
cherd
```

5700. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 08:37:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d9545e2@secom.ct.se>
Source record: 190257

In a message of 27 Mar 94 04:40:16, Rob Adams Topfm wrote:

RA> : 1) It's illegal to send money in envelopes
RA>
RA> It is not illegal to send money by post (just not advisable) which
RA> dictatorial
RA> government in the world has made it 'illegal'???

I *THINK* it's in USA where it's "ILLEGAL", I do know that a user from Norway tried to send me money in an envelope and got it back with a VERY angry letter from the postoffice.

RA> : 2) The banks charge HUGE amount if you want to exchange currency ....
RA>
RA> Not here they dont...

Well, lucky you .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5701. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 10:26:26 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-EC2WBDVC@albemuth.equinox.gen.nz>
Source record: 190258

In <1994Mar26.112755.1@csc.canterbury.ac.nz> misc145@csc.canterbury.ac.nz wrote :

>In article <764483922.1@mettav.royle>, Steve.Basford@mettav.royle.org (Steve Basford)
writes:
>
>> Lookout for TeddyTerm v2.12 (lastest version) which should be available
>> on most NeST bbs... (TTERM212.LZH)
>
>I think I saw it on atari.archive.umich.edu.. a NeST BBS is an extremely
>expensive international toll call away.. ;-(

Not v2.12 on a.a.u.e but anyway Rick has it on "What's the Point" now
anyway. I guess it was hatched into AtariNet. It looks quite good,
though I'm not sure whether I'm convinced enough to use it regularly.

Cheers,

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

5702. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 11:26:14 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2n3qgm$9ln@nasim.sta.sub.org>
Source record: 190259

Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:
> >stays at the 800 x 480 I set it to, but the system font uses the small
> >8 x 8 size, and all my window gadgets are small! I happen to like this a LOT
> >and am wondering, does the commercial and Hard versions keep this "feature"?

> The full version still allows this bug to be exploited.

This is no bug! RTFM!

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5703. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 14:55:16 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <764828102.0@mettav.royle>
Source record: 190260

```
>> Lookout for TeddyTerm v2.12 (lastest version) which should be
>> available on most NeST bbs... (TTERM212.LZH)
->
-> I think I saw it on atari.archive.umich.edu.. a NeST BBS is an
-> extremely expensive international toll call away.. ;-(
->

Hmmm... thought there was a NeST bbs in NZ... maybe not?

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org <----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10 |
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10 |
+----> Postmen never die, they just lose their zip. <----+

* Origin: STeve's Cyber-Island (100:1011/0.10)
```

5704. PC-Ditto and hard drive access

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 17:04:03 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2n4ea3$jj7@usenet.INS.CWRU.Edu>
Source record: 190261

Hello,

I just got a Stacy recently. I decided to dig out my old copy of PC-Ditto Version 3.0 and try and load that on the Stacy in case I needed to run PC-DOS when out on the road. I have used PC-Ditto in the past on a dual floppy ST1040 and it worked fine but I never tried it with a system with a hard drive. So I loaded PC-Ditto on the Stacy and configured it for what I have. I have it set up to boot off of floppy and not the hard drive I just want to get it to work plus I don't plan on doing any major PC-DOS work in the first place. I tell in the configuration file that I have a hard drive attached and that I don't want to ignore non GEM partitions. (There are none on my system anyway.) When I boot into PC-DOS (I'm using IBM PC-DOS ver 3.3) the system boots DOS off of A: fine but if I try and access the hard drive I get "Divide Overflow" message. Basically I can't access the hard drive at all. I tried using the supplied device driver PC_DHD.SYS in the CONFIG.SYS file to access logical drives D: and E: but when it reads that statement it says something like "Sector Size to Large".

Here is my systems stats.

STacy 4
4 Megs of Ram
50 Meg HD partioned as C:=17meg D:=17meg E:=17meg
SCSI address : SCSI=0, LUN=0

Basically nothing that I can tell from PC-Ditto docs is out of the norm. Any help would be appreciated. Please respond to me E-mail address because I normally don't get to scan this section often.

--
Fred Horvat
Your Part Time
Atari Portfolio Sigop

5705. Re: Anyone got a SC1224 for sale?

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 18:09:31 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94086.130931STIRRE31@MAINE.MAINE.EDU>
Source record: 190262

When I was looking to trade in my SC1224 when buying a Falcon,
Toad Computers told me that they would not buy it from me
because "SC1224s are a dime a dozen." So, I would suggest
contacting them at (800) 448-TOAD. They are more reliable
than buying from the net I would imagine.
-scott tirrell

5706. Re: Atari floppies: Readable by Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 18:13:59 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94086.131359STIRRE31@MAINE.MAINE.EDU>
Source record: 190263

I should have specified that only TOS 1.6 and after offers true
MS-DOS formatting. I guess I took it for granted because my
first ST was an STe with 1.6.
-scott tirrell

5707. Re: Calamus1.09n works on Falcon :)

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 18:22:31 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CnC5pJ.5Ew@cix.compulink.co.uk>
Source record: 190264

```
>>I installed all the files, changed to monochrome mode and voila! It wo
>>great! I must have tried every mode but ST-high when I first tried
>>running Calamus on my Falcon last year. It even works with screenblast
>>(the demo version) and I assume it will work with BlowUp030 in the
>>monochrome modes. Does Calamus 1.09n work with NVDI as well?
>
>This does means that it takes advantage of the increased screen size?

Yes.

-------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-------------------------------------------------------
```

5708. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 18:22:33 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CnC5pL.5FH@cix.compulink.co.uk>
Source record: 190265

>...even a bad 10-line quick-translation is better than nothing.
>
>GR> 2. Some may not want to.
>
>..and this is what we're against ... "Bitte bitte! Nicht in english schreiben,
>nur Deutsch!"
>
>GR> Both are fair enough - as the buyer you have the option not to use it.
>
>"fair enough"

Don't get me wrong... I'm all for software being available in as many languages as possible. It's just the attitude of 'you must write in English' which I don't understand. Although, 'you must write in english to maximise profits' I can cope with [g].

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

5709. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 19:47:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnC9n3.8D3@cix.compulink.co.uk>
Source record: 190266

In message <CnC5pL.5FH@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk said:
>
>Don't get me wrong... I'm all for software being available in as many
>languages as possible. It's just the attitude of 'you must write in
>English' which I don't understand. Although, 'you must write in english to
>maximise profits' I can cope with [g].

I didn't say _must_, I said PLEASE. Then an arguement started.

Ofir ogal@cix.compulink.co.uk

5710. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 20:15:27 UTC
From: alberto@terapin.com
Message-ID: <alberto.3fpe@terapin.com>
Source record: 190267

Thanks, will check it out. I just read a review on Patrician, a German translation I think, supposed to be good, maybe I'll try that as well.

L8rs,

DEATH

5711. GNU C

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 20:19:14 UTC
From: alberto@terapin.com
Message-ID: <alberto.3fpg@terapin.com>
Source record: 190268

Hi all, well I'm currently learning C using Ian Lepores Heat & Serve C. Its pretty good, simple to set up but I am learning from a book called C Primer Plus, and this book just has a bunch of examples which are ANSI C and some of the stuff doesn't work on it. Is there a PD/Shareware ANSI C compiler for the ST? I have heard many people using GNU C, but don't know if it is C++ or ANSI C, or if it makes a difference. Would GNU C work for just learning ANSI C? If theres another one I could get please let me know.

My configuration is as follows:

ATARI 1040 STE, TOS 1.62 4 Megs
200 Meg HD

Thanks,

alberto@terapin.com

5712. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 21:39:45 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2n4uf1$bor@charm.magnus.acs.ohio-state.edu>
Source record: 190272

In article <2d9545e2@secom.ct.se>,
Rickard Troedsson <rickard.troedsson@secom.ct.se> wrote:

>I *THINK* it's in USA where it's "ILLEGAL", I do know that a user from Norway
>tried to send me money in an envelope and got it back with a VERY angry letter
>from the postoffice.

It certainly isn't illegal in the USA. Extremely ill-advised, but not
illegal. I certainly can't think of any reason WHY it would be illegal, other
than another thinly vieled attempt to control how we spend our money.

I'm curious as to how the Norwegian authorities (or US authorities, your
comment isn't clear on this point) KNEW there was cash in the envelope.

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5713. Re: Chroma 24 for the Falcon - Dead and gone!

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 22:18:58 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EC2WBGUQ@dksoft.ping.dk>
Source record: 190269

In <Cn6qnq.H6o@cix.compulink.co.uk> "Daron Brewood" wrote :

>From what I have now heard development is on hold and may one day continue,
>but do not hold your breath.
>

Whats the word..When there's life there's hope..or something!

Lets count on life insted 8-)

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5714. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 22:23:42 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EC2WBGUT@dksoft.ping.dk>
Source record: 190270

In <Cn4rq1.Kvv@cix.compulink.co.uk> "Daron Brewood" wrote :

>Weirder and weirder, evidently loads of the drives have been sold and are
>in use without any problems, so I'm pretty sure it's the drive. Just got
>to get atari to agree (again) to repair the machine now. ATM they are
>saying it may not be possible as I've had the additional memory and an FPU
>fitted.
>
I sure would like to know when you find the problem!

What the h* does the additional memory and the Fpu have to do with the hard
drive ?

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5715. Re: IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 22:31:58 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EC2WBGUW@dksoft.ping.dk>
Source record: 190271

In <Up-ECZNEFUQ@albemuth.equinox.gen.nz> John Collis wrote :

>I've never seen this on any FTP site anywhere. I have a copy of
>version 1.03 but I believe that there is now a version 1.06 or 1.07.
>Does anyone else use this?? Can anyone point me towards a FTP site
>with it on?? Could some kind soul in the UK with Atarinet/Fidonet
>access find it and upload it to a FTP site somewhere??
>
>Any help or comments would be appreciated!!
>

Hi John. If you have acces to someone who have AtariNet, i think you'll
find IMHO on their system. If not try call Kevin Osborne at the Forstress
BBS. I'm sure he have it.

Otherweise call my board +45 43717075 8-)

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5716. Canada STer's

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 22:43:28 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Mar27.184328.22410@dal1>
Source record: 190274

Just to let Canadians know that there is a company
RGB Data Consultants operating near Halifax, N.S.
that has really good prices on ST hardware & Software.
Their numbers are: (902)465-7191 voice, 465-9966 FAX and
thier support BBS at 465-2321. Contact them for more
information on what you may be looking for. They are also
mail order for North America as well as personal service.

5717. Re: offline newsreader

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 22:43:40 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EC2WBGVC@dksoft.ping.dk>
Source record: 190273

In <Cn6J52.3x1@uqac.uquebec.ca> Joseph Hogan wrote :

>
>Hello,
>
>I am wondering about a program that lets one download all of the
>newsgroups that they are interested in, ans mail to I think, and then
>read it and respond to it offline, then the next time that one
>calls up again, the responses, and mail are uploaded. You also get the
>new batches of newsgroups to read.
>
>I saw this type of program at a user group meeting once, but I am
>unable, as of yet, to get a hold of this person. If anyone knows
>of a program that can do this, please let me know. I also remember
>him saying that he had to get a thing set up for some one to give
>him newsfeeds.
>

Write to Stefan Brush. He the one making Upoint which is just what your
seaking. Stefan is also available in this newsgroup, so i guess he'll tell
you himself.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

5718. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1994-03-27 23:59:34 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CnCLBB.JGI@freenet.carleton.ca>
Source record: 190275

In a previous article, alberto@terapin.com (Alberto Fonseca) says:
+I have heard many people using GNU C, but don't know if it is C++ or ANSI
+C, or if it makes a difference. Would GNU C work for just learning ANSI C?

GNU C supports ANSI C very nicely. (An ANSI-compliant C compiler defines
the macro __STDC__ to be equal to 1, and GCC does.) G++ (GNU C++) is also
part of the package - depending on where you get it - but you don't have to
install it.

GCC supports various command-line options which allow you to compile
"traditional" C, or only programs which adhere strictly to the ANSI
standard, but it will compile strict ANSI C as it stands.

Stephen

5719. Bigsreen Drivers

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 00:03:24 UTC
From: dac@pta.pyramid.com.au
Message-ID: <2n56sc$o6@pta.pyramid.com.au>
Source record: 190276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

Hi Folks ,
Have a question here someone may have come across before.
(This is for a friends set-up). He is running a Moniterm 19" (194 Model)
high res mono screen on a Atari Mega. He has had some problems running
some applications on the big screen and was recommended to get a program
called "xmon" (Written by a Don Wheeler ?). This apparently centres any
programs to the screen allowing them to run like on a 14" screen. I've
tried to find the program on the ftp sites but as yet have been unable to
find it. Does anyone know of where I might find this program or any
similar programs which do the same thing (Preferably via ftp).
He has been running bigmon but it does not seem to work with
programs wanting to see a smaller monitor. Bigmon I think is an Atari
product?

Any info appreciated!

Cheers

David

5720. Re: Atari floppies: Readable by Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 01:57:28 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar28.135728.1@csc.canterbury.ac.nz>
Source record: 190277
Cross-posted to: comp.sys.atari.st,comp.sys.mac.hardware

In article <Cn7232.1vs@scilink.org>, joeclark@scilink.org (Joe Clark) writes:
> Hiyez. My pal has an Atari ST and will be upgrading to a Macintosh
> PowerBook as soon as I find one I think he can use :-}. He has many ST
> floppy discs. Can they be used in a Macintosh SuperDrive, which reads and
> writes Mac, DOS/Windows/OS/2, and ProDOS discs? I seem to remember that ST
> disc format is the same as DOS's. Is this true?

Yes and no. The Macs Superdrive CAN read ST formatted disks.. sorta..
One of the problems seems to be software, not hardware. If you use the
generic Apple File Exchange, then all the ST disks MUST BE formatted
EXACTLY the same as MS-DOS disks.

One of these days I'll sit down and write a programme to read the more
unusual formats of ST disks (like 83track/11sec).. :-)

Hope that helps!
--
(__) ____
(oo) | David Zanetti : Sysop of Project Bluebook BBS |
------\/.........< zaneds1@cosc.canterbury.ac.nz |
/| || | misc145@cantva.canterbury.ac.nz |
*||---|| | Mooooooooooooooo! |
~~ ~~ ~~~~~~

5721. Re: can use a PC 1.44 like ST Dsd

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 02:06:01 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar28.140601.1@csc.canterbury.ac.nz>
Source record: 190278

In article <1994Mar26.003329.12069@dcc.uchile.cl>, ebeard@araucaria (Edwin Beard (winnie)) writes:

> Well, days ago I've decided to buy a PC drive to use in my 520 ST, and many
> people "tell" me (<--- in past !) that PC drives work fine in ST.

They are (in essence) the same thing..

> And then I was decide to buy a PC drive, but I was get an High Density Drive
> (it costs to me US$60)

Hmmmm..

> Well, Yesterday I tried to use (connecting propperly the connectors -I
> think-), but the drive only spin and spin (<-- is correct this word ?) and
> the light is on, but my ST don't recognize this drive, like trying to read
> in a drive whithout Disk !.
> Does anybody knows can I to fix this 1.44 Mb drive for use like a Double
> Sided drive ?

Ummm.. you have two options:

a) Get an AJAX chip, and use it as a 1.44MB
b) feed it 8MHz and hope it like it! :-(

> or I have to change it for a PC Double Sided drive ?

I'd be suprised if you'd be able to find one!

> I'm waiting for any help ...

Hope this does..

Cheers!
--
(__) ____
(oo) | David Zanetti : Sysop of Project Bluebook BBS |
------\/.........< zaneds1@cosc.canterbury.ac.nz |
/| || | misc145@cantva.canterbury.ac.nz |
*||---|| | Mooooooooooooooo! |
~~ ~~ ~~~~~~

5722. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 02:11:15 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar28.141115.1@csc.canterbury.ac.nz>
Source record: 190279

In article <Cn9z1y.Lyw@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

> What to Australia?

The best rate I can get is $1/min, and at 2400 it's going to be EXPENSIVE.. so I'll ftp it.. actually, I won't, a local Atari board got it thru AtariNet.. :-)

Cheers!
--
(__) ____
(oo) | David Zanetti : Sysop of Project Bluebook BBS |
------\/.........< zaneds1@cosc.canterbury.ac.nz |
/| || | misc145@cantva.canterbury.ac.nz |
*||---|| | Mooooooooooooooo! |
~~ ~~ ~~~~~~

5723. SPECTRE GCR _FOR SALE_

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 03:13:26 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1994Mar27.221326.17282@umiami.ir.miami.edu>
Source record: 190280

SPECTRE GCR 3.0 FOR SALE!!!

Comes with Finder 6.0.2, cabling, manual, box, even that really cute button
that was inside the box when I got it!

Sorry, but it also has the MAC 128 ROMS INCLUDED!(that's kinda important.)

Asking $275.00

Mark Santora
INTERnet: dlk0ms9s@umiami.ir.miami.edu
GEnie: M.SANTORA2
24 Frames per Second, and proud of it!

5724. Re: ICD BBS MODEM

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 03:25:51 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2n5inv$36d@cxc1.cl.msu.edu>
Source record: 190281

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Can some one tell me what kind of Modem that ICD use
>on there BBS, I only seem to get a normal 2400 connection,
>this would seem to be a bit dated by todays standards...??

It's a U.S. Robotics 9600bps modem. If you don't also have a USR 9600,
then it will fall back to 2400 at MNP5 (if your modem supports that...)
You're right. It's dated...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5725. Re: SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 06:21:30 UTC
From: dburns@world.std.com
Message-ID: <CnD2zu.G3B@world.std.com>
Source record: 190282
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

regnauld@imladris.frmug.fr.net (Philippe Regnauld) writes:

>acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>>Hi,
>>Can someone tell me the difference beetween ICD's "The LINK" and
>>GE SOFT's "TOPLINK" ?

>>If I buy a TOPLINK adapter, can I use ICD Pro utilities ?

> It says 'FR.' in the newsgroup name.

> On parle francais ici.

> Donc: pour ta question: le GE Soft est assez nul, je l'ai teste,
> c'est lent.

> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
> (chip d'ID sur la carte)
> (Quoique... mais ca fait longtemps que je n'ai pas vu de version
> 'debridee' :-)
> -- Phil
>

Gee Phil, I tried ROT3 on this, and it still didn't make any sense.

(tee-hee)

5726. PC-Ditto works on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 07:15:00 UTC
From: Wayne.Barnes@mettav.royle.org
Message-ID: <764834350.0@mettav.royle>
Source record: 190283

Ahh!, after running latest version of BACKWARD(v2.25) I dug out my
ancient PC-DITTO disk. It worked. Sort of. My DOS is old 2.11 I
think but will be trying out later DOSs. Procom has some problem
with screen colours, which I cannot resolve. Have not tried much
else yet.
Another problem is that it did not recognise IDE drive..

This is probably only of interest to industrial archeologists
but might have its uses..
Any suggestions about IDE welcome

* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)

5727. Re: UNIX on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 09:32:48 UTC
From: pjh@root.co.uk
Message-ID: <CnDBup.7xI@root.co.uk>
Source record: 190285

In <5t0parpxmmo@moacs11> walra@moacs11 (Waldi Ravens) writes:

>In <2muf7d$509@bart.meiko.com>, Stephen Payne wrote:

>> Has anyone figured out what the 'None/Unix/Tos' preference is on the
>> Falcon in the NVRAM settings yet? Has anyone tried attaching a unix
>> disk to a Falcon? Wonder what happens...

>ASV doesn't run on a Falcon (?yet), it's TT only.

I don't think we will ever see ASV on the Falcon.
Nobody wants to fund the minimal development work
required, and there doesn't appear to be a market for
it.

Can you buy ASV for the TT?

Paul.

5728. Games for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 09:39:54 UTC
From: nloeber@frood.novalis.public.sub.org
Message-ID: <8s9VJc1w165w@frood.novalis.public.sub.org>
Source record: 190284

I have only little knowledge about the Falcon and would like to know if there are games especially for the Falcon. If there are any, could someone mail me a list? Thanks.

Nils

Nils Loeber | Please ignore this sign. |
(nloeber@frood.novalis.public.sub.org) | |

5729. Re: Good perl for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 09:45:00 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar28114501@issan.informatik.uni-dortmund.de>
Source record: 190286

In article <2n3v6t$i8l@chico.staf.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

|> I'm looking for a good perl for the ST. The only one I've found so far is
|> mperl.ttp on a.a.u.e, which is a perl for MiNT.
|> First of all: I don't use MiNT, although I suppose the MiNT compatibility of
|> mperl won't hurt. But according to the accompanying docs there should also be
|> a tperl (t = tos)... which I can't find. Any pointers?

Wrong, t = taint. This has nothing to do with tos<->mint. It is for
perl scripts that run suid root. Do to the lacking support in MiNT for
POSIX saved ids this will never work.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5730. OMEn?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 10:06:24 UTC
From: bjb@praxis.co.uk
Message-ID: <1994Mar28.100624.16043@praxis.co.uk>
Source record: 190287

I read somewhere that there is a X-windows like system called OMEn
coming out on the Atari (and other platforms). Apparently its
shareware. Has anyone got more info?

Please mail me as my news-gathering script is doing strange things.

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

5731. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 12:03:03 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar28.120303.8323@unix.brighton.ac.uk>
Source record: 190288

You could get Gnu's GCC up and running on your setup, but beware it is memory hungry and you may find comiling some large programs with optimisation on to be very difficult.

On the plus side, it very good, has (regular?) updates, and is used by alot of people. Mush of the pd s/w that comes out with source is written in GCC.

Michael

BTW it is a bit tricky to setup so it would seem. Personally I had little trouble, but alot of people do have problems.

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

5732. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 12:04:57 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar28.120457.8409@unix.brighton.ac.uk>
Source record: 190289

Thats sounds really handy, I have no use for blowup at the moment (only got an SM144 (mono) :( ). Any chance that this 'feature' could be put into an independant program. Smaller text and gadgets would be real nice.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

5733. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 12:31:28 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2n6in0$cl1@nasim.sta.sub.org>
Source record: 190290

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:

> Well, noone has yet answered my original question, and indeed I seem to have
> problem installing it in this manner. I put WINX.PRG in my autofolder, and get
> 2 bombs at bootup. I tried putting WINXCOOK before it, and I get the cookie
> installed and the program still bombs. I am using TOS 1.00 (before cookie jars
> and XBRA). Any ideas?

You need WINXCOOK only if you patched your ROMs. WINXCOOK allows you
to configure your WINX even if WINX is burnt into your ROMs.

What happens if you put *only* WINX in your AUTO-folder? BTW: You are
not allowed to use ARROWFIX together with a newer WINX version.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5734. TSR for RSI sufferers

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 12:32:16 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg._cge48wtfWY@harvee.billerica.ma.us>
Source record: 190291

I am looking for a TSR/accessory program to help me limit the amount of time I spend typing. On my sparcstation, I have a program called watch. it watches my keystrokes and if I've been typing for 30 min without a break, it puts up window and tells me to take a break. 7 min later, watch lets me back in to continue damaging my hands. is there anything like this for the ST? or, is it an easy program to build?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

5735. Re: Sega Genesis control pad pinouts

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 13:15:30 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EC3NEGWA@jimmy.sta.sub.org>
Source record: 190223

In <2n0b0q$r7o@apakabar.cc.columbia.edu> Haim S. Poretsky wrote :

>Supposedly, you can plug them right in and use them as is. I think that
>only one of the three fire buttons works, though. Good luck!

Yeah, should work. I use a competition pro with my Genesis. The fire-button
works as button b on the joypad. Therefore the b-button should work as the fire
button, if the joypad is connected to an ATARI.

--
bye, Jimmy

5736. Cash by mail (was: Re: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 13:20:58 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2n6ljq$eg@vishnu.jussieu.fr>
Source record: 190292

It's also illegal in France. However, I will ask people to do that when I release some things, because it's the easiest and cheapest way to do. I would also want to know HOW people discovered cash in envelopes. Of course, if you send coins in your mail, it's easy to find out, but if you send banknotes wrapped in a sheet of paper, and all that in a normal envelope, I would LOVE to know how they could find it !

MB.

5737. MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 13:35:16 UTC
From: bjb@praxis.co.uk
Message-ID: <1994Mar28.133516.17512@praxis.co.uk>
Source record: 190293

Could someone put the MiNT 1.10 source archive on umich.edu (or tell me where it is if its there somewhere).
I know that MiNT binaries may not be distributed, but can patched binaries (eg the mint-net patched binary) be distributed? I'm not looking forward to haveing to recompile and apply patches etc.

Has someone out there done comparisons of the MiNT binaries compiled by different comilers for speed/size etc? Surely there's a binary which runs faster than others or one which is smaller etc. due to different compilation algorithms? Just tell me that Sozobon doesn't come out on top and I'll be happier!

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

5738. Re: Incbin in Pure C

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 13:40:40 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar28.134040.1054@isle.waterloo-rdp.on.ca>
Source record: 190294

Olov Johansson (olov.johansson@p4.stacken.ct.se) wrote:
: Does anyone know how I can include files in my Pure C-programs? Such as incbin
: in Devpack. I want to do this 'cause I want to have some
: pictures/samples _in_ my resulting .PRG-file... Otherwise I have to use 'Fopen'
: to load them, and it's not too fun having a folder with lots of samples/picture
: in it...

: If you know the trick, _please_ contact me! If you can give me an example
: showing this (for Pure C), you can send the message to me on:
: Olov_Johansson@p4.stacken.ct.se

I never did find a way to easily do this.. So, I wrote up a quick program
that read in the binary file, and made a 'dc.b $xx' file from it, which I
then included... Easy enough..

5739. Re: DM clone on atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 14:28:42 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994Mar28.142842.13079@solaris.rz.tu-clausthal.de>
Source record: 190295

Patrik Sanfridsson (patrik.sanfridsson@p2.stacken.ct.se) wrote:
: Someone posted about this but I forgot the filename...
You are probably thinking of MOC (Masters Of Chaos). It uses the DM graphics
and is for two players. The complexity can't be compared with the original
DM -- it's just a ripper's work. Don't know about the legal status...

cheers,
Chris

5740. Re: Atari BACKUP -> MSDOS RESTORE?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 14:30:23 UTC
From: c0031098@rzab1.rz.tu-bs.de
Message-ID: <1994Mar28.143023.19121@ibr.cs.tu-bs.de>
Source record: 190296

Steven Whatley (swhatley@blkbox.COM) wrote:
: I am trying to transfer 1 Meg files from an ST to a IBM PC. My ST only
: has a 720K floppy drive. Is there a program to allow me to backup
: files from my Atari onto PC formatted 720K disks which can be restored
: using the MSDOS RESTORE command. Or, can TAR do it as well. If TAR
: is the route to go, how do I do it and what versions do I need on both
: ends.

: Thanks,
: STeven Whatley

: P.S. Formatting the PC disks is no problem. It's just the transfering.

GNU Tar (1.11.2 i think is the latest version) will combine all files
to one and create multiple volumes if neccesary. You *cannot* extract
them with Tar, you need GNU Tar on the DOS machine.

There is a manual in texinfo-format, which comes with gtar.

gtar is able to call gzip to compress the output, this may help a lot.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

5741. Re: New version of Deluxe Mjuzakk (> 1.2)??

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 14:36:29 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994Mar28.143629.13390@solaris.rz.tu-clausthal.de>
Source record: 190297

Kampen van F (fvkampen@cs.vu.nl) wrote:
: hello,

: I am currntly working with version 1.2 of Deluxe Mjuzakk Z.K.
: It is an extremely nice program, with lots of features.
: BUT (:-)) I was wondering if there was a newer version available,
: because of some (minor) bugs... (sorry)
: So, If anyone has some desolate ftp-site where I can find it.
: (I checked the sited on the atari-ftp list, distributed some
: weeks ago here). Anyway, thanx in advance!

: Greetings

: Florentijn van Kampen

I also work with DMZK 1.2, excellent program, really. As far as I know, there
is no newer version >1.2 on the net.

I guess your copy is registered? Mine is :-)

Go write some nice music and put in on ftp,
Chris

5742. Gcc and G++ files. Compatable?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 14:40:49 UTC
From: swhatley@blkbox.COM
Message-ID: <2n6q9h$4dn@blkbox.blkbox.COM>
Source record: 190298

Can I put the G++ library and include files in the same dirctory
with the Gcc files? Or, do I need a separate directory for them.

Thanks,
Steven Whatley

5743. Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 14:55:10 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2n6r4e$b7q@clss3.bangor.ac.uk>
Source record: 190299

I've heard word that there's another multi-tasking (pre-emptive) OS
which I think is similar to Mag!X for the ST.
Does anyone know anything about this ? It's cartridge based, made by
a company called Furst and it's called something like 2ST (well it has
a '2', 'S', and a 'T' in it's 4 letter name !)

Has anyone used this OS and is there much software available for it ?

Cheers,

Dylan

5744. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 15:24:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CnDs4o.Gqq@barclays.co.uk>
Source record: 190300

```
In article <2n6r4e$b7q@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk (D S Banarse)
writes:
|> I've heard word that there's another multi-tasking (pre-emptive) OS
|> which I think is similar to Mag!X for the ST.
|> Does anyone know anything about this ? It's cartridge based, made by
|> a company called Furst and it's called something like 2ST (well it has
|> a '2', 'S', and a 'T' in it's 4 letter name !)
SMS2? Heard of it but that's about all.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

5745. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 15:43:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d96fb18@secom.ct.se>
Source record: 190201

In a message of 27 Mar 94 19:22:33, Graeme Rutt wrote:

GR> Don't get me wrong... I'm all for software being available in as many
GR> languages as possible. It's just the attitude of 'you must write in
GR> English' which I don't understand. Although, 'you must write in english to
GR> maximise profits' I can cope with [g].

...and I am not talkign about having to translate the whole manual etc, all I'm asking for is a small textfile explaining the basics (and the dangers) of the program, and I don't care if it's in BAD english .. I mean ... as long as it's remotely understandable ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5746. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 15:44:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d96fb4e@secom.ct.se>
Source record: 190202

In a message of 27 Mar 94 22:39:45, Jeff Poling wrote:

JP> I'm curious as to how the Norwegian authorities (or US authorities,
JP> your
JP> comment isn't clear on this point) KNEW there was cash in the envelope.

Same way as they check for drugs etc ... by holding the envelope in front of a
light I guess ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5747. disk doctor needed !

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 16:25:00 UTC
From: mvera@inf.utfsm.cl
Message-ID: <CnDuyM.A6q@inf.utfsm.cl>
Source record: 190203

Hi I'd like to know where I can get a disk-doctor shareware software
to my atari 1040st with a DS/DD disk drive.
Thank you for your time.
Marcos Vera Yanez
mvera@inf.utfsm.cl

5748. Replies.

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 16:25:26 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2n70dm$eg@vishnu.jussieu.fr>
Source record: 190204

Please, when you use reply-to, don't send back 100 lines of already posted stuff, just to add your 3-4 lines !! It's really boring, and costs a lot !

MB.

5749. Re: *CUBASE* HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 16:32:47 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CnDvAn.3yz@info.bris.ac.uk>
Source record: 190205

In article <2mu03u$t3g@telerama.lm.com>, raver909@telerama.lm.com (Joe LeSesne) writes:

|>
|>I accidentally deleted some of the the default files for Cubase for the
|>ST. The files were DEF.SET, DEF.ARR, and DEF.DRM. Is there some FTP site
|>where these are available? I can no longer use Cubase with out them.
|>The program loads ok but I cannot select anything with the mouse, just
|>move the pointer. Please help me as soon as possible as I was right in
|>the middle of of a remixing project when this happened.
|> Joe
|>
|>--

What no backup? Silly you. You don't even say what VERSION of Cubase
you are using. And you DO have a dongle, don't you? Of course...

Hey, I'm a Notator /Logic user, can't help u sorry. I'd be surprised
if anyone in netland will. Distributing propietary s/w on the net is
generally forbidden in the license agreement.

|>~
|>
|>
--
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|
---+------------------+
Unix : A toy for those who enjoy re-inventing wheels, or have no choice.

5750. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 16:40:12 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2n719c$19f@nz12.rz.uni-karlsruhe.de>
Source record: 190206

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In message <2mvhck$buk@nz12.rz.uni-karlsruhe.de>, ukra@rzstud1.rz.uni-karlsruhe.de said:
: >
: >: There aren't many people that besides the German that understand German.
: >
: >I know lots of spanish people (like me) who speak german...
: >but what's the point of this discussion? are you dumb?
: >It doesn't matter if the international language is english, hebrew
: >or martian, but I am sure that not every atari programmer
: >knows english, and even does who do are not obliged to
: >translate their programs to english just to please you,
: >especially if the programs are PD or shareware...

: Wow, that's amazing, you know _lots_ of Spanish people who speak German. I
: know lots that speak Arabic. So?

Now you will tell me what ST software the arabic people have done?
Is that supposed to be an argument or just another dumb comment?

Conclusions (of the text above):
1.There are a lot of not-germans that speak german (not like YOU
thought).
2.You know a lots that speak Arabic.

: Ofir ogal@cix.compulink.co.uk

+---+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->ukra@rzstud1.rz.uni-karlsruhe.de . / . * |
+---`----------+

5751. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 16:46:01 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2n71k9$19f@nz12.rz.uni-karlsruhe.de>
Source record: 190207

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In message <2mvipn$c16@nz12.rz.uni-karlsruhe.de>, ukra@rzstud1.rz.uni-karlsruhe.de said:
: >^^^^^^^^^^^^^^
: >Seriously, I don't know why, but your statements annoy me somehow...
: >They don't *insist*, it's a normal consequence of the fact
: >that they are german... as you put it, it seems as if they all
: >knew english and wouldn't translate their programs just to
: >bother people who don't understand english, and that's not
: >the case.
: >Translating a program involves work... work that will probably
: >not rewarded. If you care so much for Atari community and think
: >that translating german programms to english is a decisive
: >factor of its decline, you better learn german fast and translate
: >those programs. What say the english? Time is money?

: Not again with this discussion. My native language is Hebrew, I still
: program in English. Here we are, your language is German, mine is Hebrew
^^^^^^^^^^^^^^^^^^^^^^^^^^
Do you read the post before answering? My language is Spanish.

: and what do we use here on the INTERnet ? (note the INTER for
: international) ENGLISH.

And what does this have to do with the fact that some German
programmers won't translate their texts? You certainly speak
english, but I wonder how much of it you understand...

: Why bother to write a program in German, write it in English - that is the

Why don't YOU bother and learn some german?

: language of computing. That's why BASIC is an English acronym, that's why
: GOTO is English, FOR...NEXT is English. GEM, AES, VDI, RAM, etc..

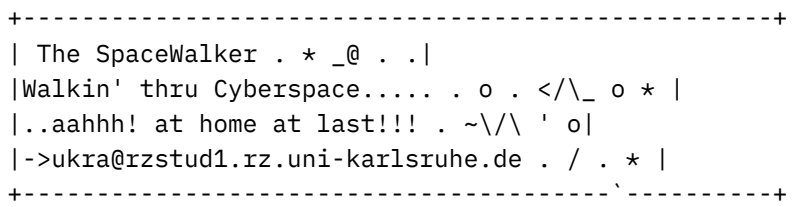
: I am translating German programs. There's a bunch of us on CIX making an
: effort to support German programmers by helping them translate programs
: and collecting the shareware fees for them. These include Selectric,
: Kandinsky, Everest.

I find that very well! (no irony) So, what was the point of
your original post?

: How provincial can you get?

Us much as you deserve...

: Ofir ogal@cix.compulink.co.uk


| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->ukra@rzstud1.rz.uni-karlsruhe.de . / . * |

5752. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 16:50:31 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2n71sn$19f@nz12.rz.uni-karlsruhe.de>
Source record: 190208

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
: In a message of 26 Mar 94 03:20:48, Graeme Rutt wrote:

: GR> Ofir, for about the hundredth time:-
: GR> 1. Some German programmers may not be able to produce their software in
: GR> English
: ...even a bad 10-line quick-translation is better than nothing.
: GR> 2. Some may not want to.
: ..and this is what we're against ... "Bitte bitte! Nicht in english schreiben
: nur Deutsch!"

This is what YOU are against, if you are so lazy to learn
other languages why should a no english speaking programmer
bother to translate to english?

Whine, whine...

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .| "This is a test
|Walkin' thru Cyberspace..... . o . </\_ o * | to provoque an
|..aahhh! at home at last!!! . ~\/\ ' o| emotional
|->ukra@rzstud1.rz.uni-karlsruhe.de . / . * | response..."
+-----------------------------------`----------+
```

5753. Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 16:53:14 UTC
From: "Scott E. Parker WA7VYJ" <sparker@Coquina.cass.usu.edu>
Message-ID: <1994Mar28.105314.14462@cc.usu.edu>
Source record: 190209

'Scuze my ignorance but....

I am looking for a way to replace the keyboard on my 1040ST with
something better.
I saw the note in the FAQ about attaching a mega keyboard. Looks like a
simple enough
solution. The problem is, I have never seen nor handled a Mega keyboard.
My main
concern is havng a keyboard that feels and responds better than the sorry
thing that's
packaged into the ST. I realize that I am inquiring into a matter that
is to a good
degree a matter of personal taste and that what I really should do is
take a Mega keyboard
for a test drive, but I don't know of anyone who owns one around here and
there's no
Atari dealer that I know of for miles around either. So, I'm resorting
to USENET with
the following questions:

1. Is the Mega keyboard a "decent" keyboard (solid key contact, good
tactile feedback)?

2. What should I expect to pay for one?

3. Where's the best place to get one?

Your opinions, please....

Thanks in advance, -SEP

Scott E. Parker WA7VYJ
Center for Atmospheric and Space Sciences
Utah State University Logan, UT 84322-4405
Internet: sparker@coquina.cass.usu.edu sparker@cedar.hao.ucar.edu
Twisted pair: 801-750-2975 (USU) 801-750-2992 (FAX) 801-753-3924 (home)

5754. Re: ICD BBS MODEM

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 17:10:00 UTC
From: mikke.mattsson@tnogobl.ct.se
Message-ID: <2d970ff0@tnogobl.ct.se>
Source record: 190210

> This clip is from the READ_ME.DOC in ICD'S Pro Utilities.
>
>
> If you have any questions:
>
> ICD, Inc.
> 1220 Rock Street
> Rockford, IL 61101-1437
>
> Voice: (815) 968-2228
> BBS: (815) 968-2229
> FAX: (815) 968-6888
>
> The ICD BBS always has the latest revisions of the ICD ST host
> adapter software (regular version only), as well as various
> handy utilities, etc., all yours for the downloading. Our BBS
> has a US Robotics 9600 baud HST modem and is usually up 24 hours
> a day. Support and updated files are also available on GEnie
> (ICD or M1220) and CompuServe (76004,1600).
>
> I hope this helps you out.

It would help me even more if they had their software available at some FTP site. But maby that is a bit to much to demand?

-M.

5755. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 17:39:16 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.14ml@outb.wimsey.bc.ca>
Source record: 190211

I read Ofir Gal's original intention about multilingual docs was that IF possible the docs should be in as many languages as possible in order to maximize sales, distribution, etc. As he stated, English would be a logical choice as one of the languages. The other choice of course would be the programmer's native language(German, whatever...). Of course not everyone knows 10 languages-but don't go slamming the messenger for stating the obvious: multilingual docs=wider program distribution. That's all Ofir was originally stating. Period. So don't go reading some kind of provincial chauvinism into it! **<sheesh>**

5756. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 17:40:43 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2n74qrINNmro@sat.ipp-garching.mpg.de>
Source record: 190212

Iain.Laskey@barclays.co.uk wrote:
: In article <2n6r4e$b7q@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk (D S Banarse)
writes:
: |> I've heard word that there's another multi-tasking (pre-emptive) OS
: |> which I think is similar to Mag!X for the ST.
: |> Does anyone know anything about this ? It's cartridge based, made by
: |> a company called Furst and it's called something like 2ST (well it has
: |> a '2', 'S', and a 'T' in it's 4 letter name !)
: SMS2? Heard of it but that's about all.

According to an ad SMS2 has one basic disadvantage: incompatibility to
TOS.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

5757. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 17:40:47 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.14mn@outb.wimsey.bc.ca>
Source record: 190213

You said PLEASE? ...no wonder an arguement started!!! :-)

5758. Re: noisy Megafile

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 17:41:58 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2n74t6$ljj@mailer.fsu.edu>
Source record: 190214

Douglas Byfield (dbyfield@outb.wimsey.bc.ca) wrote:
> Mickey Boyd's previous post about the fan noise in Megafile hd cases reminded
> me of something else. I have run a megafile 60 for over a year now, and it
> NEVER runs hot. Would it be possible to cut out the fan entirely? If there
> is no heat build up at all, is the fan necessary?

I would be leery of doing this, but if you try it and it doesn't get hot,
I cannot think of a reason why it would be bad. Note that cases designed
for convection air circulation are different than those designed with fans
in mind. I would monitor the heat very carefully.

I have bought high quality (quiet) wafer fans for about $12 each, compared
to $5 for crappy noisy ones. For $12, I personally would not risk it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5759. Re: Calamus 1.09on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 17:53:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940328185334.L.J.Sak@sp0082.kub.nl>
Source record: 190215

```
In Article <Cn0y0C.JFu@freenet.carleton.ca> "ac382@FreeNet.Carleton.CA (Jack Kitowicz)"
says:
>
>
> Has anyone gotten Calamus 1.09 to work on the Falcon? Mine does not work
> properly (it is an original :). Is there a patch available?
>
> thanks
>
> --
> ** Computer Systems Engineering Jack Kitowicz **
> ** Carleton University ac382@freenet.carleton.ca **
> ** Ottawa Ontario Canada jack@aurora.carleton.ca **
>
I have, you already have my adress (Ludo Sak)
CU soon if need
```

5760. Re: Sega Genesis control pad pinouts

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 18:05:37 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2n769h$ljj@mailer.fsu.edu>
Source record: 190216

Haim S. Poretsky (hsp4@namaste.cc.columbia.edu) wrote:
> Supposedly, you can plug them right in and use them as is. I think that
> only one of the three fire buttons works, though. Good luck!

Unfortunately, this did not work. On the other hand, I have a couple of joysticks that are Atari<->Sega switchable, but with only two buttons (there is a physical switch one must operate). So, I guess I am looking for the three button Sega pinouts.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5761. Megafile For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 18:20:40 UTC
From: magic@mtu.edu
Message-ID: <2n775o$q33@maxwell18.ee>
Source record: 190217

I have a Megafile 40 for sale...make me an offer.

(Yeah, Yeah, I know...there is no such thing as a megafile 40...
but if you replace the 20 mb Seagate ST-225N with a Seagate ST251-N
you get a 40 mb drive which works without a hitch...unless you try to
hook it up to a mega that already has an internal drive...which is why
I'm selling it!)

-Magic

5762. Falcon (game) on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 18:24:34 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2n77d2$sfo@mailer.fsu.edu>
Source record: 190218

Has anyone gotten Falcon (the F-16 flight simulator) to work on a MegaSTE? I seem to remember that there was an upgrade for the game, which I never got. Can someone confirm that this will solve my problem? For me, the game loads and asks for disk two, then never accepts the second disk. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5763. Re: noisy Megafile

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 18:28:56 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CnE0oA.L4C@arc.ab.ca>
Source record: 190219

In article <2n0dr3$k08@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Tomas Hogstrom (tomho@IKP.LiU.SE) wrote:
>> Hi. I have recently bought an old Megafile 30. I think it's noise level is much
>> too high (mainly the fan). Two questions:
>> 1) Is it possible to lower the noise level?
>
>You pointed out the best strategy: replace the fan. Also, tighten up the
>mounting screws, to make sure they are not contributing to the buzzing.
>Wafer fans run from "cheap and noisy" to "expensive and quiet", so get a
>good one.
>

Are you sure it's the fan? This is easy to check. Open the case and prevent the fan from spinning while it's powered up. I had a noisy Megafile 60 and thought it was the fan as well. It turned out to be the drive that was noisy. I talked to a technician friend of mine and he suggested lubbing the spindle with petroleum jelly. This has greatly reduced the drive noise. I am actively looking for a replacement drive (anyone got an old seagate ST-277R?).

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

5764. Le Redacteur 4

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 19:02:07 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CnE27K.KGt@uqac.uquebec.ca>
Source record: 190220

Bonjour a tous,

Je cherche des personnes qui utilisent le logiciel Le Redacteur 4 ou 3
pour creer un petit reseau des usagers. Je pense que tout le monde
qui utilise Red 4 ou 3 a un probleme ou 2 auqeul qu'il voudrait decouvrir
un bon reponse. Ou, peut-etre que vous connaissiez des petits trucs
que vous pouvez partager avec nous-autres. SVP, si vous voudriez
partager avec nous-autres ou trouver des repones de vos questions,
ecrivez-moi.

jhogan@uqac.uquebec.ca

Merci,

Joseph

Okay, I wrote in french because I would guess that the majority of the
people who own Le Redacteur 3 or 4 know french. Anyway, if there ae any
users of this program out there who would like to share experiences, or
have problems that they woud like to ask other users, or if there are
any little 'tricks' that you know and would like to share or learn, please
write me at:

jhogan@uqac.uquebec.ca

Joseph

Vive le France
Vive le Quebec

Salut a tous

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

5765. FTP Site Needed.

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 19:14:01 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <764882041snz@filesys.demon.co.uk>
Source record: 190221

Hi Everyone,
I'm after the address of an ftp site that I can upload programs
to that I write. Can anyone out there suggest such a site - is there an
Atari ST/TT/Falcon specific archive site anywhere on the net?

Regards,

Stu...!

P.S. Please reply via email to scoates@filesys.demon.co.uk

--

```
=============================================================================
\\\\\\\-----------------!!!-----| Internet : scoates@filesys.demon.co.uk
-\\\------\\------------!!!-----| : scoates@eurobase.demon.co.uk
--\\\\\\--\\\\--\\-\\---!!!-----| CompuServe: 100010,2106
-------\\\--\\---\\-\\----------| NeST : 90:100/304
----\\\\\\\--\\\\-\\\\\-!!!-----| AtariNet : 51:6/204
S t u a r t C o a t e s | Chelmsford, Essex, England U.K.
=============================================================================
```

5766. TOS needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 19:32:53 UTC
From: mvera@inf.utfsm.cl
Message-ID: <CnE3nr.BG5@inf.utfsm.cl>
Source record: 190222

I have an atari 1040st and I'd like to know where I can
get a new TOS by ftp to my computer. I don't a hard disk ,
I have a DS/DD disk drive. And I'd like to know about about
some small and good editor and some disk optimizer too.
Thank you very much if you can help me with them.
Marcos Vera Yanez.
mvera@inf.utfsm.cl

5767. Re: noisy Megafile

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 21:23:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2d974ba5@daggskim.ct.se>
Source record: 190224

Douglas Byfield wrote using recycled electrons on 26 Mar 94 (to All)...
> From: dbyfield@outb.wimsey.bc.ca (Douglas Byfield)
>
> Mickey Boyd's previous post about the fan noise in Megafile hd cases
> reminded me of something else. I have run a megafile 60 for over a year
> now, and it NEVER runs hot. Would it be possible to cut out the fan
> entirely? If there is no heat build up at all, is the fan necessary?

In the interests of HD life, yes, since the power supply does generate a fair
amount of heat, and so do the big 5.25" drives when heavily accessed.
You do have a fair margin to cut the fan speed however. Most of the noise comes
from the top 10-20% speed, so a 100-200 ohm resistor in series with the fan
+12V will do wonders. Many keep the speed, but cut away the grill in front of
it and enlarge the hole... this too makes an amazing difference.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

5768. Wanted: Atari Megafile drive

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 21:38:27 UTC
From: selick@acs3.bu.edu
Message-ID: <2n7ioj$bap@news.bu.edu>
Source record: 190225

I'm looking for an Atari megafile drive, any size, for very cheap. maybe
a dollar a meg.
e-mail <selick@acs.bu.edu>
-Steve

5769. Re: TG33/SY22

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 21:47:36 UTC
From: ap748@FreeNet.Carleton.CA
Message-ID: <CnE9vC.F9n@freenet.carleton.ca>
Source record: 190226

In a previous article, William.Kent@f100.n30.z47.byte.bbs.no (William Kent) says:

>
>I have read that lately Yamaha have endorsed a lot of PD sound editors
>for their synth, on a multitude of platforms.
>
>I know that some editors are available for the ATARI, but I don't know
>how meny.
>
>Does anybody now if there exists an editor for the ATARI for the Yamaha
>SY22 or it's rackmountable big brother the TG33? (That is
>PD/Shareware, I know that there are a lot of commercial editors.)
>
>Is there any good anon.ftp sites for MIDI related files, and ATARI MIDI
>related files?
>
>Internet: william.kent@byte.bbs.no
>
>-- ReadMail ST
>
>

I don't know about the SY22/TG33 editors but concerning a MIDI ftp site,
check out ucsd.edu, it has some files.
--
Mike

5770. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 22:11:47 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2n7kn3$1pe@nasim.sta.sub.org>
Source record: 190227

David Stevenson (djs@jet.uk) wrote:
> In <2n3qgm$9ln@nasim.sta.sub.org> knarf@nasim.sta.sub.org (Frank Bartels) writes:

> >Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:
> >> >stays at the 800 x 480 I set it to, but the system font uses the small
> >> >8 x 8 size, and all my window gadgets are small! I happen to like this a LOT
> >> >and am wondering, does the commercial and Hard versions keep this "feature"?

> >> The full version still allows this bug to be exploited.

> >This is no bug! RTFM!
> With the UK version (from Systems Solutions) there is no FMTR (no manual
> to read). It just came with a couple of photocopied sheets telling you
> to be careful if using a non-MultiScan. It didn't explain much about
> the bootconf program. Anyone know what the FFC button does?

Okay, I'll try to explain why this is no bug:

Assuming you have selected 800*600*16 on your monitor. By
default you use the switch for 80 columns (which is only true with
640*xxx pixels, because we are not DUMB-DOS using 80x25 on a 21"
monitor) and line doubling disabled.

Now you enable line doubling. You told BlowUP in the blowacc to use
800*600 if you use 16 colours. What do you expect BlowUP should do
now? Switching to interlaced? What should happen if this resolution is
already interlaced? Switching to 800*300? Where should BlowUP know
what settings to use in this mode?

The same questions if you switch to 40 columns mode. What do you
expect BlowUP should do?

So the BlowUP authors asked them what they should do with these
switches. They detected a new and unused Feature in the FALCON AES and
used it: Line doubling now makes real line doubling (characters have
half height now and horizontal sliders, too!) and switching to 40
columns gives you double columns (characters have half with then and
vertical sliders, too!).

See, this is no bug, is it? Screenblaster totally ignores both
switches. BlowUP was the first Hardware available and it had a
Realtime Video Mode Generator from the first day! Screenblaster call
their *new* product now Screenblaster II (wow!) and you still can't
adjust the resolution in realtime, you always have to switch between
a test picture and the VMG.

The FFC-button means "FlickerFree Compatibilty", which means you get
higher refresh rates even in the compatibility modes.

> The software on the accompanying disk was also labelled DEMO VERSION!
> (This was BlowUp Hard I).

Ups! I think it was a mistake. The software works for you, doesn't it?

> Are software updates available freely anywhere?

Sorry, don't know. Ask one of the authors, for example
acher@informatik.tu-muenchen.de.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5771. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 22:15:40 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2n7kuc$1pm@nasim.sta.sub.org>
Source record: 190228

Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:

> 2. How do you access the 68882 with Gcc ? I tried #including the
> math-68881.h in case it was generic, but flops reported a MFlops
> rating of 0.008x which is the same as without the copro.

Did you compile with -m68020 and -m68881?

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5772. Atari PD/SW Education Software?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 22:39:17 UTC
From: rmgreen@edu.uwo.ca
Message-ID: <2n7mal$jos@falcon.ccs.uwo.ca>
Source record: 190229
Cross-posted to: comp.sys.atari.st,misc.education,sci.edu

Dear NetFolk;

I am wondering if there are any ftp sites which house public domain and/or shareware educational software for the Atari ST. Software covering the full K-12 (+OAC) range is being sought for a private project of mine, and material dealing with science would be of particular interest.

If anyone out there can help, please post or E-mail; I read all three groups this has been posted to, but E-mail is likely best as I suspect that there aren't all that many educators using ST systems themselves... (their loss). :')

Thanks very much in advance.

- Ronald M. Green -

5773. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 23:23:42 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2n7otu$5k6@news.dmpe.CSIRO.AU>
Source record: 190230

```
>>> Lookout for TeddyTerm v2.12 (lastest version) which should be available
>>> on most NeST bbs... (TTERM212.LZH)
>>
>>I think I saw it on atari.archive.umich.edu.. a NeST BBS is an extremely
>>expensive international toll call away.. ;-(
>
>What to Australia?

Where's a NeST BBS down here!? ;^)

Karl.....

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |
```

5774. Re: Falcon/Ste price drops?

Newsgroup: comp.sys.atari.st
Date: 1994-03-28 23:51:00 UTC
From: jeff@jupiter.Arizona.EDU
Message-ID: <2n7qh4$aje@auggie.CCIT.Arizona.EDU>
Source record: 190231

In article g9r@hebron.connected.com, warrl@hebron.connected.com (Donald Edwards) writes:
>....
> selbyr@meena.cc.uregina.ca wrote:
> At a logical comparison level, the 68000 is extremely comparable to the
> 386sx processor: it's a true 32-bit processor hiding behind a 16-bit
> memory path. But in many other ways it's a better design.
>
> I suppose that at some point Motorola probably produced a processor
> comparable to the 80286, but the 68000 isn't it -- in spite of it being
> *older*, it's substantially *better*.
>
>
>
>
>

Oh, I agree whole heartedly. Even considering JUST MIPS, the 68000 has been rated with a 386sx (And the 386 instruction set still wasn't quite up to the complexity of the 68000's)

In fact, the ONLY reason modern Intel chips have been rated as only ONE generation behind Motorola in power (i.e., 486 vx 030, 586 vs 040) is because the Intel chips can run at 3 times the clock speed. On a per megahertz basis there is no comparison.

For example, the PPC 601 has been rated under varying conditions at roughly five times the speed of a comparable Pentium, and yet Apple has OPENLY admitted that the 68060 is faster that the PPC601. It's the next generation PPC (Unsure if they were talking about the PPC 604 or PPC 615) that is supposed to beat the 68060.

But, to be fair, remember that you aren't comparing processors aimed at the same league of users. When the 68000 was released in 1977, it was used in minicomputers and ushered in the first "workstation" computers. When IBM introduced the first PC in 1981, it was trying to compete with the 6502 and Z80 8-bit computer market. Meanwhile, 68000's were the heart of SUN and HP-Workstations, and it was considered beyond reason that any individual could own that kind of power. (Look around you... the majority of all the old workstations still in use are 68020 based, including new X-terms.)

Intel based computers had the capability to enter the "modern-style" personal computing market with the 386, and to some extent did, but IBM software needed time to catch up to the "new" style of computing. It wasn't until the 486 came along that Windows were fast enough to change the IBM market from 8-bit style DOS programs (e.g. Word Perfect 5) to the "modern" mid-80s style interactive graphics/WYSIWYG platform.

(BTW, don't you love all the marketing hype claiming that RISC is the "new" technology, and CISC is the "old" technology at the top of its performance curve? :-)

5775. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 00:24:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2n7sgd$7k6@golem.wcc.govt.nz>
Source record: 190232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2n1kjg$3hd@charm.magnus.acs.ohio-state.edu>,
rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>>>I have talked with ICD, on March 23, 1994.
>>>There Atari Technical assitance hours are:
>>>Mon - Wed - Fri 10:00 am to 2:00 pm Central Time Zone.
>>>Talk to Howard Peters 815-968-2228
> >
>>Yes but are you willing to pay for the Phone call, its
>>$3nz per min here....
>
>No!!!!!!!!! I pay child support for 3 kids already. I don't need another
>kid to support!

>
>
>>T0-day my ADspeed arived, it took 2 months to replace via
>>Air-mail..
>
>If you sent a check they waited until the funds cleared thats 2-3 weeks.
>ICD's bank to mail your bank and your bank to mail to ICD's bank.

There was no money invoved, it was a Waranty job...

I had a look at the ADspeed RTC on GEnie, this is normal for ICD to not respond
to E-Mails and take months to send suff back or even send suff at all, there
are many complaints about this there.

>Raymond Collins

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5776. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 01:38:08 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CnEKJL.51I@uqac.uquebec.ca>
Source record: 190233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2n44km$jf@aggedor.rmit.EDU.AU> roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: In article <2ms5mm$55a@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>: >Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>And I dont have a Genie account...

That is an easy problem to correct. Just mail to icdinc@genie.geis.com

GEnie is able to send and receive mail to and from the internet.

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

5777. Re: ICD BBS MODEM

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 01:39:56 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CnEKML.52v@uqac.uquebec.ca>
Source record: 190234

```
>This clip is from the READ_ME.DOC in ICD'S Pro Utilities.
>
>
>If you have any questions:
>
> ICD, Inc.
> 1220 Rock Street
> Rockford, IL 61101-1437
>
> Voice: (815) 968-2228
> BBS: (815) 968-2229
> FAX: (815) 968-6888
>
>The ICD BBS always has the latest revisions of the ICD ST host
>adapter software (regular version only), as well as various
>handy utilities, etc., all yours for the downloading. Our BBS
>has a US Robotics 9600 baud HST modem and is usually up 24 hours
>a day. Support and updated files are also available on GEnie
>(ICD or M1220) and CompuServe (76004,1600).
>
>I hope this helps you out.
>
>Raymond Collins
>rcollins@magnus.acs.ohio-state.edu
>Atari TT030, 4/4Meg RAM, 245Meg HD

They said in my book that they also had a GEnie account.

Address of icdinc
which is on GEnie

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright
```

5778. Re: Warranty work on Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 02:12:18 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1994Mar29.124222.21833@levels.unisa.edu.au>
Source record: 190235

In article <pmh.20.00110E5E@noddy.forestry.tas.gov.au>, pmh@noddy.forestry.tas.gov.au (Peter Hopson) writes:
> A friend of mine has an STE in for warranty work to a firm called "Sydnet"
> (Australia) who are supposedly the official agents for Atari repairs. He has
> been advised that Atari are not honouring warranty claims following the
> closure of the Australian division. Can anyone confirm or deny?
The name of the company is SIBNET not Sydnet, and I can confirm (at this particular moment in time) that they will not be doing warranty service work for Atari. So all those peoples with falcons <1yr old had better make sure that they don't blow up ! Otherwise they will have to get legal with the liquidator of ATari _NOT_ the retailer that they bought the falcon from.

I know that they won't be doing work because they situation with atari Australia is that they are officially in liquidation and any requests for payment to service people for warranty work will be delt with by the liquidator. So.. I doubt you will find any service companies willing to do warranty service work when Atari Aust has large debts to other people.

Kym

"One Adam Twelve, we've got a herbal freak in progress.......The odds of being rattled by the thought patrol on the New England highway at night are lower than crashing immortality by square rooting death with blind mathematics, the coastal routes are more dense ... so are the cops'
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

5779. Re: ** System, Apps, & Games **

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 04:19:15 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCnEs04.6yH@netcom.com>
Source record: 190236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

REPOST - No changes

Send email to jhoffman@netcom.com

Atari Sale

*** Hardware ***
Atari Mega4ST $250
4 MB RAM Memory
3.5 Inch 720KB Internal Floppy
Keyboard with Extra Long cable

Epix 500XJ Joystick $8
Mouse Master Mouse/Joystick switch box $15
Logitech Mouse $10

SC1224 Color Monitor $80

230MB SCSI Hard Disk (Less than 1 year old) $275
Mini Tower PC case & Power supply
ICD ADSCSI Controller
ICD SCSI Host Software 6.2.0
SCSI - Atari Cable 2+ feet

*** Mac Emulation ***
Spector GCR with Mac chips $100
Spector Software 3.0
Mac System software & manuals
Sim Ant Mono disks only
Floppy - Spector Cable
Right Writer

Atari Monochrome Monitor $40
Monitor Master Switchbox $15

*** Application & Utility Software ***
Geneva - Multitasking Applications Environment 1.01 $30
Neodesk V3.04 $25
DC Shower - MultiFile Viewer $20
DC Utilities v2.0f - Ram disk, Self Extracting $15
DC Multi format uncompress, DC Squish, DC Deskey
DC Freeze Frame, DC desk organizer
DC Shareware $10
MouseBoot IV + other utilities from author $15
Beckmeyer Dev Tools HD Sentry V1.10 $12
Beckmeyer Dev Tools HD Toolkit Backup V2.0 $15

Speedo GDOS $22
Wordperfect Speedo font pack - 50 typefaces $12
Codehead Mutidesk Accessory Manager $20
Codehead Utilities Rel #4 $15
Codehead Shareware disk $10
Codehead Warp 9 & Extend-o-pak screen saver V3.8 $20
Edhak 2.3 (3.0 on Hard disk) $15
Diamond Back II V2.2+ $22
Diamond Edge 1.0+ $30
Atari Works V1.2 w/ coupon for free upgrade $32
Timeworks Publisher 1.0 $20
Easy Draw V2.2 Docs only. Installed on HD $10
Electronic Arts Deluxe Paint $28
Disk Doctor (disk only) $5
Michtron Hard Disk Turbo Kit $7
Zoomracks II $12
Phasor V4.0 Money management $20
Flash II V2.1 $20
Flash (No Box) $12
Shadow (No Box) $10
DC Desktop 1.2F $15
Access 3.01 Dos like windowing CLI $18
Advanced OCP Art Studio $12

****
*** Most of this software is already installed on the Hard disk ***
*** So I will sell the Hard Disk system and all software for ***
*** ***
*** $550 a discount of $229 ***
*** ***
*** Other discounts don't apply to this deal ***
****

*** Educational ***
Preschool Kids Programs Michtron $12
First Class, The Shoe People $15
Disney, Mickey's Run Away Train $12
Stone & Associates, My Letters, Numbers & Words $12
7 Shareware disks of Kids software $12

*** Programming & Unix ***
Laser C V2.1 $25
Laser Debuger $17

Minix V1.5 (Unix for ST) $35
Minix Hardback Textbook $18

*** Books ***
Atari ST Internals (Abacus) $12
Atari ST Gem Programming Reference (Abacus) $12
Atari Disk Drives: inside & out (Abacus) $10

Atari ST Applications Programming $15

*** Magazines ***
Start 32 Issues (Winter 87 - May 91) $25
Cover Disks - 31 $35
ST Action 21 Issues (Apr 90 - Oct 93) $20
Cover Disks - 24 Disks $25
ST Review 6 Issues (Oct 92 - July 93) $10
Cover Disks - 9 Disks (Complete Applications) $15
ST User 18 Issues (Dec 89 - Oct 93) $25
Cover Disks - 16 Disks (Complete Applications) $25
ST Format 11 Issues (Mar 92 - Jun 93) $20
Cover Disks - 20 (Complete Applications) $30

*** Games ***
Hero Quest - Gremlin (RPG) $15
Knightmare (RPG) $22
Shadow Worlds (RPG) $17
Shadow Lands (RPG) $17
Disciples of Steel (RPG) $20
Lure of Temptress (Adventure) $17
Caesar (Simulation) $15
Indiana Jones & The Fate of Atlantis (Adventure/Action) $15
Bat I (RPG) includes MV16 16 Bit Sound Cartridge $20
Bat II (RPG) 16 bit sound support $20
Amberstar (Original disks are bad) $10
Transartica (RPG/Adventure) $17
Ishar (RPG) $15
Ishar II & Hint book (RPG) $22
Supremacy (Strategy) $15
Balancy of Power (Strategy) $12
Sorcerer Lord (Strategy) $10
Civilization (Simulation) $25
Captive (RPG) $20
Ultima 5 (RPG) $17
Ultima 6 (RPG) $17
Legend (RPG) $20
Megatraveller I: Zhodani Conspiracy (RPG) $15
Legend of Faerghail (RPG) $17
Battletech: The Crescent Hawk's Inception (RPG/Action) $15
Stellar Crusade (Strategy) $10
Questron II (RPG) $10
Legends of Valour (RPG) $20
Leisure Suit Larry, Looking for Love. (Adventure) $15
Heimdall (RPG) $20
Epic (Flight Simulator) $15
Bards Tale $10
Populous II 512K version (Simulation) $20
Slaygon (Action/RPG) $10
Goldrunner II (Arcade) $7
Goldrunner Scenery Disk (Addon for Goldrunner) $5
Deja Vu (Adventure) $12

Curse of the Azure Bonds (Missing a Disk) $5
Empire 2.0 (Strategy) $12
Tales of Lore (RPG) $12
Sim City (Simulation) $15
Space Rogue (RPG) $15
Demon's Winter (RPG) $15
Alternate Reality V2.0 $15
Space Ace (Adventure/Action) No Box $12
Dungeon Master (RPG) No Box $17
Chaos Strikes Back (RPG) No Box $17
Sun Dog (RPG) Disk Only $10
Phantasie III (RPG) No Box $10
Phantasie I & II Rule book only $4
Falcon Code Wheel $4
Hippo Backgammon Disk Only $3

**** Discounts for Big Buyers *****
buy $100 software & Books = 10% discount
buy $200 software & Books = 15% discount
buy $325 software & Books = 20% discount

Buy ST system and get 300 Floppies free

Shipping in US is included in all prices.

Unless otherwise stated all software is complete with manuals, disks,
code wheels, hardware locks, etc.

Almost all of the software runs on TOS 1.4 which I was using. Older
software may only run on TOS 1.0. I can't guarantee the operation of
any software but will be reasonable.
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

5780. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 06:10:36 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.tepv3t5vjD2@yonder.equinox.gen.nz>
Source record: 190237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2n38nn$p5m@golem.wcc.govt.nz>, Roger Sheppard. writes:
>I tried patching both of these, still gave me 3 second..
>
>Very puzzed...???

One thing i'm curious about, why are you re-booting all the time for
it to matter?

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

5781. Maniac Mansion

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 06:18:30 UTC
From: alberto@terapin.com
Message-ID: <alberto.3gm4@terapin.com>
Source record: 190238

Hi all, I know this is a wierd request, but if anyone has Maniac Mansion for the ST they are willing to sell, please e-mail me. Also if anyone has a Spanish version of Maniac Mansion or knows where I can get one, please e-mail me.

Thanks,

alberto@terapin.com

5782. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 06:41:28 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CnEyL5.KFz@cix.compulink.co.uk>
Source record: 190239

```
>The best rate I can get is $1/min, and at 2400 it's going to be
>EXPENSIVE.. so I'll ftp it.. actually, I won't, a local Atari board got
>it thru AtariNet.. :-)

I tol;d you the FTN nets would not let you down.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

5783. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 06:41:31 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CnEyL7.KGK@cix.compulink.co.uk>
Source record: 190240

>1. Is it just me or does anyone else think the OS is now a bit more
>flaky than the STe OS ? I mean, "SHOW"ing a file in truecolour mode
>has never failed yet to bomb for me, and switching a modem on while
>the Falcon draws it's desktop also bombs !!! This is under TOS - my

Never seen those problems with my Falcon at all, although the SCSI port
is duff.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5784. Re: ** System, Apps, & Games **

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 06:51:15 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCnEz1F.BAI@netcom.com>
Source record: 190241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I believe that postage to canada is the same as US so unless it's drastically more I'll cover shipping to canada for equipment on the sale list.

John Hoffman
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

5785. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 07:45:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d97dc8c@secom.ct.se>
Source record: 190242

In a message of 28 Mar 94 17:50:31, Hermann Samso wrote:

HS> This is what YOU are against, if you are so lazy to learn
HS> other languages why should a no english speaking programmer
HS> bother to translate to english?

..because English is the only language taught in all countries all over the
world?

Ich habe deutsch f.r viere Jahren gelesen ... and I have problems reading every
single .DOC .. ;) ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5786. SIGNUM II or SIGNUM III

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 08:23:29 UTC
From: st000271@hrz.th-darmstadt.de
Message-ID: <st000271.85.2D97E580@hrz.th-darmstadt.de>
Source record: 190243

Do you have Singnum II or SIGNUM III which you want to sell.
I will buy it.Send a E-Mail to
M.Egelhofer (Adress at the end)

Thank you,

****
* M.Egelhofer *
* E-Mail-Adresse: *
* ST000271@hrz1.hrz.th-darmstadt.de *
****

"Errare humanum est"

5787. HiSoft email address

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 08:37:53 UTC
From: bjb@praxis.co.uk
Message-ID: <1994Mar29.083753.285@praxis.co.uk>
Source record: 190244

Can anyone give me HiSoft's email address (if they have one). Thanks

==========
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==========

5788. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 08:53:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2n8qa4$a8k@golem.wcc.govt.nz>
Source record: 190245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.UP7BMO91XJ6@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>In <2n10g4$g8l@golem.wcc.govt.nz>, Roger Sheppard. writes:
>>In article <2mtie9$72c@charm.magnus.acs.ohio-state.edu>,
> rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:

>>>There Atari Technical assitance hours are
>>>Mon - Wed - Fri 10:00 am to 2:00 pm Central Time Zone.
>>>Talk to Howard Peters 815-968-2228
>>>
>>
>>Yes but are you willing to pay for the Phone call, its
>>$3nz per min here....
>
>
>No Roger, it's only $2.73 Standard, or $1.89 Economy through Telecom,
> or $2.71 Standard, $1.88 Economy through Clear Communicatins.
>
>Craig.

Wrong again Craig, you can't call them during Economy Times, as there office is only open from 10AM, I have been there done all that, also I don't like getting up at 6am just to here a recorded message.

By the way you prices don't include GST, gee were did you go to school..???

Plus there is no Clear here on the Gold Coast....

>:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::

Plus from what I have read in the ADspeed RTC on GEnie, this is the normal way they treat people, don't respond to E-Mails take for ever to send things back etc.......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5789. Re: What does IMHO stand for?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 09:37:48 UTC
From: diehl@ionews.io.org
Message-ID: <2n8stc$ffl@ionews.io.org>
Source record: 190246

IMHO: In My Humble Opinion. (A variation is IMNSHO - In My Not-So-Humble Opinion)

```
__________________ ______ ____________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

5790. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 09:45:15 UTC
From: diehl@ionews.io.org
Message-ID: <2n8tbb$fik@ionews.io.org>
Source record: 190247

The problem with using a Spectrum-like system in medium res to get 16 colours is the same problem it has in low resolution to get 512: You don't _really_ get 512 colours. In fact, what you get is 46 colours per scan line, and each scan line can have its own set of 46 colours. That's when you've got a 16 colour palette to play with; the palette is switched at every scan line, giving you this effect.

Unfortunately with medium res you only have 4 colours to play with, so the possibilities are still extremely limited, and it's doubtful you could achieve a full 16 colours on one line of text.

```
__________________ ______ ____________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

5791. Re: Help needed making sound on ST

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 09:55:45 UTC
From: diehl@ionews.io.org
Message-ID: <2n8tv1$fm4@ionews.io.org>
Source record: 190248

> Is there a program that will play MOD, WAV, and other sound files on
> my Atari? I have copied some programs off of atari.archive.umich.edu,
> only to find that they seem to only be for STE's, or only run in color.

Try the Petra addendum program to the Paula STE MOD player. Petra will play MODs in monochrome mode, AFAIK, but only at up to 12KHz on an ST.

> (What the hell does color/monochrome have to do with sound reproduction???).

It's rather complicated, but I'll try and be as brief as possible:

First, you have to know that colour monitors either operate in 50Hz (PAL) or 60Hz (NTSC) mode. Monochrome monitors, on the other hand, operate at a refresh rate of 72Hz. The refresh rate is how often your screen is updated. Now, there is a certain interrupt (location of memory where small program routines can be stored and played automatically by the computer) register in the ST (and all computers) called a Vertical Blank Interrupt, or VBI. The speed at which this interrupt runs depends on the refresh rate of your monitor. If you are in PAL (50Hz) mode, this interrupt will run itself 50 times per second. In NTSC mode, it's 60 times each second. In monochrome, again, it's 72 times each second.
How this relates to MODs is that most MOD players use this VBI to store its playback routine, so that the program doesn't have to handle it in realtime; it just lets the computer take care of it all. Usually, the routine that is stored here is the routine to playback the actual musical score of the MOD file. Therefore, if it's played in PAL mode, it will update the musical score routine 50 times each second. In NTSC mdoe, however, it will update this routine 60 times each second, and therefore the musical score will sound faster.
Most MODs are written in PAL mode, or 50Hz. And since most MOD players requre that interrupt to play the musical scores, they should be played in PAL mode in order for the speed to be correct. Since your monochrome monitor operates at 72Hz, this is not a feasable idea.
However, players like Petra and Modplay (a small background MOD playing DA) are interrupt-independant, which means they do NOT use the VBI for the play routine, so the refresh rate of your monitor no longer matters; it will simulate a PAL mode (though Petra will allow you to set the simulated refresh rate as you please)

> I understand that MOD files are sampled sounds from Amiga land.

Actually, they're four-track digital musical scores.

> I understand that WAV files are sampled sounds from DOS/Windows land.
> I understand that DOS/Windows has midi data files as well (.MID?)

.MID files are MIDI type 0 files, and are not machine-specific. WAV Files are
WIndows sound files, and should be playable in any sample player.

_____ ______ ____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

5792. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 10:17:39 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Mar29.110102.1@gst-soft.demon.co.uk>
Source record: 190249

TITLE: Re: Another multi-tasking OS for ST ?

It's SMS2, and its very different. As stated its fully
non-compatible, and very difficult to use. We got a copy
becuase the copy licensed something from us I believe.

It is very fast but only supports hi-rez at the moment. The
ideas do not seem to conform to TOS or UNIX ideas they have
really stuck their neck out! Instead of a flat filesystem
like Unix or drive letters like T/DOS they use wierd names
like flp1_ and whd1_.

The GUI is somewhat difficult to get to grips with at first
and personally I feel it is too different from X/GEM or Windows
to make it good for beginners.

To make it truely appealing, I would suggest that the GUI be
changed more in line with other GUI's, have either UNIX or
TOS style filesystems, with support for Minix and TOS disks,
even if it's just for reading. Support for TT and Falcon 256
and above colour modes will also be essential. With this I
would consider it and excellent buy.

BTW It's 135 quid, I believe, and more intersting than OS/9.

Chris Wood.
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

5793. Re: Eero Tamminen please read this ...

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 11:35:22 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2n93pq$cel@lehtori.cc.tut.fi>
Source record: 190250

In <1994Mar26.003140.8126@dcc.uchile.cl> ebeard@araucaria (Edwin Beard (winnie)) writes:

> Three days ago I've decide to buy a PC drive, but I was get an High Density
>Drive, cause you said to me "Any DD or HD (works as DD) PC drive should go..."

It works for me (I have also soldered a NAND inside my ST that
supplies floppydriver with 16mhz clocksignal when there's a HD-disk in
drive but that's so unreliable that I use it only to *read* HD-disks)...

> Well, Yesterday I tried to use (connecting propperly the connectors -I
>think-), but the drive only spin and spin (<-- is correct this word ?) and
>the light is on, but my ST don't recognize this drive, like trying to read
>in a drive whithout Disk !.

> Do you know how can I to fix this 1.44 Mb drive for use like a DS
> drive ?

Hmm... Mayby you have your drive set as drive B or something? Mine had
a dip-switch for this...

> Ah, since January 19938, I can't send or receive Mail, problems with my
>account and my password ("encrypt" or any else ...), and then your answer
>I'll read in this News groups, cause while I have this problem we never can
>"speak".

:-(.

- Eero -

5794. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 12:30:46 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Mar30.003046.1@csc.canterbury.ac.nz>
Source record: 190101

In article <764828102.0@mettav.royle>, Steve.Basford@mettav.royle.org (Steve Basford) writes:

> Hmmm... thought there was a NeST bbs in NZ... maybe not?

There are a few AtariNet BBSes, but myself and another Sysop were looking into the idea.. It never flew very far.. :-(($$$)

Cheers!
--
(__) _____
(oo) | David Zanetti : Sysop of Project Bluebook BBS |
------\/.....< zaneds1@cosc.canterbury.ac.nz |
/| || | misc145@cantva.canterbury.ac.nz |
*||---|| | Mooooooooooooo! |
~~ ~~ ~~~~~~

5795. c++ to falcon???

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 12:32:11 UTC
From: gaston@ludd.luth.se
Message-ID: <gaston.764944345@father.ludd.luth.se>
Source record: 190102

Hi.

I want to do some programming in c++ on my falcon
and I've heard that GNU:s was the only one available.
BUT , what do I exactly need, there are files everywhere
and I would like to start this decade.
So if there are someone out there, perhaps using it
yourself, who can explain to me what files I need
please e-mail me then: gaston@ludd.luth.se

Thanks, gaston

5796. Geneva and Everest 3.0E

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 12:48:30 UTC
From: ant@mks.com
Message-ID: <1994Mar29.124830.25009@mks.com>
Source record: 190103

Everest 3.0E 29.8.93 appears to have screen redraw problems when used
with Geneva.

a) The interaction of Everest windows with other application windows
is poor.

Symptoms: It appears that when Everest is made active, it fails
to redraw its top window, assuming its the only one running.
None of the Geneva flags appear to solve the screen redraw problems.

b) The Replace dialog fails to display characters in the edit fields
that are typed in. This may be symptomatic of all dialogs in
Everest.

Suggested bugs fixes or known workarounds welcomed.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

5797. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 12:51:06 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnFFJ6.I30@westminster.ac.uk>
Source record: 190104

In article <CnDs4o.Gqq@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>In article <2n6r4e$b7q@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk (D S Banarse)
writes:
>|> I've heard word that there's another multi-tasking (pre-emptive) OS
>|> which I think is similar to Mag!X for the ST.
>|> Does anyone know anything about this ? It's cartridge based, made by
>|> a company called Furst and it's called something like 2ST (well it has
>|> a '2', 'S', and a 'T' in it's 4 letter name !)
>SMS2? Heard of it but that's about all.

SMS2......I recall seeing it at it's (Apparent) launch at the Northern Atari
Show in Manchester.

Must say that I was impressed by it....however, wasn't too keen on the fact
that TOS/MINIX software doesn't run on it. But then Again TOS cannot run MINIX
software and vice versa.....

Can't remember much, but I've got a fact sheet at home that I picked up at the
show, so if anyone would like an ASCII copy, then mail me.... ;-)

The OS is cartridge based, and runs on both the ST and Falcon....the ST demo
was being run on a mono monitor....so don't know if can use in low and med rez.
However, the Falcon version was in colour...I remeber being told thet the thing
was configurable, and that any configuration that you wrote could be saved on
to the Programmable Erasable Read Only Memory (PEROM), with the default config
only being a kestroke away. I also remember it being fast, and fairly cheap
(135 pounds....although I cannot afford it).

All in all, I quite liked it....

Danny
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5798. Re: KOPIER MAL WIEDER

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 13:01:10 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2n98qm$785@aggedor.rmit.EDU.AU>
Source record: 190105

peter glaser (P.GLASER@CL-HH.comlink.de) wrote:
: Atari lebt!
:
: Aktuell bei "Zweitausendeins" erschienen
: der Nachfolger von KOPIER MICH!:

: --
: KOPIER MAL WIEDER
: --
: Eine Shareware- und Public Domain-Sammlung f�r
: Atari-ST/STE/TT und Falcon

: * Buch mit ca. 500 Seiten
: * 10 Disketten randvoll mit selbstentpackenden Programmen

: Inhalt:

: 1 TEXT

: - "Das gl�serne Blatt"
: Vom Schreiben auf Papier und Bildschirm

: - XEDIT von Alexander Gr�pl
: Ein wirklich exzellenter Editor

: - IDEALIST und IDEATOOLS von Christoph Bartholme
: *Das* Druckprogramm mit allen Schikanen
:
: - SCRYPTO von Dieter von Spreter
: Eine kleine Texterkennung (OCR)
:
: - DICHT von Christian Wolff
: Ein automatischer Poetisierer

: 2 GRAFIK

: - KANDINSKY von Ulrich Rossgoderer
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: 3 DF�

: - "Keep on Hacking"
: Anmerkungen zur Beseelung der Computertechnik
:

: - DF&#65533;-LEX von Michael Vondung
: Ein praktischer Ratgeber f&#65533;r Datenreisende

: - CONNECT von Wolfgang Wander
: Ein traumhaftes Terminalprogramm
:
: - THE DOT von Jochen Herz
: Ein Point-Programm. Die Mailbox zu Hause
:
: - PROTEXT von J&#65533;rgen Meyer
: Ein Textkonverter f&#65533;r DF&#65533;-Protokolle
:

: 4 NETZWERKEN

: - "Netzwerken"
: Auf ins Datenland

: - Zerberus / Z-Netz
: Kleine Einf&#65533;hrung und Liste

: - Mausnet
: Kleine Einf&#65533;hrung und Liste

: - Fidonet
: Kleine Einf&#65533;hrung und Liste

:
: 5 PROGRAMMIEREN

: - "Die Grammatik der Algorogines"
: Anmerkungen zu den modernsten Fremdsprachen"
:
: - SOZOBON-C von Holger Weets
: Ein komplettes C-Entwicklunsgssytem

: 6 TOOLS

: - VIRDENDETEKTOR von Volker S&#65533;hnitz
: Ein Programm zum digitalen Bazillenkillen
:
: - S_BACKUP von Reinhard Weger
: Backup-Programm f&#65533;r Disketten, Festplatten und Wechselplatten
:
: - PACSHELL von Holger Weets
: GEM-Shell f&#65533;r die gebr&#65533;uchlichsten Packer. LHARC und ZIP mit dabei.
:
: - DISKFILE von J&#65533;rgen Meyer
: Ganze Disketten in eine einzige Datei kopieren
:
: - 1ST_GUIDE von Guido Vollbeding
: Ein ungemein vielf&#65533;ltiges Hypertextsystem

: 7 ENTERTAINMENT

: - "Spa&#65533; Invaders"
: Eine kleine Geschichte des Computerspielens
:
: - SAME von Hannes Tiefenbrunner
: Ein sch&#65533;nes Spiel
:
: - PINBAL WIZARD von Hubert Achthaler
: Ein Flipper

: 8 VERSCHIEDENES

: - CHRONOS von Daniel Roth
: Ein Programm f&#65533;r Kalendarisches und Termine
:
: - FREEDRUM von Reinhold Leeb
: Ein BumBum
:
: - SCHNICKSCHNACK
: Eine kleine Progr&#65533;mmchengrabbelkiste

: 9 GAPDIR

: - Das "Gigantische Atari PD- und ShareWare-DIRectory".
: 4.588 Programme nach Sachgruppen geordnet, mit Adressen der
: Programmierer

: 10 REGISTER

: - Namensregister
: - Sachregister
: - SCHREIBERSPACE
: Best of Cyberpunk. Die besten Zeitschriften f&#65533;r Hacker,
: Computerfreaks und Bitniks.
:
: ---

: Buch und Disketten kosten zusammen DM 55.-
: Erh&#65533;ltlich nur in den "Zweitausendeins"-L&#65533;den oder per Versand.

:

huh?

--

Rob. (roba@nutmeg.ntu.edu.au)

5799. Re: Falcon External Drive Prob

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 13:03:57 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1690@usdtsg.DaytonOH.NCR.COM>
Source record: 190106

In article <CnE8Bo.KoA@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <Up-EC2WBGUT@dksoft.ping.dk>, kim@dksoft.ping.dk said:
>>What the h* does the additional memory and the Fpu have to do with the hard
>>drive ?
>
>Warranty.

What's a warranty ;-)

(good grief, I open up my computer to add SIMMs, and that voids the
warranty! :-O

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5800. Re: ** System, Apps, & Games **

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 13:12:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1691@usdtsg.DaytonOH.NCR.COM>
Source record: 190107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jhoffmanCnEz1F.BAI@netcom.com> jhoffman@netcom.com (John Hoffman) writes:
>I believe that postage to canada is the same as US so unless it's drastically
>more I'll cover shipping to canada for equipment on the sale list.

If I remember correctly (and if not, someone yell :-) that at the
moment, a first class letter sent from the U.S to the U.S. is
29 cents, sent to Canada is 40 cents, and sent to Europe is 50 cents.
At least this is what I recall when registering a couple programs...

I dunno how this reflects on packages, etc...

"oh no, it's the disgruntled postal workers..." - Frank Drebin

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

5801. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 13:20:05 UTC
From: avg@cwi.nl
Message-ID: <CnFH1I.Lxs@cwi.nl>
Source record: 190108

OK! Let's be pioneers and convert all our programs to Esperanto!
(from now on the official language for Atari applications).

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

5802. 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 13:30:16 UTC
From: davidb@sterbbs.nl
Message-ID: <021592QJXPCTTTOCJYOU@sterbbs.nl>
Source record: 190109

Hi all,
I have some questions about 3d party hardware for the Falcon:
-Can anybody confirm the devellopment of a 486 emulator for the Falcon?
-Does anyone know if this will support PC-CD-ROM via scsi?
-Anyone heard about a 8MB RAM-board for the Falcon?

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5803. Re: KOPIER MAL WIEDER

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 13:32:39 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2n9aln$h8l@vishnu.jussieu.fr>
Source record: 190110

```
In article 785@aggedor.rmit.EDU.AU, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
}peter glaser (P.GLASER@CL-HH.comlink.de) wrote:
}: Atari lebt!
}:
}: Aktuell bei "Zweitausendeins" erschienen
}: der Nachfolger von KOPIER MICH!:
}
}: ------------------------------------------------------------
}: KOPIER MAL WIEDER
}: ------------------------------------------------------------
}: Eine Shareware- und Public Domain-Sammlung fï¿½r
}: Atari-ST/STE/TT und Falcon
}
}: * Buch mit ï¿½ber 500 Seiten
}: * 10 Disketten randvoll mit selbstentpackenden Programmen
}
}
}: Inhalt:
}
}
}: 1 TEXT
}
}: - "Das glï¿½serne Blatt"
}: Vom Schreiben auf Papier und Bildschirm
}
}: - XEDIT von Alexander Grï¿½pl
}: Ein wirklich exzellenter Editor
}
}: - IDEALIST und IDEATOOLS von Christoph Bartholme
}: *Das* Druckprogramm mit allen Schikanen
}:
}: - SCRYPTO von Dieter von Spreter
}: Eine kleine Texterkennung (OCR)
}:
}: - DICHT von Christian Wolff
}: Ein automatischer Poetisierer
}
}
}: 2 GRAFIK
}
}: - KANDINSKY von Ulrich Rossgoderer
}: Ein zauberhaftes Vektor-Zeichenprogramm
}:
}: - GEMVIEW von Ulrich Rossgoderer
```

}: Konverter fï¿½r praktisch alle gï¿½ngigen Grafikformate
}
}
}: 3 DFï¿½
}
}: - "Keep on Hacking"
}: Anmerkungen zur Beseelung der Computertechnik
}:
}: - DFï¿½-LEX von Michael Vondung
}: Ein praktischer Ratgeber fï¿½r Datenreisende
}
}: - CONNECT von Wolfgang Wander
}: Ein traumhaftes Terminalprogramm
}:
}: - THE DOT von Jochen Herz
}: Ein Point-Programm. Die Mailbox zu Hause
}:
}: - PROTEXT von Jï¿½rgen Meyer
}: Ein Textkonverter fï¿½r DFï¿½-Protokolle
}:
}
}: 4 NETZWERKEN
}
}: - "Netzwerken"
}: Auf ins Datenland
}
}: - Zerberus / Z-Netz
}: Kleine Einfï¿½hrung und Liste
}
}: - Mausnet
}: Kleine Einfï¿½hrung und Liste
}
}: - Fidonet
}: Kleine Einfï¿½hrung und Liste
}
}:
}: 5 PROGRAMMIEREN
}
}: - "Die Grammatik der Algorogines"
}: Anmerkungen zu den modernsten Fremdsprachen"
}:
}: - SOZOBON-C von Holger Weets
}: Ein komplettes C-Entwicklunsgssytem
}
}
}: 6 TOOLS
}
}: - VIRDENDETEKTOR von Volker Sï¿½hnitz
}: Ein Programm zum digitalen Bazillenkillen
}:

}: - S_BACKUP von Reinhard Weger
}: Backup-Programm fï¿½r Disketten, Festplatten und Wechselplatten
}:
}: - PACSHELL von Holger Weets
}: GEM-Shell fï¿½r die gebrï¿½uchlichsten Packer. LHARC und ZIP mit dabei.
}:
}: - DISKFILE von Jï¿½rgen Meyer
}: Ganze Disketten in eine einzige Datei kopieren
}:
}: - 1ST_GUIDE von Guido Vollbeding
}: Ein ungemein vielfï¿½ltiges Hypertextsystem
}
}
}: 7 ENTERTAINMENT
}
}: - "Spaï¿½ Invaders"
}: Eine kleine Geschichte des Computerspielens
}:
}: - SAME von Hannes Tiefenbrunner
}: Ein schï¿½nes Spiel
}:
}: - PINBAL WIZARD von Hubert Achthaler
}: Ein Flipper
}
}
}: 8 VERSCHIEDENES
}
}: - CHRONOS von Daniel Roth
}: Ein Programm fï¿½r Kalendarisches und Termine
}:
}: - FREEDRUM von Reinhold Leeb
}: Ein BumBum
}:
}: - SCHNICKSCHNACK
}: Eine kleine Progrï¿½mmchengrabbelkiste
}
}
}: 9 GAPDIR
}
}: - Das "Gigantische Atari PD- und ShareWare-DIRectory".
}: 4.588 Programme nach Sachgruppen geordnet, mit Adressen der
}: Programmierer
}
}
}: 10 REGISTER
}
}: - Namensregister
}: - Sachregister
}: - SCHREIBERSPACE
}: Best of Cyberpunk. Die besten Zeitschriften fï¿½r Hacker,

}: Computerfreaks und Bitniks.
}:
}: --
}
}: Buch und Disketten kosten zusammen DM 55.-
}: Erhi¿½ltlich nur in den "Zweitausendeins"-Li¿½den oder per Versand.
}
}:
}
}huh?
}
}--
}
}Rob. (roba@nutmeg.ntu.edu.au)

Do you find that intelligent to quote a WHOLE letter just to type "huh?"
Sorry, I don't ! (I did it on purpose this time, but usually, I cut the text !). It's really boring
to have to jump over 6 pages, looking for not quoted text, just to see, at the end, 3 poor letters !!!

M>B-|.

5804. Re: EXTERNAL 1.44 FLOPPY??

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 13:37:23 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnFHoB.Kss@westminster.ac.uk>
Source record: 190111

In article <1994Mar27.010957.22390@dal1> stevedc@ac.dal.ca writes:
>I have a question I had to ask as I'm new to a 1.44 mech. Since
>I have the AJAX and have my MSTE all set for high density, if I
>were to replace my external 720 with a 1.44 mech would that as
>well work in High Density?

Don't see why not.......Companies here in Britain sell external Floppy drives
for the Mega STe only....don't think they need any adaptors/modifications.

Danny.
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5805. A good HD optimizer needed!

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 13:45:45 UTC
From: thaanpaa@abo.fi
Message-ID: <1994Mar29.134545.25305@abo.fi>
Source record: 190112

I need a good hard disk optimizer for the Falcon. Suggestions and/or FTP-sites, please!

- No signature -
--

5806. ST Logo.....where?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 14:00:14 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnFIqD.M5F@westminster.ac.uk>
Source record: 190113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi guys

Subject says it all really.

I look forward to your replies.

danny
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5807. Re: Falcon List of Games! (Large!)

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 14:02:02 UTC
From: vdleij@phil.ruu.nl
Message-ID: <2n9ccq$cva@laurel.phil.ruu.nl>
Source record: 190114

First of all let's thank you for the incredible work you do for the Falcon owners. I saw ISHAR III in your list, do you have any confirmation from Silamrils that they are going to produce a special Falcon version as they did with I and II? I never saw one. Could you put a new but short list togehter of all games which have Falcon enhanced cap. or are falcon only? This would make locating these games easier, as I can't get myself to play these old ST games anymore. ;-)

Joost.

5808. Stereograms again

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 14:08:10 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2n9coa$pe5@unicorn.ccc.nottingham.ac.uk>
Source record: 190115

As a belated follow-up to the question about random-dot stereograms
and SIRDS, I hear there's an ST program out called STIS that does this
(available on Genie ?). Anyone know of an internet ftp site with it,
or who would like to upload it in return for lasting fame_and_glory ?

Cheers,

Sam

5809. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 14:17:05 UTC
From: bobhays@spss.com
Message-ID: <bobhays-290394081705@haysmac.spss.com>
Source record: 190116

I want to thank everyone - I've got gcc and g++ working at home. The only problems I have are that the g++ library is not automatically added at load time (I can handle that). I tried to build a module of the examples with gem++ and got some link errors for class methods that didn't have exact type matches (bool to Int) - I can also handle this.

Now, I need printable materials to get going (bash docs, gem++ docs, a man page reader). And, can anyone point me to the specific archives I need from a umich mirror to set up (yech) TeX at home on my ST?

Thanks again and have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

5810. Re: Looking for a atari to ibm or amiga file converter

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 14:22:43 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnFJrv.vK@westminster.ac.uk>
Source record: 190117

In article <2mq4evINNjgp@charnel.ecst.csuchico.edu> ender@ecst.csuchico.edu (Bug) writes:
>
>I used to have an Atari st and i saved alot of the paper i had written
>in ascii format on some disks...
>I was wondering, do any of you know where to get a program which could
>make these files readable by a Mac, Amiga, or an IBM clone?
>
>Thanks in advance
>

ASCII files should be directly readable on the other computers.....all the computers should be able to read your disk, if it was formatted on an ST or IBM. However, if the MAC and AMIGA can't read the disk, I suggest copying files from your ST disk onto the IBM, and then formatting a disk with the IBM before copying the transferred contents onto this newly formatted disk. The AMIGA and MAC should be able to read the new disk.

Or am I missing something here???

Danny.
CyberSTrider =);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5811. Re: ****VERY IMPORTANT READ THIS !!!****

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 15:09:33 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.764953773@cent.gla.ac.uk>
Source record: 190118

In <2mim5t$jd6@loose.apana.org.au> craig@loose.apana.org.au (Craig Harnath) writes:

>Get off here you idiot!!!!!!!!!!
>--
> A sig is a sig you dig you dig - and no one can talk to a sig you dig -
> that is of course unless the sig is the famous Mr SIG!!!

!!!!!!!!!!

I'm not too sure I didn't prefer the original message!

<Pause> Naaah, not really!

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _

5812. Re: Falcon/Ste price drops?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 15:16:24 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.764954184@cent.gla.ac.uk>
Source record: 190119

In <2n3dsg$fo@kelly.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>In article <26MAR94.19065299@meena.cc.uregina.ca>,
> <selbyr@meena.cc.uregina.ca> wrote:
>>Have there been essentially no retail price drops on the STe, TT
>>and Falcon in the last while?

Well, 499.99 pounds sterling for a 4 meg Falcon! (Computer Depot, Glasgow,
Scotland) If that's not a price drop, what is!

>Since the STE and MSTE are discontinued, there's no reason for Atari
>to change the MSRP on those products.

Ah, but the ST is *not* discontinued over here in Britain. And it's selling
for 159.99 pounds...

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _

5813. Re: Falcon List of Games! (Large!)

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 15:33:42 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CnFn86.sL@barclays.co.uk>
Source record: 190120

In article <2n9ccq$cva@laurel.phil.ruu.nl>, vdleij@phil.ruu.nl (Joost van der Leij)
writes:
|> First of all let's thank you for the incredible work you do for the Falcon
|> owners. I saw ISHAR III in your list, do you have any confirmation from
|> Silamrils that they are going to produce a special Falcon version as they
|> did with I and II? I never saw one|> . Could you put a new but short
|> list togehter of all games which have Falcon enhanced cap. or are
|> falcon only? This would make locating these games easier, as I can't
|> get myself to play these old ST games anymore. ;-)
I have Transartica and Ishar 2 (Falcon versions) and both are worth getting IMHO.
A must though is the GEMd Nethack. Superb game, great fun and free!

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

5814. Re: SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 15:41:13 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnFnKs.G3I@westminster.ac.uk>
Source record: 190121
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

In article <2n21d5$pv6@imladris.frmug.fr.net> regnauld@imladris.frmug.fr.net (Philippe Regnauld) writes:
>acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>
>>Hi,
>>Can someone tell me the difference beetween ICD's "The LINK" and
>>GE SOFT's "TOPLINK" ?
>
>>If I buy a TOPLINK adapter, can I use ICD Pro utilities ?
>
> It says 'FR.' in the newsgroup name.
>
> On parle francais ici.
>
> Donc: pour ta question: le GE Soft est assez nul, je l'ai teste,
> c'est lent.
>
> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
> (chip d'ID sur la carte)
> (Quoique... mais ca fait longtemps que je n'ai pas vu de version
> 'debridee' :-)
>
> -- Phil
>

Oh come on.....I am too interested in this topic, and don't understand any French at all..... Please repost the reply...this time in English.

OK, so you are French and can speak English......why shouldn't I know French...

Wel, I'd like to learn, and will in the near future. Languages I can speak fluently:

English
Hindi
Punjabi
Urdu

Languages I am learning:

Japanese
Mandarin

Languages I want to learn:

German
French
Spanish (Already know some)

So please take pity on me....and repost in English

Danny
CyberSTrider =);-)
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

5815. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 16:03:18 UTC
From: davidb@sterbbs.nl
Message-ID: <012410JPSDAOPIXPXSVH@sterbbs.nl>
Source record: 190122

kn>Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
kn>
kn>> Well, noone has yet answered my original question, and indeed I
kn>seem to have > problem installing it in this manner. I put
kn>WINX.PRG in my autofolder, and get
kn>> 2 bombs at bootup. I tried putting WINXCOOK before it, and I
kn>get the cookie > installed and the program still bombs. I am using
kn>TOS 1.00 (before cookie jars and XBRA). Any ideas?

You need: -first- gemram (v1.5 or 1.6) (or equivalent) -then- winx
(best v2.2) -or- arrowfix (check executing order at bootup). (winx
does a better arrowfix than arrowfix itself).

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5816. Re: offline newsreader

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 16:16:26 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CnFp7E.IpB@uqac.uquebec.ca>
Source record: 190123

In article <H.eg.IWERUIRG6GM@yonder.equinox.gen.nz> craig@yonder.equinox.gen.nz (Craig Shore) writes:
>In <Cn6J52.3x1@uqac.uquebec.ca>, Joseph Hogan writes:

>Is this for Usenet, or a fido-net type BBS????
>
>for usenet, you need a UUCP node, Hermes or UPoint software is what
> you're after for that. It takes quite a bit of learning to get
> it going, and most instructions are in German.
>
>for Fidonet type bbs's, you can have a point node (which you need something
> like Binkley Term for), or you can use a QWK offline reader.
>There's not a heck of a lot of QWK software around on internet, but there
> is quite a few different packages out for the ST.
>
>Craig.
>
>
>--
>:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
>:: (CraigS on IRC) ::

Craig,

The offline reader will be for a UUCP node. I would like to
know where one can get a hold of these pieces of software. If you
can post the address where they could be found, that would be great!!

Thanks,

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

5817. Re: 32 mMB minix partition psossible?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 16:37:19 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CnF70K.9Er@ryn.mro.dec.com>
Source record: 190124

In article <1994Mar25.041246.27925@mnemosyne.cs.du.edu>, shenson@nyx.cs.du.edu (Stephen Henson) writes...
>In article <4288@btmwj1.se.bel.alcatel.be>,
>Chris Gray <cgra@se.alcbel.be> wrote:

>>Apparently Steve Henson doesn't own a Falcon --- maybe we should club to-
>>gether to buy him one :).
>Great idea, you get to make make the first donation :-) Seriously though it
>is tricky debugging Falcon problems on an STE.

This is not as bad an idea as some may think. Everyone would benefit form improved file systems, and commercial developers get paid for their work, so indeed why not club together and fund some development. I am not suggesting we buy him a Falcon, but of course he should be free to do with the money he gets paid whatever he wants, and that includes buying a Falcon if he thinks he needs it. Unfortunately I do not have the time to host such an operation, but maybe someone else will.

Erlend.

5818. need graphics print program

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 16:58:04 UTC
From: dg366s15@lotds.uucp
Message-ID: <dg366s15.18b7@lotds.uucp>
Source record: 190125

I am looking for a shareware/freeware program that will take odd graphics files and print them. Alternately a program that will convert them into GEM files which I can print. Any help would be appreciated.
Thankyou

5819. **Atari ST Software for Sale**

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 17:17:29 UTC
From: crowder@netcom.com
Message-ID: <crowderCnFs16.898@netcom.com>
Source record: 190126

Hi Everybody,

We have the following Atari ST software for sale. All prices include shipping within the U.S. and we're willing to consider any offer. Please email me at CROWDER@NETCOM.COM if interested.

Prof. Craps (Learn how to play craps)..... $13.00
Borrowed Time (Great adventure game)..... $13.00
Mindshadow (Great adventure game) $13.00
Bartender's Guide (Learn how to mix drinks) ... $13.00
Thunder (Spell Checker)..... $13.00
Math Talk (Kids math game)..... $13.00
Shareware Disk ..... $ 8.00
--
Email: CROWDER@NETCOM.COM

5820. Re: ICD BBS MODEM

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 17:19:09 UTC
From: woodford@esca.com
Message-ID: <1994Mar29.171909.8450@esca.com>
Source record: 190127

molin@cxc1.cl.msu.edu (Michael Olin) writes:
>sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>>Can some one tell me what kind of Modem that ICD use
>>on there BBS, I only seem to get a normal 2400 connection,
>>this would seem to be a bit dated by todays standards...??

>It's a U.S. Robotics 9600bps modem. If you don't also have a USR 9600,
>then it will fall back to 2400 at MNP5 (if your modem supports that...)
>You're right. It's dated...

I tried last night, using a Supra 144LC. As you say, best I could get was 2400 by forcing the connection rate! The fallback dropped to 1200 when I first tried! Now, I would like to upgrade to the latest ICD driver for my AdScsi+, but there is not a cat-in-hell's chance that I'm going to download ~500K from Illinois to Seattle at 2400 baud. MNP-5 is near useless in this case since the file is already lha compressed. I did leave a message on the board to this effect...

Cheers, Steve

5821. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 17:52:38 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <764963557@amazon.cs.duke.edu>
Source record: 190128

From the Holy Book of <1994Mar28.133516.17512@praxis.co.uk>
as spake by bjb@praxis.co.uk (Ben Bell) :

>Could someone put the MiNT 1.10 source archive on umich.edu (or tell me where
>it is if its there somewhere).

Actually, there has been a flurry of patches relative to 1.10 on the
MiNT mailing list, so even the "official" 1.10 sources might not be
sufficient. I think the current plan is to let the dust settle and then
release the result as 1.11.

> [...] Just tell me that Sozobon doesn't
>come out on top and I'll be happier!

Not only does it not come out on top, it's not even in the running; I
still haven't figured out how to get it to compile MiNT successfully.
Maybe over the summer...

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

5822. Re: Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 18:01:15 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.153g@outb.wimsey.bc.ca>
Source record: 190129

Have you heard of a DEKA - it's short for Detatchable Extended Keyboard Adaptor With it you can attach any standard dos box keyboard. I have 2 of them & am using 1 of them top replace my Mege E keyboard which needed repair. It works great & dos box keyboards are cheap - especially used ones. Oh, there's also a German DEKA i believe & it's supposed to be even better because it will allow the hooking up of a dos box mouse as well. Ciao

It's Ensign Melba Jim - he's toast!

5823. FORSALE Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 18:32:23 UTC
From: 94oswald@wmich.edu
Message-ID: <1994Mar29.133223.16401@wmichgw>
Source record: 190130

Hi,
I have a Color Monitor for a 1040ST. Please make an offer if interested.
-Andrew
Andrew OSwald
616-349-2191

5824. Re: Atari floppies: Readable by Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 18:42:47 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Mar29184247@hal.cerfacs.fr>
Source record: 190160
Cross-posted to: comp.sys.atari.st,comp.sys.mac.hardware

>>>>> On Mon, 28 Mar 1994 01:57:28 GMT, misc145@csc.canterbury.ac.nz said:

DZ> Yes and no. The Macs Superdrive CAN read ST formatted disks.. sorta..
DZ> One of the problems seems to be software, not hardware. If you use the
DZ> generic Apple File Exchange, then all the ST disks MUST BE formatted
DZ> EXACTLY the same as MS-DOS disks.

I have no problem with DOSMOUNT under Spectre for reading my ST
floppies. I usually format my floppies with fcopy_3.prg.

Hope this helps.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

5825. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 18:44:53 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Mar29184453@hal.cerfacs.fr>
Source record: 190161

Or if you have emacs (the real thing!) then just execute M-X kill-rectangle!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

5826. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 18:53:13 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2n9tep$3l6@nasim.sta.sub.org>
Source record: 190131

Allanon (mm68@unix.brighton.ac.uk) wrote:
> Thats sounds really handy, I have no use for blowup at the moment (only got
> an SM144 (mono) :( ). Any chance that this 'feature' could be put into an
> independant program. Smaller text and gadgets would be real nice.

BlowUP030 works fine with a SM124/144/146. As I remember it gives you
up to 896*480.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5827. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 19:17:18 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2n9uru$3md@nasim.sta.sub.org>
Source record: 190132

davidb@sterbbs.nl wrote:

> kn>Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
> kn>
> kn>> Well, noone has yet answered my original question, and indeed I
> kn>seem to have > problem installing it in this manner. I put
> kn>WINX.PRG in my autofolder, and get
> kn>> 2 bombs at bootup. I tried putting WINXCOOK before it, and I
> kn>get the cookie > installed and the program still bombs. I am using
> kn>TOS 1.00 (before cookie jars and XBRA). Any ideas?

> You need: -first- gemram (v1.5 or 1.6) (or equivalent) -then- winx
> (best v2.2) -or- arrowfix (check executing order at bootup). (winx
> does a better arrowfix than arrowfix itself).

You do not need GEMRAM with TOS 1.x!

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5828. Re: EXTERNAL 1.44 FLOPPY??

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 20:27:00 UTC
From: stefan.andreasson@master.ct.se
Message-ID: <2d988fa4@master.ct.se>
Source record: 190133

In a letter dated 27 Mar 94, stevedc writes to All :

s> I have a question I had to ask as I'm new to a 1.44 mech. Since
s> I have the AJAX and have my MSTE all set for high density, if I
s> were to replace my external 720 with a 1.44 mech would that as
s> well work in High Density?

I have put an AJAX chip into my MSTE and run a external 1.44 with no problem beside the bug with two drives. I.E. that the MSTE does not reconise mediachange on the B drive...

Regards Stefan

5829. Re: ** System, Apps, & Games **

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 20:36:28 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCnG18s.ABD@netcom.com>
Source record: 190134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: In article <jhoffmanCnEz1F.BAI@netcom.com> jhoffman@netcom.com (John Hoffman) writes:
: >I believe that postage to canada is the same as US so unless it's drastically
: >more I'll cover shipping to canada for equipment on the sale list.

: If I remember correctly (and if not, someone yell :-) that at the
: moment, a first class letter sent from the U.S to the U.S. is
: 29 cents, sent to Canada is 40 cents, and sent to Europe is 50 cents.
: At least this is what I recall when registering a couple programs...

: I dunno how this reflects on packages, etc...

I did check into packages to europe and found that it is pretty
expensive and takes 6-8 weeks by sea. Air is way too expensive.
Presumably since canada is connected by roads it shouldn't be to much
different from US shippment.

: "oh no, it's the disgruntled postal workers..." - Frank Drebin

:
: --
: >>| "Some say the glass is half full,
: Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
: anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
: >>| twice as big as it should be..."
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

5830. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 21:11:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d989b76@p2.stacken.ct.se>
Source record: 190135

On 28 Mar 94, Niklas Hanberger wrote:

> The authorities should not be allowed to open your private letters,
> though and they
> may not do that in Sweden except under extraordinary circumstances.

I thought custom control was allowed to open any letters. How else could they
charge us for tax when we buy mailorder from other countries and check for
illegal stuff like dope etc?

> And the banks in Sweden charge incredible amounts of money for
> exchanging money.

Well, yes. On small amounts, the overhead can be huge.

___ _ _ _/ _ o /_
/ (0)__ /_)(_\ / / / /\ FALCON030 4/60
/,,,,|--\ / patrik.sanfridsson@p2.stacken.ct.se

5831. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 21:19:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d98a039@p2.stacken.ct.se>
Source record: 190136

On 20 Mar 94, Simon Gornall wrote:

> 1. Is it just me or does anyone else think the OS is now a bit more
> flaky than the STe OS ? I mean, "SHOW"ing a file in truecolour mode
> has never failed yet to bomb for me, and switching a modem on while
> the Falcon draws it's desktop also bombs !!! This is under TOS - my
> MultiTOS disk was corrupt. Hopefully Atari will supply a new one.

This sounds strange. I have never in one year had any such problems. Actually, I've found TOS 4 to be very stable and crash resistant. Are you sure it isn't some other resident program that cause this to happen? About the modem... You should as a general rule never switch on or off things connected to the computer while it's running as this could (however unlikely) cause permanent damages to the computer.

___ _ _ _/ _ o /_
/ (0)__ /_)(_\ / / / /\ FALCON030 4/60
/,,,,|--\ / patrik.sanfridsson@p2.stacken.ct.se

5832. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 21:21:27 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Mar29212127@hill.gnu.ai.mit.edu>
Source record: 190172

In article <2na6th$cqt@vixen.cso.uiuc.edu> a-aulick@ux4.cso.uiuc.edu (Schizoid) writes:

>Huh? What's this about not distributing binaries? I've been waiting until
>I had some time to go fetch the MiNT binaries and install them on my machine,
>but I don't even have a C compiler! (and somehow I doubt that MiNT was written
>in GFA BASIC)
>
>Is this no-binary thing just because the version is new, or have I mis-
>understood something, or what?

MiNT has been copyrighted and owned by Atari for quite some time now.
Versions of MiNT before Atari bought it (0.96, I think) are still
available in binary form. If you want a newer version you must
compile it yourself, or buy MultiTOS from Atari.

Recent versions are still made available by Atari in source code form
for free, in the hope that people will make contributions to its
development. Most of the source releases aren't "production"
versions, so if you can't compile them you shouldn't be running them
anyway.

Cheers,
entropy

p.s. I don't speak for Atari. I don't even *want* to speak for Atari
:-)

--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

5833. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 21:34:41 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2na6th$cqt@vixen.cso.uiuc.edu>
Source record: 190137

bjb@praxis.co.uk (Ben Bell) writes:

>Could someone put the MiNT 1.10 source archive on umich.edu (or tell me where
>it is if its there somewhere).
>I know that MiNT binaries may not be distributed, but can patched
>binaries (eg the mint-net patched binary) be distributed? I'm not
>looking forward to haveing to recompile and apply patches etc.

Huh? What's this about not distributing binaries? I've been waiting until
I had some time to go fetch the MiNT binaries and install them on my machine,
but I don't even have a C compiler! (and somehow I doubt that MiNT was written
in GFA BASIC)

Is this no-binary thing just because the version is new, or have I mis-
understood something, or what?
--

" It is unwise to do unto others as you would that they do unto you.
Their tastes may not be the same. " -- George Bernard Shaw
Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick/home.html

5834. Re: HOWFAST_1

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 21:43:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A8433@M4.maus.de>
Source record: 190138

>I just had a play with RateHD V3.07 and it gave me
>1200k with my 240m Quantum LPS..
>
>This was run from the DeskTop with very little TSR's
>and No ACC running, I don't know if this helps..
>
>I then run HOWFAST, but that gave me some 900k and
>about 200k Writes...

That's because RateHD measures raw transfer, and How-Fast writes and reads through GEMDOS, which consumes some extra time. Slow writes are normal for slow systems :-)

Brief description of the main screen (from main brain :-)

Three sliders, the upper two are smallest and largest file size to be used. Don't exceed your available RAM space, or you'll get error messages while testing.
The third slider is number of tests.

There's a button "Maximum" or "Y-Achse" or so, click it and choose from auto-detecting the maximum rate displayed or enter a static one.

On the right, select a drive to run the test on.

That's all, I think you guys already figured what "Exit" and "Run" are for :-)

bye, Peter

Oops, I forgot. Version 1.0 is the one available for the moment, the package is up to 1.04 by now, the latter was made for testing read-only devices like CD-ROMs.
Version 1.00 is OK except for:

- it always wants to write, which fails on CD-ROMs,
- it crashes on large partitions on the Falcon,
- the values on the X-axis are shifted to the right by 1 square.

5835. Re: SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 21:53:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A8434@M4.maus.de>
Source record: 190139

>Can someone tell me the difference beetween ICD's "The LINK" and GE
>SOFT's "TOPLINK" ?

It's in the hardware:

First, ICD's adaptor really is an adaptor with a separate cable attached to it. GE's looks like a plain cable.

Then, the GE adaptor handles parity and thus is far more compatible to newer drives.

Furthermore, ICD's software is far better, the GE TOLPLINKs just comes with formatting tool, driver and floppy backup program.

Last, the GE adaptor doesn't contain terminators, so you'll have to terminate differently to the ICD adaptor, which does have terminators.

> If I buy a TOPLINK adapter, can I use ICD Pro utilities ?

Yes. ICD Pro utilities don't care about what hardware you use. The GE TOPLINK comes with (rater poor) software, I used ICD, SCSI-Tool and Atari software with it successfully.

bye, Peter

5836. Games help

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 21:56:28 UTC
From: rtaylor@lonestar.utsa.edu
Message-ID: <1994Mar29.215628.21801@ringer.cs.utsa.edu>
Source record: 190140


```
-----------------------------------------------------------------------
| Richard B. Taylor, MS | email:rtaylor@lonestar.utsa.edu |
| Univ of Texas at San Antonio | phone: (210)-691-5477 |
```

5837. Re: *CUBASE* HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 22:03:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A8435@M4.maus.de>
Source record: 190141

>I accidentally deleted some of the the default files for Cubase for the
>ST. The files were DEF.SET, DEF.ARR, and DEF.DRM. Is there some FTP site
>where these are available? I can no longer use Cubase with out them. The
>program loads ok but I cannot select anything with the mouse, just move
>the pointer. Please help me as soon as possible as I was right in the
>middle of of a remixing project when this happened.

So take your original disks and copy the files from them back to your hard
drive.

What? Haven't got any original disks? Sorry then... (big grin)

bye, Peter

5838. Re: can use a PC 1.44 like ST Dsd

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 22:16:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A8436@M4.maus.de>
Source record: 190142

>Well, Yesterday I tried to use (connecting propperly the connectors -I
>think-), but the drive only spin and spin (<-- is correct this word ?)
>and the light is on, but my ST don't recognize this drive, like trying
>to read in a drive whithout Disk !.
> Does anybody knows can I to fix this 1.44 Mb drive for use like a
>Double Sided drive ?

Well, here's the frequently made mistakes.

First, Note that the colored ribbon on the cable (red or blue) is pin #1.
Connect this to pin #1 on your drive. Most HD drives need you to turn the cable
over after removing an old DD drive.

Second, the new drive needs to be jumpered DS0 (or D0 or A or something) to
become drive A:. Most drives are sold DOS-box ready, and are jumpered to be DS1
or D1 or B.

bye, Peter

5839. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 22:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A8437@M4.maus.de>
Source record: 190143

>I just discovered something weird with the BlowUp demo. When I set it
>to 40 columns and line doubling on in the 16 color mode, my screen size
>stays at the 800 x 480 I set it to, but the system font uses the small 8
>x 8 size, and all my window gadgets are small! I happen to like this a
>LOT and am wondering, does the commercial and Hard versions keep
>this "feature"?

Yes. If you select "Line doubling", you'll get the 8x8 system font. The
vertical resolution remains the same.

5840. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 22:25:36 UTC
From: azog@world.std.com
Message-ID: <CnG6Ap.HB6@world.std.com>
Source record: 190144

davidb@sterbbs.nl writes:

>Hi all,
>I have some questions about 3d party hardware for the Falcon:
>-Can anybody confirm the devellopment of a 486 emulator for the Falcon?
>-Does anyone know if this will support PC-CD-ROM via scsi?
>-Anyone heard about a 8MB RAM-board for the Falcon?

- dunno
- dont see why not, so long as you have drivers. after all, it IS SCSI
- what about the Falcon memory board from Toad? I put 16mb in mine, but see no reason why you just cant put two 4mb SIMMs

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of no more significance than
the colour of his eyes...

5841. MiNT >=0.96 is source only (was Re: MiNT 1.10?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 22:26:32 UTC
From: sourada@iastate.edu
Message-ID: <sourada.764979992@las1.iastate.edu>
Source record: 190145

In <2na6th$cqt@vixen.cso.uiuc.edu> a-aulick@ux4.cso.uiuc.edu (Schizoid) writes:

>Huh? What's this about not distributing binaries? I've been waiting until
>I had some time to go fetch the MiNT binaries and install them on my machine,
>but I don't even have a C compiler! (and somehow I doubt that MiNT was written
>in GFA BASIC)

>Is this no-binary thing just because the version is new, or have I mis-
>understood something, or what?

Since after 0.96, Atari/Eric Smith has only allowed source distribution of
MiNT, since Atari is using it as the kernel of MultiTOS (a commercial package)
and only wants somewhat qualified people using MiNT so they don't have to deal
with J. Random calling and asking questions about how to use a free package.
(I am actually just presuming this is the basic reason.)

Later,
Steven

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

5842. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 22:37:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <98ae9601@straight.ct.se>
Source record: 190146

In a Message of <03-27-94 02:26> Craig Shore writes:

CS> I'm afraid of _buying_ fax software for the ST. I fear that i'll spend
CS> a heap of money getting something in from overseas only to find it
CS> doesn't work.

Ok.. That can i understand.. What is the name on your modem? I hade a SupraFAXmodem before this i have now and both Qfax and Straightfax works perfect on it.. I have a V.Fast Class 28800 modem now and Qfax is working nice on that to. So if your modem support Class 2 then Qfax/Straightfax/Coma should work for you. If you running a BBS with Binkley/Semper you can use BT-Fax to receive you faxpages for you. It's FreeWare Class 2 receiver from me and a friend here in Sweden.
___ Blue Wave/QWK v2.12

= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =

5843. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 22:57:42 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CnG7s7.Brs@cix.compulink.co.uk>
Source record: 190147

```
>
>You said PLEASE? ...no wonder an arguement started!!! :-)
>

Doug, can you quote some of the original message with your replies -
things get messy if you don't.

--------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
--------------------------------------------------------
```

5844. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 22:57:45 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CnG7sA.BsE@cix.compulink.co.uk>
Source record: 190148

>...and I am not talkign about having to translate the whole manual etc, all I'm
>asking for is a small textfile explaining the basics (and the dangers) of the
>program, and I don't care if it's in BAD english .. I mean ... as long as it's
>remotely understandable ..

Yeah, that's fair enough, I agree with you entirely etc. [g] I think the problem with this whole non-argument is that some people took some statements the wrong way and it blew up. [if i wanted to be a bastard I'd idly ask at this point wether infamiliarity with english might have caused it [vbg]]

I know.. let's just say "wouldn't it be nice if all docs/programs were in english, german and any other languages which the majority of Atari people use" and leave it there?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

5845. Re: What's illegal ;-?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 23:32:04 UTC
From: hallvart@ifi.uio.no
Message-ID: <2nadpk$bkb@gyda.ifi.uio.no>
Source record: 190149

In article <A6247@PB2.maus.de>, Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
> On 26.03.94, ogal@cix.compulink.co.uk wrote (A53950@AC2):
>
> OG>It's also illegal to smoke dope and park on a yellow line :-)
>
> Only if you _inhale_ ;-)==========} Peace brother!!!
>
> Perhaps we should send this to good ole` Bill. What's his e-mail address
> again?
>
> *Hendrik*
>
> MausNet: Hendrik Mylius @ PB2
> InterNet: Hendrik_Mylius@pb2.maus.de
>
> No mail > 16k!

president@whitehouse.gov

Hallvard, Oslo, Norway

5846. ATARI FLOPPIES: READA

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 23:47:00 UTC
From: brad.schleifer@canrem.com
Message-ID: <60.46080.4514.0N198E2D@canrem.com>
Source record: 190150

In a message sent 03-28-94 @ 15:45, SBAILE31@MAINE.MAINE.EDU, said:

SS> The person who said macs are picky pieces of crap is exceptionally
SS> rude as well as wrong. Anything after TOS 1.06 can be read fine.
SS> I have never had a problem reading ST disks with my mac.
SS>

End of SBAILE31@MAINE.MAINE.EDU's quote...

Same here.. I use a Mega4 STE and a Mac LCII and don't have *any*
problems.. Cept for it's only good for transferring text files and not
archives.. I know have the two machines connected via null-modem and it
works great! In the background with stalker even!!

---
* MMST 2.99 UnRegistered Beware a collie named Melon.

5847. Re: AEO : Do I post them ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 23:52:32 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.CP02MRCT2U_@yonder.equinox.gen.nz>
Source record: 190151

In <nwoupffqiwy@moacs11>, Waldi Ravens writes:
>In <2mv026$qu4@vishnu.jussieu.fr>, Marc BOURLON wrote:
>
>> I've got the zipped version of AEO 304 (which I hadn't got earlier)
>> and AEO 305. Anybody wants me to post them here, or in
comp.binaries.atari.st ?
>
>Please, don't post it in comp.sys.atari.st.
>There is a seperate newsgroup for posting AEO, alt.znet.aeo.

I thought that newsgroup was killed ages ago???

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

5848. Re: AtariWorks and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 23:53:45 UTC
From: mbaffoni@joule.elee.calpoly.edu
Message-ID: <1994Mar29.235345.110970@zeus.aix.calpoly.edu>
Source record: 190152

In article <1994Mar22.105138.3860@unix.brighton.ac.uk>,
Allanon <mm68@unix.brighton.ac.uk> wrote:
>I have heard that with AES 4.1 MultiTOS increases in speed dramatically
>and becomes very usable.

Does anyone know how AES4.1 will become available? Will you have to
upgrade to version XXX of MTOS to get it? Will current MTOS users have an
AES-only upgrade (I already have MINT1.08) ?

BTW, what is the compatibility and/or advantages of MTOS (or perhaps
just MINT) vs Powerdos? Will someone rewrite such things as floppy formatters
and modal alerts (I think that is the right term) that still inturrupt my
downloads no matter what priority my download program has? Its annoying that
I lose packets when I go to use the built-in fileselector while within a
different program.

Thanks,

>Michael
>
>--
>"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
>*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

-MikeB

5849. Re: Atari BACKUP -> MSDOS RESTORE?

Newsgroup: comp.sys.atari.st
Date: 1994-03-29 23:56:32 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.hUI6lOVbeuk@yonder.equinox.gen.nz>
Source record: 190153

In <2mvaq5$hkt@blkbox.blkbox.COM>, Steven Whatley writes:
>I am trying to transfer 1 Meg files from an ST to a IBM PC. My ST only
>has a 720K floppy drive. Is there a program to allow me to backup
>files from my Atari onto PC formatted 720K disks which can be restored
>using the MSDOS RESTORE command. Or, can TAR do it as well. If TAR
>is the route to go, how do I do it and what versions do I need on both
>ends.

You could just use a common compression program (ZIP,LZH,ARC,ZOO), or
you could get a lead and connect the serial ports together and do
a zmodem transfer... should take less time than it would
take to compress-save-load-decompress using floppy.

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

5850. Atari customer service (was MiNT stuff)

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 00:09:42 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2nag06$t8n@vixen.cso.uiuc.edu>
Source record: 190154

sourada@iastate.edu (Steven D Ourada) writes:

>Since after 0.96, Atari/Eric Smith has only allowed source distribution of
>MiNT, since Atari is using it as the kernel of MultiTOS (a commercial package)
>and only wants somewhat qualified people using MiNT so they don't have to deal
>with J. Random calling and asking questions about how to use a free package.
>(I am actually just presuming this is the basic reason.)

Yuck. Has anyone here, ever, gotten any useful response from Atari about
anything? When I got my MegaSTe, it had a bad host adapter, which basically
produced strange problems I didn't understand. I searched high and low for
a user help number or address, but couldn't find anything but some computer-
operated help line concerned mostly with video games, which had no operator
available. Unless they've performed a radical about-face in the past couple
years, I don't think Atari are being swamped by J. Random calling and asking
questions about anything.

Argh. That company frustrates me so.
--

" It is unwise to do unto others as you would that they do unto you.
Their tastes may not be the same. " -- George Bernard Shaw
Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick/home.html

5851. Re: UNIX on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 00:30:20 UTC
From: walra@moacs11
Message-ID: <mkagrqw_jsi@moacs11>
Source record: 190155

In <CnDBup.7xI@root.co.uk>, Paul Haffenden writes:

> Can you buy ASV for the TT?

Yes, but Atari has stopped devellopment.

--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

5852. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 00:40:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnGCJ6.GE4@cix.compulink.co.uk>
Source record: 190156

>|> I've heard word that there's another multi-tasking (pre-emptive) OS
>SMS2? Heard of it but that's about all.

I'm *fairly* sure this is the alternative Sinclair QL operating system
which was developed along with QDOS. AFAICR SMS2 gets mentioned in 'QL World'
magazine - and this SMS2 cartridge is really designed to allow QL software
to run on a faster machine than the QL itself.

At least I *think* thats what its all about. I don't have any information
to hand at the mo.

;-)

Roland.

@CiX

5853. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 00:40:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnGCJA.GF1@cix.compulink.co.uk>
Source record: 190157

>I know that MiNT binaries may not be distributed, but can patched
>binaries (eg the mint-net patched binary)

AFAICS having read the MiNT and MiNT-Net docs - you are out of luck. The only way to get a MiNT-Net patched 1.10 MiNT appears to be to compile your own.

A patch for the binary itself might be possible, but there are dozens of different binaries possible depending on the version of compiler and libraries used to build it.

Compiling MiNT is something which I'd rather not do either, but there doesn't seem to be a choice.

>Has someone out there done comparisons of the MiNT binaries compiled
>by different comilers for speed/size etc? Surely there's a binary

I've been compiling MiNT with GCC 2.3.3 with PL3X libraries. I don't think this gives a particularly small binary, but it seems to work very well.

:-)

Roland.

@CiX

5854. Info On Upgrades Needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 01:29:43 UTC
From: gozer@picard.infonet.net
Message-ID: <2nakm7$i4g@insosf1.infonet.net>
Source record: 190158

Where can I get info on upgrading a 520 ST (more RAM, new TOS, etc)

Also, what is the minimum configuration for running something like Minix
with gcc?

Thanx

5855. Re: Atari customer service (was MiNT stuff)

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 02:19:50 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nank6$sfh@darkstar.UCSC.EDU>
Source record: 190159

In <2nag06$t8n@vixen.cso.uiuc.edu> a-aulick@ux4.cso.uiuc.edu (Schizoid) writes:

>Yuck. Has anyone here, ever, gotten any useful response from Atari about
>anything? When I got my MegaSTe, it had a bad host adapter, which basically
>produced strange problems I didn't understand. I searched high and low for
>a user help number or address, but couldn't find anything but some computer-
>operated help line concerned mostly with video games, which had no operator
>available. Unless they've performed a radical about-face in the past couple
>years, I don't think Atari are being swamped by J. Random calling and asking
>questions about anything.

>Argh. That company frustrates me so.

Urm, did you try the main Atari number? THat's the one to call for tech
support. same goes for addressed that one on Borregas in Sunnyvale.

~Chris
>--
>____
>" It is unwise to do unto others as you would that they do unto you.
> Their tastes may not be the same. " -- George Bernard Shaw
>Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick/home.html

5856. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 03:04:13 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.15c9@outb.wimsey.bc.ca>
Source record: 190162

Sorry about that phantom reply I sent you-next time I will quote from the
original
message. Now I have forgotten what the original message was! :-(

5857. PGP Shell v0.5

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 03:10:50 UTC
From: renfro@bnr.ca
Message-ID: <2naqjq$2lo@crchh610.bnr.ca>
Source record: 190163

For those who showed mild interest in a GEM shell program for Pretty Good Privacy (PGP.TTP), I have uploaded PGP Shell v0.5 to atari.archive.umich.edu this morning. It's not as complete as I would have liked (hence the v0.5 instead of v1.0) but I just haven't had enough time to spend with it lately. This version at least has some of the basic key managment commands implemented. Check it out and please send me feedback.

RandyH

5858. Re: noisy Megafile

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 03:12:35 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.15d1@outb.wimsey.bc.ca>
Source record: 190164

I've lived with the fan noise from the mega hd for a year now, so I guess it can't be bugging me THAT much! :-) As for the low noise $12 fan, it's more the hassle of finding one and then installing it. BTW-the mega case has 2 rows of vents on the top side approx 2" wide running from the front of the case to the rear of the cases-is this what u meant by convection ventilation?

5859. Re: noisy Megafile

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 03:17:24 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.15d7@outb.wimsey.bc.ca>
Source record: 190165

Thanks for the suggestions, Bo. Enlarging the enclodure sounds like the quickest/least hassle route to take. When I get the Falcon in 2 months, I will be selling the megafile, so it's really no big deal. Just one of those annoying things, ya know? :-)

5860. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 03:31:23 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.15d9@outb.wimsey.bc.ca>
Source record: 190166

According to a short blurb in one of the ST mags, SMS2 is a totally new OS and is NOT compatible with any existing TOS based software. I somehow doubt that many users are going to be willing to give up their investment in Calamus, Lattice C,Pure C, Stalker, FZDT,games,etc,etc. (Especially with Multitos,Geneva,etc available already!)

5861. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 03:43:47 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.15df@outb.wimsey.bc.ca>
Source record: 190167

Compo is supposed to be developing a 486 emulator and so is Wizztronics in the US. WHEN they will be ready is anyone's guess.

5862. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 04:11:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2nau5g$g53@golem.wcc.govt.nz>
Source record: 190168

In article <2n4uf1$bor@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:
>In article <2d9545e2@secom.ct.se>,
>Rickard Troedsson <rickard.troedsson@secom.ct.se> wrote:
>
>>I *THINK* it's in USA where it's "ILLEGAL", I do know that a user from Norway
>>tried to send me money in an envelope and got it back with a VERY angry letter
>>from the postoffice.

>President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
>of: | P.O.BOX 29103 | 8-bit
> | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar

Well a Atari firm from Santa Clara send me a card asking me to send
$4us in Coins or in Stamps to cover postage for there catalogue,
how do I do that from New Zealand...

Don't they use International Reply Coupons in the USA..??

Mind you I asked the Post Office here how much a Coupon was worth, well it = a
1st class air mail reply letter...

So I never got my Catalogue....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5863. TCP/IP, SLIP or PPP connection software?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 04:25:16 UTC
From: warrl@hebron.connected.com
Message-ID: <2nauvc$92c@hebron.connected.com>
Source record: 190169

I'm looking for software that will support a PPP or SLIP connection
to the Internet.

I got that KA9Q (or something like that) off Umich, but it's about 6
years old and shows it: talks about modem speeds up to 9600, and doesn
't have a WWW client -- and I *think* (don't remember for sure) it also
lacks a Gopher client. Something a bit more modern would be preferred.

5864. Connect Questione

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 04:34:59 UTC
From: tekmar@oar.net
Message-ID: <2navhj$7v6@dialup.oar.net>
Source record: 190170

Everyone,

Im just starting to look at Connect (Latest version) and I really like it. One thing I can't figure out though is how to get it to do a batch ZMODEM UPLOAD. I have tried passing it "*.*" through the file selector, but it only sends one file.

Any ideas what Im doing wrong? I can get batch downloads to work fine.

Mike Hill
mike.hill@cccbbs.cincinnati.oh.us

5865. Re: Gcc and G++ files. Compatable?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 04:46:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2nb07n$fma@uqcspe.cs.uq.oz.au>
Source record: 190171

swhatley@blkbox.COM (Steven Whatley) writes:

>Can I put the G++ library and include files in the same dirctory
>with the Gcc files? Or, do I need a separate directory for them.

No - they clash (eg. stdio.h is in both).

For example, you can do this:

.../gcc/include/<put all the gcc includes here>
.../g++/include/<put all the g++ includes here>

GXXINC=.../g++/include
GNUINC=.../gcc/include

G++ checks for included files in directories in $GXXINC then in directories in
$GNUINC.

GCC just checks for included files in directories in $GNUINC.

Aside (to all):

Did you know that you can link GNU C and GNU C++ object files
together? For example, GEM Nethack is the standard C code for
Nethack, linked with C++ code for the user interface (and GEM++).

Also, many C programs compile directly as C++ code.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5866. Re: Host adaptor, case wanted

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 05:31:45 UTC
From: stchip@delphi.com
Message-ID: <Zy0MZbB.stchip@delphi.com>
Source record: 190173

Theodore L Hopman <thopman@uoguelph.ca> writes:

>Like the title sez, I'm looking for a host adaptor and case for a hard
>drive. I want an ICD adaptor, doesn't really matter which model as long
>as it has SCSI out. I'd prefer a under-monitor case that'll hold two 5
>1/4 mechs, and all cables must be included.

I can tell you of a very nice under monitor case. Its an Impulse Plus,
I got mine from Carter Graphics from Kuab, Utah. I don't know where to
directly order the case though, wish I did though.

Jon O:}

5867. Wall Street Journal writes about Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 06:39:22 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2nb6qq$8cd@cxc1.cl.msu.edu>
Source record: 190174

There was an article in the Wall Street Journal, I believe it was the
March 28 or 29 issue, concerning Atari's continued lossses and current
stock prices. I won't type the whole thing in, but will summarize some
of its contents:

==========
ATARI LOSS WIDENED DURING 4TH PERIOD AS SALES FELL 67%

Atari Corp reported 4th-quarter loss on 67% drop in sales, and warned
it won't be profitable un Jaguar is shipping in greater quantities.
None-the-less, stock rose 87.5% to $7.375 in ASE trading based on news of
Time Warner's infusion of $12.8 million. TW now owns 27% of ATC, up from
25%.

[Here's the not-so-unexpected bad news...]

Analysts say the above results are in line with expectations, now that Atari
has switched from selling computers in Europe to selling video games in
the U.S. In a statement from Atari, ATC has "substantially completed" its
transition to selling video games, and that its future hinges on the success
of Jaguar.

Atari claims Nintendo settled a lawsuit about horizontal scrolling patents,
terms undisclosed. Atari says Nintendo paid cash to settle and to license
patents, Nintendo said that it _received_ payments and patent licenses from
Atari on a royalty-free basis. Atari says "Nintendo is full of it."
Atari has a similar suit pending against Sega.

==========

So now when Bob Brodie hems and haws during his monthly roundtable
conferences on GEnie, we can all ask him about this. While he purports
to not seeing the handwriting on the wall, the rest of the sentient
and perceptive Atarians won't be so blind.

"Atari. We're not just playing games anymore."
"Atari. Power without the price."
"Atari. Real computers for real people."
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5868. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 06:43:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d991f9e@secom.ct.se>
Source record: 190175

In a message of 29 Mar 94 22:11:56, Patrik Sanfridsson wrote:

PS> > And the banks in Sweden charge incredible amounts of money for
PS> > exchanging money.
PS>
PS> Well, yes. On small amounts, the overhead can be huge.

and that's why SW authors should ask for $50 instead of $5 .... registering a
$5 program is like giving money to the banks ...

(I think the fee is $6 when exchanging currency)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

5869. Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 06:49:14 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2nb7da$8du@cxc1.cl.msu.edu>
Source record: 190176

The Wall Street Journal printed an article about Commodore International,
I believe this was in March 28 or 29 issue. It's too long to quote, so
I'll just summarize:

==============================
COMMODORE SAYS IT FACES POSSIBILITY OF LIQUIDATION

C= warned that it is on the verge of collapse and could be liquidated unless
it secures new funding. Maker of Amiga said it is attempting to negotiate
restructuring plan with creditors and suppliers that are suing the company.
(Nature of lawsuits was not divulged.) In earnings reports, C= says
"In the absence of additional resources and a restructuring, the company may
become suject to reorganization or other liquidation proceedings."

For second quarter ending Dec 31, C= had loss of $8.2 million ($.25/share)
compared with loss of $77.2 million ($2.33/share) a year ago. Revenue
fell to $70.1 milion from $237.7 million. C= stock fell 12.5 cents to
$3 in NYSE trading.

==

Maybe the people at Commodore learned their marketing skills from Jack?
Seems everything the Tramiels touch turns to shit, doesn't it?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5870. Re: PC-Ditto works on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 06:55:58 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2nb7pu$8f3@cxc1.cl.msu.edu>
Source record: 190177

Wayne.Barnes@mettav.royle.org (Wayne Barnes) writes:

> Ahh!, after running latest version of BACKWARD(v2.25) I dug out my
> ancient PC-DITTO disk. It worked. Sort of. My DOS is old 2.11 I
> think but will be trying out later DOSs. Procom has some problem

You'll find v2.52 of BACKWARD on atari.archive (this presuming that the
above is not a typo of transposition...)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5871. Re: PGP Shell v0.5

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 07:01:59 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2nb857$8gb@cxc1.cl.msu.edu>
Source record: 190178

renfro@bnr.ca (Randy Hoekstra) writes:

>For those who showed mild interest in a GEM shell program for
>Pretty Good Privacy (PGP.TTP), I have uploaded PGP Shell v0.5
>to atari.archive.umich.edu this morning. It's not as complete

In under /atari/Utilities, sitting comfortably right next to the
PGP archive...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

5872. Re: Money in envelope, illegal?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 07:22:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2nb9cc$han@golem.wcc.govt.nz>
Source record: 190179

```
] RT>1) It's illegal to send money in envelopes
]
] Can you explain, please?

Apparently the post-offices don't like it. However, they are unlikely
to check, so I do it anyway! (Does it really matter!? :)
```

5873. Tempest

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 07:29:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2nb9oi$hbg@golem.wcc.govt.nz>
Source record: 190180

Hmmm, after thinking very little of this game when I first looked at it, I decided to have another go after reading all the rave reviews etc. (Such as in AEO 03-05). This was a very bad idea, as I am now quite hooked on the game. Bad graphics and pretty terrible sound, but very fast game-play which is what is needed! I can't wait until I (Maybe), get a Jag' as it looks like this may be one of the must-gets (Along with AvP and Kasumi Ninja!)

Does anyone out there in Australia know if there is anywhere in Perth that sells Jaguars+cartridges as nowhere in this country does, and I'm likely to be near Perth-central (Around the area of the 'Power Museum') and it'll probably be my only real hope of getting a proper Jaguar, hopefully with the S-Video Convertor! (This is during a trip out-of-country in the near(?) future! :)

Not a little bit, a whole 64! ;-)

5874. Re: SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 07:49:26 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2nbau6$pfn@ccpnws.in2p3.fr>
Source record: 190181
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

PLEASE STOP THIS FLAME-WAR !!!!
SVP, ARRETEZ CETTE POLEMIQUE !!!!

I am French and lazy, this is why I posted the question about SCSI
controllers in English (on 3 newsgroups, 2 are in English) and posted
it too on fr.comp.sys.atari without any translation. I didn't think
this could start a flame-war. (now the same in French!)

Je suis Francais et faineant, voila pourquoi j'ai poste cette question
sur les controleurs SCSI en Anglais (sur 3 groupes ATARI, 2 sont en Anglais)
et aussi sur fr.comp.sys.atari sans l'avoir traduite. Je ne pensais pas
que cela declencherai une polemique. Milles excuses.

NOW PLEASE, ANSWER MY QUESTION AND STOP THIS FLAME-WAR. THANK YOU
MAINTENANT SVP, REPONDEZ-MOI ET ARRETEZ CETTE POLEMIQUE. MERCI
--
+--------------------+--+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

5875. FAQ: GDOS drivers 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 07:57:34 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2nbbde$2iup@info2.rus.uni-stuttgart.de>
Source record: 190182

Perhaps I posted version 1.8 with the title:
"Everything you wanted to know about GDOS".
I didn't want tu use the same title as Douglas N. Wheeler. Sorry.

######################## cut here ##########################

Everything you wanted to know about GDOS drivers

(but were afraid to ask)*

Version 1.9

Gerd Castan **

3.3.1994

---
* (c) by Woody Allen ;-)
** English translation by Stefan Damerau (stefan_damerau@sl.maus.de)

German version posted in de.comp.sys.st und maus.gui.gem.
English version posten in comp.sys.atari.st

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1 Technical Info

My email address will change more than once next time. Due to this reason I have an alias, forwarding my mail to my actual location - and if it's in the MAUS Net: G.Castan@physik.uni-stuttgart.de

For easy location of this document at servers and mailboxes, I ask for
using the following name(s) and saving the ascii AND TeX versions:
FILENAME=
gdosi19e (english version)
gdosinf19e (when using UNIX) CR+LF should be used when saving at
UNIX-Fileservers too, not just LF

2 Introduction

Actually I'm writing a program, that makes his print out via GDOS. Looking
for printer drivers I faced the problem, that many times no documentation is
included to the drivers.

Otherwise it may happen that there are different drivers with the same name.

Here I have briefly collected my experiences with printer drivers.

This collection doesn't generally want to describe coders how to use
printer drivers (except to problems not mentioned in literature). And you
wont find information about the concept or how to install printer drivers.
To get this refer to the list at the end of this FAQ.

What I want to exclaim here is more information about the several drivers:

- Where are the drivers available?
- How to distinguish them?
- What are the problem with them?
- Which drivers can be used for certain printers?

If anybody has more experience or questions, please write me. I will face
the work to update this FAQ.

Credits:
Kay Prisille (MIGRAPH-Products, Calligrapher lite)
Julian Reschke (IMG-0???)
Volker Ritzhaupt
J&#65533;rgen Voorgang (Working Title - Products)
Herwig Schelauske (Installation of GDOS, Name-conventions)
Normen Kowalewski (Font-GDOS)
Erik Dick (SpeedoGDOS)
Patrick Dubbrow
Ulrich Rossgoderer (WYSIWYG)
Stefan Hintz (CHARLY IMAGE)
Ulli 'Huhu' Ramps, Christian Nieber (Speedo 4.2)
Mickey Boyd (reviewing parts of the translation)

Gerd Castan.

3 Motivation

With GDOS it took me 2 hours of coding, to get the screen-output to the
printer in maximum quality. And (almost) with no extra work I get output to
printers I even don't know.

If there's anybody who wants to write a program with printing options, he should better care of the main job of the programm.

Nobody wants to pay for printer drivers if there's another program that didn't take the coder extra work with such stuff making this program less expensive (and surely better).

The User has - besides the lower price - another advantage. If he uses several programs he needs place for the driver and the fonts only one time on the disc.

SpeedoGDOS is available from Atari shops (Atari Competence Center in Germany) now.

The (qualified) feedback to my FAQ has - compared to last autumn - raised remarkable. Due to Speedo the interest in GDOS coming from the coders seems to be bigger.

4 Changes

New chapters/infos are marked with '+', changed ones with '*'. Smaller changes aren't marked.

+ Pegasus, Riemann II, CHARLY IMAGE, rho-Analyse
+ SLM_HS.SYS
+ Speedo 4.2 (Drivers)
+ Font-ID
* Phonenumbers in ISO style
* Screendrivers: bitmap-fonts
* WARP 9
* Monoklin
* Bitmap fonts
* Note to ink printers

5 VDI-Drivers

In this table I have listed distributor, errors and useable fonts.

5.1 Ink Printers

Name	Date	Length	Distributor	Errors		Others	Fonts
				1	2		
BJ10E	20.11.90	45917	WT				NC
BJ10	20.11.85	45919	CL				NC
BJ10	28.08.91	45660	BELA				NC
BJ10	27.01.92	59715	FontGDOS,I		n		NC, OTL
BJ10	28.01.93	61428	Speedo		n		NC, SPD
BJ10	02.07.93	63496	Speedo 4.2		n		NC, SPD
HP_LJET	22.02.89	45512	BELA			p.g.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL
LASERJET	28.01.93	61907	Speedo		n		LS, SPD
LASERJET	02.07.93	64408	Speedo 4.2		n		LS, SPD

HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
DESKJET	13.05.92	45637	BELA			p.	LS?
DESKJET	14.05.91	46040	CL,WT			p.	300x600
DESKJET	06.03.91	54285	Atari,I				LS?
DESKJET5	14.05.91	46040	CL,WT			delta	LS
DJ5	27.01.92	60600	FontGDOS,I		n		OTL
DJ5	28.01.93	62251	Speedo		n		SPD
DJ5	02.07.93	64319	Speedo 4.2		n		SPD
MT90	21.12.90	44881	BELA			180dpi	SP
PAINTJET	27.01.92	60005	FontGDOS		n		SP, OTL
PAINTJET	28.01.93	61648	Speedo		n		SP, SPD
PAINTJET	02.07.93	63642	Speedo 4.2		n		SP, SPD
PAINTJET	14.08.92	60173	I				SP, OTL
_PAINTJET__	13.10.91_	_45934_	_WT_____	___	___	_____	SP_____

Note: The drivers named HP_LJET and DESKJET can be used for (HP-compatible) ink and laser printers. The difference is in the transfer to the printer: Packed (p.) or not packed (n.p.). 'Delta' means that the data is delta packed.

PAINTJET is a color driver with 8 colors.

MT90 is made by Patrick Dubbrow.

Using ink drivers produces a problem with bitmap fonts. Using 300dpi all is ok. But 360dpi fonts are optimised for best efforts with pin printers having thick pins. Using ink printers makes the fonts look much too thin.

Solution: either use 300 [600, 1200 :-)] or exclusively use vectorfonts

5.2 9pin-drivers

Name	Date	Lenght	Distributor	Errors		Others	Fonts
				1	2		
FX240DPI	22.12.89	45396	BELA	y			SR
FX80	22.12.89	45396	BELA,wt	n			EP
FX80_2	12.06.91	45396	I				EP
FX80	24.09.91	45525	CL				EP
FX80	16.12.87	45396	Atari	n			EP
FX80	27.01.92	59236	FontGDOS,I	n	n		EP, OTL
FX80	28.01.93	61111	Speedo		n		EP, SPD
FX80	02.07.93	63177	Speedo 4.2		n		EP, SPD
FX80HIGH	22.01.89	44730	Atari,I	n			SR
FX80_QD	24.09.91	45525	WT				EP
NX1000	27.01.92	58719	FontGDOS	n	n		EP, OTL
NX1000	28.01.93	60723	Speedo		n		EP, SPD
NX1000	02.07.93	62717	Speedo 4.2		n		EP, SPD
NX1000	14.08.92	58887	I				EP, OTL
OKI20	27.01.92	58491	FontGDOS	n	n		EP, OTL
OKI20	28.01.93	60495	Speedo		n		EP, SPD

OKI20	17.03.93	60511	Speedo 4.2		n		EP, SPD
OKI20	14.08.92	58659	I				EP, OTL
SMM804	16.12.87	44801	Atari				LB
SMM804_2	16.06.91	44801	I				LB
SMM804	27.01.92	59201	FontGDOS,I		n		LB, OTL
SMM804	28.01.93	61076	Speedo		n		LB, SPD
_SMM804____	02.07.93_	_63142_	_Speedo_4.2_	___	_n_	________	LB,_SPD___

Note: FX80HIGH prints normal text twice, FX240DPI once, FX80_QD printer in quad density.

NX1000 and OKI20 are color drivers with 8 colors

5.3 24pin drivers

____
Name	Date	Lenght	Distributor	Errors	Others	Fonts
__________	________	_______	____________	_1_	_2_	________	_________
EPSON360	04.04.90	45619	BELA	y			NC
EPSON360	16.09.92	45547	WT			180x360	
EPSLQPAR |14.02.91	44939	I				
LQ570	28.01.93	62051	Speedo		n		SPD
LQ570	02.07.93	64228	Speedo 4.2		n		SPD
NB15	22.12.89	44881	BELA,wt	n			SP
NB15	16.12.87	44881	Atari,CL	n			SP
NB15_2	12.06.91	44881	I				SP
NB15	27.01.92	59121	FontGDOS,I	n	n		SP, OTL
NB15	28.01.93	60989	Speedo	n	n		SP, SPD
NB15	02.07.93	63055	Speedo 4.2	n	n		SP, SPD
NECP6	12.04.80	45199	wt				NC
NECP6	10.04.91	45619	BELA	y			NC
NECP6	06.02.86	44906	Atari,I	y			NC
NECP6_2	28.06.91	46557	I				NC
NECP	27.01.92	59516	FontGDOS	y	n		NC, OTL
NECP	28.01.93	61229	Speedo		n		NC, SPD
NECP	02.07.93	63297	Speedo 4.2		n		NC, SPD
NEC_P	14.08.92	59516	I				NC, OTL
P24M |08.04.89	47104	I				
P24ML |08.04.89	47104	I				
P24MWID |08.04.89	47104	I				
_P24MWIDL__	08.04.89_	_47104_	_I__________	___	___	________	_________

5.4 Laser drivers

____
Name	Date	Lenght	Distributor	Errors	Others	Fonts
__________	________	_______	____________	_1_	_2_	________	_________
RICOH12	23.06.92	45438	WT			400dpi	
HP_LJET	22.02.89	45512	BELA			n.p.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL

LASERJET	28.01.93	61907	Speedo		n		LS, SPD
LASERJET	02.07.93	64408	Speedo 4.2		n		LS, SPD
HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
DESKJET	13.05.92	45637	BELA			p.	LS
DESKJET	14.05.91	46040	CL				LS
DESKJET	06.03.91	54285	Atari,I				LS
CANONLBP	26.09.89	36980	Atari,I				LS
LBP	13.01.92	45453	WT				LS
SLM804	12.04.91	47496	BELA		n		LS
SLM804	16.12.87	45788	Atari,I,CL,wt		y		LS
SLM	12.12.90	48399	Language				LS
SLM	27.01.92	60036	FontGDOS,I		n		LS, OTL
_SLM_____	28.01.93_	_61911_	_Speedo_____	___	_n_	________	LS,_SPD___

5.5 ATARI laserdrivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
_____	_____	_____	_____	_1_	_2_	_____	_____
SLM804	12.04.91	47496	BELA		n		LS
SLM804	16.12.87	45788	Atari,I,CL,wt		y		LS
SLM	12.12.90	48399	Language				LS
SLM	27.01.92	60036	FontGDOS,I		n		LS, OTL
SLM	28.01.93	61911	Speedo		n		LS, SPD
SLM	02.07.93	63987	Speedo 4.2		n		LS, SPD
_SLM_HS____	_____	_____	ROM_____	___	_n_	_____	LS,_SPD___

SLM_HS is a SLM driver for Falcon.

5.6 Screen drivers

The screen is (if VDI functions are used) seen as an output device just like printer, plotter etc. That's why fonts for the screen can be installed in ASSIGN.SYS just like for printers.

Normally this isn't remarked because the drivers are in ROM. But they can be used like printer drivers.

Note: For Systemfonts only (like the original ones) non proportional fonts with a 8*8 or 8*16 matrix can be used. That's limited by the AES not VDI.

With newer AES (from 4.0?) it's no problem to use fonts of free choice (Variable AE_FONTID and AE_FONTSIZE in GEM.CNF, see [15]). Coders should make sure their programs can take that. (even like scrollbars of free width)

Bitmap fonts not assigned for screen driver 1 are not available for other screen drivers.

5.6.1 LineA

The so called LineA-routines are subprograms of the screen drivers from the ST series, to be treated as undocumented. This is the hardware depending part of the drivers.

The attentive readers discovers it: Exchanging the drivers removes the LinaA-routines too. As happened with the TT for example.

So never use them!

Reading access can be taken to the LineA variables. But Why?

5.6.2 Setscreen & Getscreen

These XBIOS-Functions (mostly Setscreen) shouldn't be used.

But what am I talking. For those using them or those being tortured because someone else did:

The Videohardware of 1040STE and Mega STE has a hardware bug. When defining a new physbase with Setscreen (and if it's the same gotten with Getscreen), it may happen that the screen is 'folded'. This happens due to the movement of a register at a special moment, which is only allowed to be moved at special phases of the screen output.

What has to be done?

Users: The programs NVDI and FALT_OFF stop this error. Or give this FAQ to coder.

Coders: Either even don't use Setscreen.
If you use it though: If physbase isn't changed, the value taken with Getscreen may not be used. Use the value -1 than physbase!

5.6.3 NVDI and WARP 9

There are two often used programs exchanging the ROM drivers: NVDI and WARP 9 (earlier QuickST). TurboST was distributed by BELA but isn't updated no more.

If these are used once, one will never want to miss them: the Desktop seems to be terribly slow. I will never want to work without NVDI on my Atari. Others say the same about WARP 9.

NVDI uses strongly optimised drivers for the ST and TT resolutions. Sadly I don't know which drivers are used by WARP 9.

NVDI is available from Behne & Behne and contains not only the drivers but a GDOS and a manual describing exactly all VDI calls.

WARP 9 is available from CodeHead.

Due to this NVDI is spread in Germany and WARP 9 in the US

Different to NVDI WARP 9 only speeds up the text output. Grafics stay slow as before. AND the newest version does'nt work with MultiTOS.

5.7 Other drivers

```
-------------------------------------------------------------------
| Name |Date |Length | Distributor|Errors | Others | Fonts |
```

```
|___________|_________|_______|_____________|_1_|_2_|________|__________|
| META |11.04.89 | 5644 | I | | | |MF |
| META |08.10.88 | 9325 | BELA | | | |MF |
| META |16.12.87 | 9325 | Atari | | | |MF |
| META_2 |14.06.91 | 9325 | I | | | |MF |
| META |27.01.92 | 9718 | FontGDOS | | n | |MF, OTL |
| META |28.01.93 | 9733 | Speedo | | n | |MF, SPD |
| META |02.07.93 | 11174 | Speedo 4.2 | | n | |MF, SPD |
| MEMORY |27.01.92 | 58397 | FontGDOS | | n | |LS, OTL |
| MEMORY |28.01.93 | 60265 | Speedo | | n | |LS, SPD |
| MEMORY |02.07.93 | 62331 | Speedo 4.2 | | n | |LS, SPD |
| PSCRIPT |14.10.92 | 33016 | WT | | | | |
| HPGL |08.07.91 | 48885 | ST458 | | | | |
| ZEBRA |07.12.91 | 45746 | WT | | | | |
| T_OFFICE | | | wt | | |98/196dpi| |
| T_OFFICE | | | wt | | |98/196dpi| SPD |
|_IMG-0300__|_________|_______|_Reschke,wt_|_n_|___|________|LS________|
```

ING-0300 can be copied (non commercial). The other IMG-0??? drivers are by SciLab. ZEBRA is for the Zebra Labelprinter.

5.7.1 Memory drivers

A memory driver doesn't do anything else than a screen driver (see [14] and [12]). The output simply goes to another area of memory.

The normal v_openwk binding doesn't have all parameters needed to open this driver. If not included to the language this binding must be made by yourself. A listing is found at [14].

The memory driver listed above can produce b/w output only and has a logical resolution of 300dpi. The (Matrix) drivers tested by me have no problems with fonts installed that are for other other drivers. The memory driver should take screen-fonts - due to the 300dpi.

Problem could appear because of the aspect ratio (relation of pixelwidth to height) - normally not similar to the screen resolution.
Due to this circles can be displayed as ellipses.

With NVDI version 2.5 the output can be redirected to offscreen bitmaps. You can make any GDOS outputs to this bitmaps and copy the result in windows on the screen.

5.7.2 Plotter drivers

A HPGL driver seems to be distributed with the program DATA. On PD-Disk ST 458 (German PD series) is one too. If I get more about it I'll include this info here.

5.8 What's missing

I don't know drivers using the abilities of the following printers:

o Epson 360dpi Needleprinters
o DeskJet 500C
o DeskJet 550C
o LaserJet IV

6 Errors

Errors in the printer drivers - that I know - are the following:

1 These drivers display fonts with the attribute 'light'
2 Doesn't work on TT
3 The EXTENDED ENQUIRE FUNCTION (VDI 102, vq_extnd) doesn't give back the parameters as listed in the german 'Profibuch' (Jankowski, Rabich, Reschke - Sybex)
4 Using the attributes 'italic' and 'outlined' the letters of bitmap fonts are cut off on the right side. This error appears independent from other attributes being used.
This error was in the Libraries of the driver sources from Atari and seems to be included in all drivers except to NVDI and SpeedoGDOS.

If theres nothing written about an error I don't know if this error appears or not.

Seems it's no accident, that Xact only uses the attributes 'fat', 'italic' and 'underlined'. (See [14])

Another reason against using 'outlined' is the following:
If you make a driver calculate an outlined font from a normal one it get's 'wider' by two pixels. Due to the reason that a pixel has a width depending to the resolution (other than a fitted font) a text gets different widthes in each resolution. But who wants to have different textformat on different printers? The only way to stop this is letterspacing - typographic 'bullshit'.

7 Fonts

7.1 General

There are many fonts on the Internet only for the screen and maybe useable for one printer. Everybody using these fonts should know that he can't print documents in an acceptable quality via GDOS.

But in the Atari and former BELA package there are contained the fonts for all printer drivers in this package (the 360*360dpi fonts are missing in the Atari package). If you have a useable program you can print every document with every driver.

Speedo removes this problem.

7.2 Bitmap-fonts

The fonts used are Bitmap fonts in the DR standard format. (See [1] and appendix)

GDOS bitmap fonts have their width information defined in both, screen font and printerfonts. Sadly the designers were a bit too zealous and fitted the width

of
the sreen fonts to make them look very beautiful. That are they, but they're
not
similar to the printer donts and don't allow WYSIWYG.
No problem with Speedo fonts

7.3 Vector fonts

The vector fonts with the old FSM-GDOS format are named with OTL.

These fonts and drivers should'nt be used no more and are listed to only for
completion of this FAQ.

The vector fonts in SpeedoGDOS format are named with SPD.

8 Printer

Producer	Printer	Drivers Fitting
NEC	P6+,P7+, NECP...	
	P60,P70	NB15_(FX:_:,:NX1000)_
HP	LaserJet_II	HP_LJET
HP	DeskJet,_LaserJet_III,IV	DESKJET_(HP_LJET)
CANON	BJ10E	BJ10
CANON	LBP_4/8	CANONLBP,_LBP
Mannesmann-Tally	MT_90	MT90

Drivers in brackets work but don't use the ability of the printer totally.
This means - for 24pin printers - that these are used in 9pin mode. At
HP compatible laser and ink printers this means that the data isn't packed
though being supported by the printers.

Some Deskjet drivers are told to make problems. In this case try the Laser-
jet driver. The printing takes longer than (due to more data) but the
problems should be removed then.

The meaning of compatible normally is made by the producers of the
compatible printers.

Notes:

o If you don't find your printer in the list and knows a fitting driver,
please inform me.
o Try other drivers even if you have found one fitting to your printer.
o Of course the FontGDOS drivers have strong problems with the memory. But
the speed of them is faster than the other (Speedo not considered).

8.1 List of availability

In the German TOS-Magazin July '92 page 24 contains a list.
If you know about list available europe/worldwide inform me.

9 Programs

Nowadays it's obvious (but not usual) to use GDOS in every program.

The following list is limited to those using GDOS to print too.

Kind of Program	Program	Distributor	Speedo
Chart/Measureanalysis	Xact	SciLab	yes
	Off-Axis	ByTech	yes
	MM-Graph	Overscan	
	DATA_Professional 4	Ralf Wirtz	
	rho-Analyse	rhotron_GmbH	yes
Graphics	Xact Draw	SciLab	yes
	Kandinsky	U. Rossgoderer (Shareware)	yes
	Chagall	Trade-iT	yes*
	Easydraw	MIGRAPH	
	TouchUp	MIGRAPH	
	CHARLY_IMAGE	Wilhelm_Mikroel.	yes*
Spreadsheet	LDW Power Calc 2	MSPI	
	K_Spread_4	Omikron	
	Graal Calc 3	Editions Profil	
	Atari Works	Atari Corp.	yes
	OPUS	Doug Harrison (PD)	no
	BASiChart	Dr.__Ackermann	
Text/DTP	Calligrapher	Working Title	
	Wordflair II	H3	
	Timeworks Publisher	GST/H3	
	G&D Text II	Hard & Soft	
	Cypress		
	Papyrus (Gold) S	R.O.M.	yes
	Infinity	ByTech GbR	
	Atari Works	Atari Corp.	yes
	1st_Word_Plus_4.1	GST/ICP/COMPO	yes
Fax	Junior Office	TKR	yes
	Tele Office	TKR	yes
	CoMa	SoftBaerGbr	yes
Simulalion_of_dyn._Syst._	Dynasys	Digital_Systems_&_Consulting	
Text/List_printing	ProList	Richstein_&_Dick	yes
Chem.__Displaying	Monoklin	MAXON_Sonderdisk	
Circuitlayout	Route iT! & Circu iT!	Think!	
	Platon	VHS	yes*
Vektoriser	Convector_II	TEAM-Computer	

_Hardcopy_____	rhocopy_____	rhotron_____	_____
_Disk-List-printers_____	TreeView_2.4_____	Stephan_Gerle_____	_____
_Fraktals_____	Fractals_IV_____	Harald+Martin_Hansen_____	_____
_PS-Interpreter_____	Postman_____	SILICON_Technology_&_Promotion__	_____
_Concordance_____	Concordance_____	SPIRIT_WARE_____	_____
_Packershell_f.__MTOS_____	MARC_4.0_____	Think!_____	yes_____
_Logikanalyser_____	CLA_v2r1_____	C._Graham_(Shareware)_____	yes_____
_Adress base_____	Pegasus_____	PergamonSoftware_____	yes_____
_Symbolic mathematics_____	Riemann II_____	RichterDistributor_____	_____
_Database_____	Atari Works_____	AtariCorp._____	yes_____

This list is no commercial. I'll include every program I get to know.
(Comment by the Translator: Sorry for mentioning Atari Works three times,
but I wanted to keep the 'Text/DTP' and 'Spreadsheet' Chapters')

Notes:

o Programs listed in the Speedo column with yes* support Speedo but don't
use it - don't output text too.
o Xact can print without Speedo too.
o FSM-GDOS is included in the Wordflair II-package.
o Platon only outputs Metafiles via GDOS.
o I didn't make it to print via GDOS in OPUS.
o Programs only printing via Device 21 are out!

Kandinsky Version 1.57 and TreeView are available together in:
ftp.e-technik.tu-muenchen.de pub/comp/platforms/atari/incoming

10 Utiliies

10.1 fontfix

Problem: The font height is included incorrectly in some fonts. fontfix
discovers this error and corrects it.

On the Internet fontfix can be found here:

ftp.uni-muenster.de /pub/atari/Applications/Dtp/Fonts/Gdos

ftp.cs.tu-berlin.de /pub/atari/utils

10.2 Outline Fonts

Outline Fonts Accessory by CJG Copyright (c) 1992-1993 Atari Corporation

This utility edits the EXTEND.SYS for SpeedoGDOS. This file contains a description of the volume from the Speedo-Caches, the fonts and the font sizes. The Caches can be saved to disc an be loaded again, too. A well done program, except that the offered cache sized are fitted to FSF-GDOS, not Speedo

Filename: OUTLINE.PRG alias OUTLINE.ACC, 67644 Bytes

Included with SpeedoGDOS.

Why doesn't Atari make programs that include a display of the version?

10.3 Printer driver

GDOS Devices Accessory by CJGCopyright (c) 1992 - 1993 Atari Corporation

To edit the ASSIGN.SYS

Filename: DRIVERS.PRG alias DRIVERS.ACC, 64878 Bytes

Before starting this program it's better to create a backup of the ASSIGN.SYS!
The two reasons are the following:

1. The informations about the Bitmapfonts are removed without comment.
2. ASSIGN.SYS is replaced by a new one if 'Benutzereigen'-'Hinzuf gen' (in the German release) is selected wihtout any chance to get it back.
(The English Version should have a Dialog like 'Own drivers' 'Add' or similar). To all coders: Don't copy that style!

If this utility should sometimes display no drivers, simply start ASSIGN.PRG (see 10.4 ASSIGN)

DRIVERS.PRG/ACC only displays the speedo drivers of my collection. Does anybody know, how it does this? It doesn't even display the filename but a name being included as string in the driver. How does one get it?

10.4 ASSIGN

ASSIGN 1.0a is by Dirk Sabiwalsky (PD).

It tests three things:

o Are there several fonts using the same ID and have different Names (typefaces)?
o Are there several fonts using the same ID and the same pixel height?
o Are there several fonts with the same name (typeface) and different IDs?

10.5 FONTCHK

FONTCHK tests GDOS fonts if they have possible errors.

It's included with ProList, for example.

10.6 FONTCNV

Converts GDOS-fonts from Motorola to Intel format.

Comes with ProList too.

10.7 GEMFont

Font editor able to read Signum and PK (TeX) Fonts too.

Internet: ftp.tu-clausthal.de:pub/atari/systools/gdos/gemfo120.lzh
Use the chance to get a new unlzh or lhxarc.

10.8 FontMonger

Converter and editor for different vector formats including Speedo. Only works on IBMs or MAC though.

10.9 Font-ID

Font-ID is a little Freeware tool made by Frank Schneider. In a window it displays the fonts installed with GDOS or SpeedoGDOS including the Font-ID in different sizes. So you can get an overview when you don't have a program with font selector/ID display function at the moment.
11 Distribution

11.1 Atari

The drivers with the name Atari are available from Atari. Send three disks, Money for shipping and a friendly letter to them and you'll get them with printer drivers and fonts.

This Package is available at Atari-shops too.

No docs but for this price ...
(That's the way in Germany - other countrys may differ!)

11.2 BELA

The fonts with the name BELA were available from BELA

There were two discs with packed Printer-drivers and fonts for them

The fonts DO have the same IDs as ones from Atari, but the internal font NAME is different. Due to this these fonts are not correctly accepted by some programs if used with Atari fonts.

There's almost no documentation. Not even a hint about who owns the copyright for the drivers or about the author(s)

One last thing about BELA: R.I.P. ;-)

11.3 FontGDOS

The drivers from this package are really much faster than the former ones. (Only bitmap fonts and graphics are comparable of course)

I didn't have any problem using these with other GDOS ersions but you must limit use to the old Fonts.

FontGDOS is the successor to Atari GDOS. Mainly, it differs in the Bezier functions, and had faster (and colorable) drivers. It has no relation to FSMGDOS or SpeedoGDOS.

FontGDOS is available from several firms which use it for their programs.

11.4 Language

The driver named Language is spread on the language disc for the MegSTe

11.5 Internet

The drivers signed with "I" can be found on the Internet.
For example: ftp.cs.tu-berlin.de

11.6 Working Title

The WT drivers are spread with Calligrapher. They are (c) Working Title, the wt-driver are licensed by Working Title.

No drivers are on the Calligrapher DEMO-disc. The drivers coming with Calligrapher-lite (15DM) are signed with CL in the tables.

Screenfonts are on both discs.

11.7 Speedo-drivers

SpeedoGDOS is available for everyone now (in Germany 99.-DM)

Contents:

o Installation program
o Speedo font engine
o 2 programs to edit ASSIGN.SYS and EXTEND.SYS
o 14 Fonts in Speedo format by Bitstream
The Falcon Speedo (in Germany) comes with 18 Fonts now
o 14 Printer drivers
o An installation manual

Outrageous features are:

o Speed
o Not the whole font file has to be read (memory saving)
o 16bit-Fonts (no 256 character limit)

See [4]

The information if it's a Speedo or bitmap font can be found in byte 33 of the Fontname (vqt_name, INQUIRE FACE NAME AND INDEX, VDI 130). Zero means bitmap font and one means FSM or Speedo font.

Some Problems are inportant to be mentioned:

A coder can't find out if a driver can handle Speedo fonts (see last question in 10.3)

Some font IDs are used by bitmap AND Speedo fonts, though different fonts with similar IDs may never be installed the same time.

If you don't take care of this you'll get bombs.

Speedo depends on the user to install the right drivers and fonts. The coder cannot do anything to stop errors.

The best way is only to install bitmap fonts with the right drivers or to use a Speedo only system.

The monospace font coming with Speedo has no 'umlaute'

Don't Trust [14] about saying that SpeedoGDOS is not updated.

For Installation and coding best is to refer to [5-7]
Remember to start NVDI before SpeedoGDOS in the AUTO-Folder!

The ones that bought Speedo got 4.0, the Falcon-buyers got 4.1

Now Version 4.2 (beta) is available with remarkable bugfixes. Speedo 4.2 is (in Germany) available as bundle or update (40.-DM) from R.O.M.
Only COMPO is selling it single.

Speedo 4.2 get's the font ID by adding 5000 to the internal one. NOW the problems with same IDs in bitmap and vector fonts are history.

11.8 Speedo 4.2

SpeedoGDOS Release Notes
Version 4.2 Beta

The following is a list of changes made to SpeedoGDOS.

1) Line-A - Due to many requests from developers, SpeedoGDOS is now no longer Line-A dependent. All output is done through VDI calls. This was done to make Speedo compatible with various graphics cards, and to make it more multi-tas-king-friendly. In addition, users should be able to use various VDI replace-ments with GDOS.

Another benefit from removing the Line-A dependency is that we no longer have to worry about the scratch buffer used for algorithmic special effects. We have implemented the special effects inside of SpeedoGDOS and the drivers, so that the user/program does not have to worry about the memory needed to accomodate arbitrary sized characters. Unfortunately, this means that old drivers need to be relinked with the new independent library (found in the new driver kit).

There are plusses and minuses of the new implementation of special effects. In many cases, the special effects will be slower. With all previous incarnations of GDOS, you could not use 'bolding' or 'skewing' at non-90 degree rotations; now both of these work at all rotations. On the other hand, 'lightening' used to work at all angles and combinations of effects; now 'bold' mixed with 'ligh-ten' only work at 90 degree rotation angles.

Miscellaneous Note - When using special effects, many applications have a hard time placing the cursor. In both the v_gtext() call and the v_ftext() call, the

only cursor compensation to be made is for bolding. Bolding adds the thicken value to the number of pixels of each character. For rotated characters, note that the extra pixels can be considered a vector along the positive x-axis which is rotated at the same angle as the text and added to the advance vector; therefore, the length of the text string should remain the same at any angle. This is true even when SpeedoGDOS generates characters on a scan-line basis (when the character does not fit in the character cache), although it does not implement the special effects. Also, applications should watch for the case when they keep track of the cursor position with vqt_advance() or vqt_width(), instead of vqt_extent() or vqt_f_extent(). In versions prior to 4.2, the application could accurately place the cursor by adding two pixels for every outline character and by adding left and right skew offsets for a skewed string. Now these effects are generated by the outline font engine, so the application must either rely on the extent calls or it must inquire for the advance vectors for characters that are skewed and/or outlined separately. For compatibility purposes, it is recommended that the version number of SpeedoGDOS is checked so that programs can handle both old and new characteristics.

2) Font ID's - Speedo font id's have been promoted to a higher range of ID numbers. This was introduced to avoid conflicts with bitmap fonts and more importantly, with the system font (which conflicted with a variation of Swiss 721). For those applications which use the usual interface with Speedo (i.e. use vqt_name() to find out what the font ID's are), there should be no problem, except if documents have font ID's embedded into formatting information. Of course, all the user has to do is substitute the font. If the application actually goes into the font file header to read the ID, note that we are adding 5000(decimal) to all Speedo font ID's.

3) Printer Driver Incompatibilities - Speedo will now check the printer driver it is trying to load for the '_FSM_HDR' cookie embedded in the driver header information. If GDOS does not find the cookie, it will not allow the loading of any fonts; therefore, you can still use your driver for non-text applications. For future reference, please be sure that the driver header begins on a word boundary for all drivers to be used with this version and any future versions of GDOS.

4) Vst_load_fonts() - We have made two optimizations to the loading of fonts. The first is when a load_font call is made, GDOS checks the date of the extend.sys file to see if it was modified since the last load. A reload used to be mandatory because a bigger scratch buffer might have been required. Since we no longer need a scratch buffer, GDOS only checks to see if a change has been made to the list.

The second change is that GDOS no longer deallocates the global list of fonts if there are no more workstations using GDOS fonts. Therefore, application launches will be faster. On the other hand, the miscellaneous cache never gets cleared of font header information, unless a reboot happens.

5) Memory.sys - The memory driver used to mistakenly open a printer handle.

6) vst_height() - Vst_height used to have a bug in which a maximum point size is reached and then the size begins to shrink. This is fixed.

7) Postscript table - The Postscript table has been fixed (i.e. the indexes were off by 32 for certain Postscript files).

8) Fixed vrt_copyfm() in the drivers.

9) When in 'bicsmode', character 0 was not passed through to the font engine.

10) Negative point and set sizes - The handling of negative point and set sizes has been made consistent with the original handling in FSMGDOS.

11) The handling of fractional setsizes was incorrect in the drivers, and is now fixed.

12) V_ftext() in the drivers can now handle the offsets passed into the ptsin array.

13) Screen drivers can now safely load as device 10.

14) The memory driver can be loaded residently.

15) vqt_devinfo() - Vqt_devinfo() now returns information, whether or not the device has been opened. Furthermore, the device drivers name, found in the driver header, is copied into the ptsout array; the name is 26 bytes long. Note: if the driver is not SpeedoGDOS-compatible, a null string is returned, and if there is an error, a -1 is returned in ptsout[1].

16) vst_width() - A new call has been added to Speedo. The call is similar to vst_height() except that it sets the width. The bindings are identical except that the opcode is 231. Note: As with vst_arbpt() and vst_setsize(), you must call the general call (i.e. vst_arbpt() or vst_height()) before using the width calls (i.e. vst_setsize() and vst_width()). In addition, the general calls always reset the widths.

Miscellaneous Note: Although these have been published before, many requests have come in for the SpeedoGDOS error codes. Here they are:
Code 1 Out of memory
2 File open
3 File read
4 File write
5 Speedo engine error
6 Character too large (not used, defaults to line output)
7 No room for scratch buffer
8 Character cache error
255 Miscellaneous
These errors are placed in the error code address that applications should provide. Note that if you have MultiTOS installed, GDOS will report the error to Salert, the system alert box. A revision of the error handling is overdue, since some of the errors are no longer relevant (e.g. code 6), and error code 5 is returned for the lack of availability for pair and track kerning (in addition to the serious errors).

11.9 COMPO

Compo offers a package of 40 Fontcuts in Bitstream Speedo-format (99.-DM, price may change): 4 Cuts of Bitstream Amerigo, 1 of Blippo, 1 Broadway,

1 Brush Script, 1 Caslon Openface, 1 Dom, 2 Kaufmann, 2 Ribbon, 14 of Swiss (Helvetica), 14 of Zurich (Univers)

11.10 IMG-0300

On the Internet:

ftp.uni-muenster.de /pub/atari/Gdos

11.11 Others

I am not choosing drivers to list here. I'll list them all! The authors and users of the programs should email me information about drivers they would like to see in the list. Please include code length, date, and known bugs.

11.11 FTP

Many students can get software worldwide via ftp (comment by s.d.: lucky boy'n girls ...). Prices for steady connections are constant, but connections between America and Europe have to be paid depending to the volume of data transferred.

Please try not to ftp over the Atlantic and use short ways.
Do your tranfers during off hours of the server (not 9am - 5pm).

Files with known names can be found by Archie.

In Germany:
telnet archie.th-darmstadt.de
login: archie
help

In the US e.g.:
archie.ans.net

The Archie databases ask about once each month one ftp server after the other for freely available files

12 Source

Being a developer it's possible to get an almost complete printer driver in object code. This one should only be fitted to a special printer.

This package is available for GDOS and SpeedoGDOS.

13 Tips'n tricks

13.1 Pixeltrash at printing, advice for users

Printing graphics on a NEC P6+ (maybe other printers too) including a lot of black in a line I often had the problem that one line was left out (Speedo drivers NB15, NECP) or two lines were printed displaced in one line (Speedo drivers FX80, NX1000).

This happens when printing directly and via CENSPEED. When using VARSPOOL this effect no longer occurs.

VARSPOOL can be found on the driver disk of the NEC-printers.

13.2 NEC P6+

Once in a while a NEC P6+ will get noisy (rrrrrrrrrrraattatatattaa).
When you open the front you'll see a round stick (about 1cm thick).
Put two drops of sewing-machine-oil on it each year (you'll get it from Mom)

14 Tips'n tricks for coders

Fontsize and Pixelsize

Here are my experiences with GDOS and WYSIWYG. Credits to Ulrich Rossgoderer for confirming these.

It's about the output of vector graphics and text on screen and printer.

The size of text is defined in point and is always the same - independent from the resolution of the output device.
Different are vector graphics: they have to be recalculated in pixels before the output. This should be no problem because when opening a virtual/physical workstation you get the pixel size in micrometers in devParm[3] and devParm[4].

Let's assume the vector graphic is saved internally in micrometers, then the definition points at the output simply have to be divided by devParm[3] or devParm[4] to get the position in pixels. When doing the output in windows an offset has to be added. But thats not relevant here.

So far for the theory being quite simple (see [3]).
Now for the practice.

As described above we output a text and a border - saved internally as vector graphic. It doesn't matter here if the text is a Speedo or a bitmap font.
To have a better chance to compare the border exactly surrounds the text.

Doing this I got the following experineces: The text exactly filling the border on the screen (ST-high) is - when printed - much too small compared to the border.

An error in the recalculation of the pixelsize can't be the problem, because I made the printing with the drivers NB15, NECP, FX80, NX1000 and the results are the same.

I have only one explanation for this: The screen driver supposes a different resolution for the pixelsize than for the font size.

Two solutions I can offer:

First you can use another pixelsize on the screen than the one given from the operating system. After opening the virtual workstation (and ONLY this one!) I claculated
devParm[3] := 282
devParm[4] := 282

and with this parameter I made the recalculation from micrometers in pixels.
Now the relation from graphic to text on screen and print-out is exactly the
same. But now a DIN A4-page doesn't fit on the screen in it's width.
The numbers are found by me the experimental way and possibly can be optimized

Another solution may be this: Use a smaller font size for the screen (and ONLY
there!) by multiplicating the size with 72/96. This is simple with Speedo fonts
because the size in points can be defined by almost endless values behind the
point. Using bitmap fonts this won't work due to not having a font in a
72/96 times size for every printer font. (Different to translate this, sorry - SD)

This method surely is to be modified for ST-Mid and other resolutions.

From Wilfried Behne (Half NVDI ...): SpeedoGDOS ignores the devParm[3]
and [4] - values of the screen drivers. The values of physical workstations
ARE taken.

15 Addresses

(Lot's of stuff is available from the friendly Atari-dealer 'around the
corner ;-/)

(Note: All addresses are German ones - except when marked!)

Application Systems Heidelberg (ASH)
Postfach 102646 * 69016 Heidelberg
Tel.: +49 6221 300002

ATARI Computer GmbH
Am Kronberger Hang 2 * 65824 Schwalbach /Ts.
Tel.: +49 6196 801-0; Fax.: +49 6196 801 180
Entwicklersupport-Mailbox: +49 6196 81041

Behne & Behne Systemsoftware GbR
Lindenkamp 2 * 31515 Wunstorf
Tel./Fax.: +49 5031 8629

BELA Computer GmbH: R.I.P.

ByTech GbR
Detlef Kuhl, Frank Hieronymi
Bismarckstrasse 88 * 10627 Berlin
Tel.: +49 30 3134258

COMPO Software GmbH
Ritzstrasse 13 * Postfach 1051 * 54591 Pruem
Tel.: +49 6551 6067

Digital Systems & Consulting
Soester Str. 306 * 59071 Hamm
Tel.: +49 2381 889413; Fax.: +49 2381 889812

Stephan Gerle
Ruthstrasse 8 * 44149 Dortmund

H3 Systems
H&#65533;usserstrasse 44 * 69115 Heidelberg
Tel.: +49 6221 164031; Fax.: +49 6221 184541

Harald und Martin Hansen
Weserstrasse 82 * 12059 Berlin

Hard & Soft
Obere M&#65533;nsterstr. 33-35 * 44575 Castrop-Rauxel
Tel.: +49 2305 18014; Fax.: +49 2305 32463

ICP GmbH & Co.KG
Leserservice TOS * Innere-Cramer-Klett-Strasse 6 * 90403 N&#65533;rnberg 1

MAXON Computer GmbH
Schwalbacher Strae 52 * 65734 Eschborn
Tel.: +49 6196 481811

Migraph Inc.
32700 Pacific Highway S.
Suite 12, Federal Way
WA 98003, USA USA!!!
Tel.: 0012068384677

OMIKRON Soft+Hardware GmbH
Sponheimerstr. 12a * 75117 Pforzheim
Tel.: +49 7231 356033

Pergamon Software * Lehmann & Herzog
Wegscheidestr. 29 * 60435 Frankfurt/Main
Tel.: +49 69 5488279

rhotron GmbH
Entenmuehlstrasse 57 * 66424 Homburg/Saar
Tel.: +49 6841 64067; Fax.: +49 6841 2467

Richstein & Dick GbR (Kaktus)
Konrad-Adenauer Strasse 19 * 67663 Kaiserslautern
Tel.: +49 631 22253

Richter Distributor
Hagener Str. 65 * 58285 Gevelsberg
Te.: +49 2332 2706

R.O.M. Software (New Address!)
Christian Nieber & Ullrich Ramps
Raschdorffstr. 99 * 13409 Berlin
Tel.: +49 30 4924127

SciLab GmbH
Isestrasse 57 * 20149 Hamburg
Tel.: +49 40 4603702

SHIFT Computer + Werbung GmbH (quit!!)
Kompagniestr. 13 * W-2390 Flensburg

Tel.: +49 461 22828

SILICON Technology & Promotion
Wilhelmsh&#65533;her Allee 124 * 34119 Kassel
Tel.: +49 561 711924

Softbaer GbR
Richardstr. 60 * 12055 Baerlin ;-)
Tel.: +49 30 6226884

SPIRIT WARE
Bible Church 15211
15th Avenue NE Seattle, WA 98155 (USA) USA!!!

TKR
Stadtparkweg 2 * 24106 Kiel
Tel.: +49 431 337881; Fax.: +49 431 35984

Trade-iT
Arheiligerweg 6 * 64380 Rossdorf
Tel.: +49 6154 9037

Dipl.-Phys.-Ing. Ralf Wirtz
Kasterstr. 30 * 52428 Juelich
Tel.: +49 2461 1255

Wilhelm Mikroelektronik
Luenen

Working Title GbR
Lilienweg 12 * 53123 Bonn
Tel.: +49 228 647020

3K Computerbild
Wevelinghoven 26 * 41334 Nettetal
Tel.: +49 2153 91860

16 Miscellaneous

16.1 Critics

16.1.1 Critics to the author

Critics are greatly welcomed. To get more info, send email to:

G.CASTAN@physik.uni-stuttgart.de

Possibly one writing me has already tested two or three drivers.
Please write me if the errors listed above occured or not.

Anybody knwoing different driver support addresses, please write me an email.

16.1.2 Critics to the translator

Hi, this is Stefan writing :-)
The reason why I wrote this translation I can't find in my head ...

Guess it's because Atarians should work together and support each other!
Well, if you wonder about some errors of spelling or syntax remind this:
I learnt English at school for 4 years an after that I kept my knowledge
actual by playing some textadventures and now by reading
comp.sys.atari.st and comp.sys.atari.st.tech :-)
If you find some errors in this translation, please don't send them to Gerd but
to me:

stefan_damerau@sl.maus.de

But take care of the gateway-rules:
No mails bigger than 16kB and please no big UUE-stuff :-)

Thank you and have fun and lot's of experience with this FAQ.

Bye
Stefan

16.2 Praise

If this FAQ helped you out of a problem, please write me a postcard in your
next holidays.

Postcard received yet: not even one :-(

16.3 For my support

Due to actual experiences I ask the distributors to switch on verify when
copying update disks.

I only know two distributors not making any problem with this.

Could One of the readers try to write a Speedo fonte ditor? We (Gerd & Stefan)
offer our time to beta test it ;-)
[I remember that this sentence was slightly different before Stefan
translated it - Gerd]

16.4 Trademarks

This document is full of trademarks, no to be used free|y.

16.5 Guarantee

I'll offer no guarantee.

17 Appendix

17.1 Literature

[1] Douglas N. Wheeler, EVERYTHING YOU EVER WANTED TO
KNOW ABOUT GDOS (AND MORE), (Internet, Filename:
GDOS.ARC oder GDOS.TXT)
Here's written all what's important to know about GDOS drivers.
(AND MORE)

[2] Jankowski, Rabich, Reschke, Atari Profibuch Professionals book],10.
Auflage,
SYBEX, D�sseldorf (1992)
The Standard. For Coders: In the VDI part you'll find how to use
screen and printer drivers correctly.

[3] Marc Rene Gardeya, VDI f�r jedermann [VDI for everyone], ST-Computer 10/93
Introduction in correct programming of screen and printer outputs.

[4] Julian Reschke, Herbstgedanken, ST-Magazin 11/92
Autumn-thoughts about SpeedoGDOS and Font-GDOS.

[5] Erik Dick, Sch�n und schnell? [Pretty and Fast?] , ST-Computer 7/93
Common info about GDOS and installation of Speedo. Almost the same
standing in the installation manual, but more information about special
problems

[6] Erik Dick, SPEEDO-Gonzales, ST-Computer 8/93
Important stuff about programming Speedo. Description of the new
bindings tips for coders for standard uses.

[7] Erik Dick, SPEEDO-Gonzales, ST-Computer 9/93
Meaning of the Speedo-Errormessages and bindings of the Bezier and
cache routines

[8] Raymond Schr�der, Atari-Hotline, ST-Magazin 7/92
Whats GDOS for? Which programs supports it? How to install it?

[9] Sven Behne, Wilfried Behne, NVDI-Dokumentation, BELA
VDI-description. But no description of the differences between screen
and printer drivers.

[10] Wilfried Behne, Andreas Kromke, Traps in the Atari ST's VDI
and how to get around them, c't 1991, Nr. 3
Much about errors in the screen drivers.

[11] Laurenz Pr�ssner, : es ist alles so sch�n Bunt hier [Oh, take a look at
these colors], ST-Magazines 5/92, 7/92, 9/92
How to handle more than 256 colors with device depending formats

[12] Laurenz Pr�ssner, Sekt oder Selters [Champaign or mineral water],
ST-Magazin 4/93
MEMORY.SYS: Binding, Way to handle color resolutions, fontoutput
with and without SpeedoGDOS.

[14] Laurenz Pr�ssner, Summertime Blues, ST-Magazin 6/93
Listing to open the MEMORY driver.

[15] Laurenz Pr�ssner, Mehr Schub!, ST-Computer 2/94
Printing with GDOS - espacially it's about printing of bitmap raster
- color too.

[16] Oliver Scheel, Erste Hilfe f�r [1st aid for] MultiTOS, ST-Magazin 6/93
Common information to install MultiTOS.

[17] G&#65533;nter Born, Referenzhandbuch Dateiformate [Reference Dataformats],
2. Edition, Addison-Wesley, Bonn (1992)
With the right drivers it's quite simple to make output in .IMG- and
in .GEM- Format In this book is a description how to read these formats
again (and more).

[18] G&#65533;nter Born, Dateiformate [Dataformats] Programmierhandbuch [Coders
manual], Addison-Wesley, Bonn (1993)
Sources (TurboC, TurboPascal) for loading and saving the formats
to use the datas [16] is recommended.

[19] Tim Oren, Professional GEM, (Internet, Filename: PROGEM)
Tim Oren almost only describes the programming of the AES but without
him this list would not be complete.

[20] Teflon Fonfara, Frau K&#65533;chele & Frau Peters - Die fanatischen
Zwei [The two fanatics], TUCAN Records (1992)
the ultimate Hefezopf-FAQ

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Stefan Damerau * Bergholm 31 * D-24857 Fahrdorf)

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

5876. Auto OVERSCAN

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 07:59:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2nbbg4$hco@golem.wcc.govt.nz>
Source record: 190183
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can some one tell me the latest version of Auto Overscan,
I have 3.0zh is there a later one....

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5877. Re: Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 08:04:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2nbbq9$hco@golem.wcc.govt.nz>
Source record: 190184

In article <1994Mar28.105314.14462@cc.usu.edu>, Scott E. Parker WA7VYJ
<sparker@Coquina.cass.usu.edu> writes:
>'Scuze my ignorance but....
>
>I am looking for a way to replace the keyboard on my 1040ST with
>something better.
>I saw the note in the FAQ about attaching a mega keyboard. Looks like a

>Your opinions, please....
>

> Scott E. Parker WA7VYJ

If you need a Real Keyboard get a PC one, the Mega keyboard is just like
a stiffed up ST one, its better than a ST but no were as good as a PC
keyboard or clone...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5878. 3D source code uploaded to umich

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 08:29:32 UTC
From: jbilger@cs.tamu.edu
Message-ID: <2nbd9c$ev0@news.tamu.edu>
Source record: 190185

Just uploaded source code that introduces the aspects of 3d graphics.
The file is called spin3d.lzh and is currently in atari/New at
atari.archive.umich.edu, hopefully it'll be moved to atari/Programming
asap.

--
[%%]===[%%]
[%%] Jeffrey Bilger jbilger@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]===[%%]

5879. GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 08:51:00 UTC
From: petep@info.isbiel.ch
Message-ID: <2nbehk$o45@vega.info.isbiel.ch>
Source record: 190186

i'm writing an application for GEM (with PureC and RCS 2.9). For that i need dialogboxes which stay on the screen (in german: "modale dialoge"), p.ex. like the dialogs in papyrus,winrec,...

can someone give me an example (if possible in c) or point me a magazine/book about that?

please post to this group or e-mail me: petep@info.isbiel.ch

thanks!

5880. Re: Incbin in Pure C

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 09:40:48 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EC5JBIYX@asharak.apana.org.au>
Source record: 189816

In <2d932520@p4.stacken.ct.se> Olov Johansson wrote :

>Does anyone know how I can include files in my Pure C-programs? Such as incbin
>in Devpack. I want to do this 'cause I want to have some
>pictures/samples _in_ my resulting .PRG-file... Otherwise I have to use 'Fopen'
>to load them, and it's not too fun having a folder with lots of samples/picture
>in it...
>
>If you know the trick, _please_ contact me! If you can give me an example
>showing this (for Pure C), you can send the message to me on:
>Olov_Johansson@p4.stacken.ct.se

There are a couple of ways of doing this, the easiest is to write a small program
that takes a binary file and generates C source code for an array that duplicates
that file.

Here's an off-the-top-of-my-head example, you'll need to stuff around a bit
with it, coz I usually use gcc, and I'm not testing this as I go.

```
FILE *in,*out; /* input and output files */
char buf[1024];
int buflen = sizeof(buf),
bufp;

in = fopen("input.fil","rb"); /* open input file (binary) */
out = fopen("output.c","w"); /* open output file (text) */
fputs("char fileguts[] =\n",out); /* write array definition */

while(buflen==sizeof(buf)) /* while data to read */
{
buflen = fread(buf,1,sizeof(buf),in); /* get a bufferful */
for (bufp = 0; bufp < buflen; bufp++)
fprintf(out,"%d,\n",(int)buf[bufp]); /* write one byte worth */
}

fputs("0 };",out); /* terminate array */
```

In reality, you'd probably write this as a function, and call it several
times with "a" rather than "w" in the second fopen(), and pass it some
parameters giving the file and array names.

Then all you need is a prototype like :

extern char fileguts[]; in your program, and you can access it as a preloaded
array.

Bear in mind that the .c file this generates will be _big_. (about 4.5 times
the size of your input file), but the .o file that PC produces will probably

not be more than a hundred or so bytes larger, and all of that is information for the linker.

Note also that this technique (as you have probably noticed) adds an extra byte to the end of the array. Occasionally that can be a _real_ nuisance (like when you have lots of word-aligned data - you can either add _two_ zeros, or go for a slightly more sophisticated approach, which I'll leave to you 8)

Best of luck!

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

5881. Re: KOPIER MAL WIEDER

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 10:03:01 UTC
From: hjv@phil.ruu.nl
Message-ID: <2nbiol$kt8@chico.staf.phil.ruu.nl>
Source record: 190187

roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:

[HUGE quote deleted]
>huh?

Was it really necessary to quote THAT much, only to show the world you can't
read German? Some people actually _pay_ for every byte of news they read.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

5882. Re: Languages, again?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 10:05:14 UTC
From: hjv@phil.ruu.nl
Message-ID: <2nbisq$ktv@chico.staf.phil.ruu.nl>
Source record: 190188

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <A6242@PB2.maus.de>, Hendrik_Mylius@pb2.maus.de said:
>>OG>Why bother to write a program in German, write it in English - that is
>>
>>Damn! Get real, dude. Some people in Germany _cannot_ speak or write English.

>OK, I'm getting real : All the German programmers I speak to on the phone,
>at shows or via email speak English. So, those who can't are pretty rare.

Maybe the *programmers* who can't speak English are rare, but not all programs
are written for programmers... Ergo...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

5883. Where is Everest 3.2 English?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 10:07:05 UTC
From: hjv@phil.ruu.nl
Message-ID: <2nbj09$kum@chico.staf.phil.ruu.nl>
Source record: 190189

Subject line sez it all. Last week EVER_E32.TOS was announced, but my
'archie' can't find it. Anyone any clues? Thanks...

Hendrik Jan

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

5884. Re: UNIX on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 10:58:46 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.765025126@acp5>
Source record: 190190

pjh@root.co.uk (Paul Haffenden) writes:

>I don't think we will ever see ASV on the Falcon.
>Nobody wants to fund the minimal development work
>required, and there doesn't appear to be a market for
>it.

Yes, that's true.

>Can you buy ASV for the TT?

You can't anymore. In 1991 you could get registered as developer for ASV and
could buy it this way.


```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5885. Re: UNIX on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 11:00:28 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.765025228@acp5>
Source record: 190191

walra@moacs11 (Waldi Ravens) writes:

>In <CnDBup.7xI@root.co.uk>, Paul Haffenden writes:

>> Can you buy ASV for the TT?

>Yes, but Atari has stopped devellopment.

Fortunately ASV was release 4 system V, i.e. although the last (final)
release is more than two years old it's quite up to date. You can get GCC 2.5.8
and X11R5 compiled on it and update the final release this way.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5886. I want an CPX or ACC which can dispaly ASCII scan codes

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 11:07:23 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1994Mar30.110723.1295@cs.joensuu.fi>
Source record: 190192

```
HI all!
Like on the top,
I need an prog., which can display ASCII scans ...

Ville
```

5887. New Atari Newsgroup (announce?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 11:42:29 UTC
From: Lexicor@world.std.com
Message-ID: <CnH76u.2C9@world.std.com>
Source record: 190193

Hi,

not too long ago there was some discussion about splitting up the group possibly to 68030 and 68000 or to make new TOS newsgroup alternatives. However I am wondering if anyone of you are interested in creating a

comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce

whichever..may as well stick to the st notation...(?)

The reason why I ask this is as follows, though there are quite a few new things released for the Atari concerning also commercial produce, very often so people do not like it...i.e. it is often frowned upon when people do press releases into a public newsgroup. This is why very often computer newsgroup have posted an announce newsgroup...so that people are more free to announce new stuff...basically invited to, and I think it is beneficial to both vendor and/or user. Also, he can of course choose not to read it...:) nothing unusual

Discussion would then be continued in this newsgroup if it was about an announcement..the announcement would be solely used for pure and simple announcing of any product related atari computers (or clones).

Watch'a all think?

Yat

5888. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 11:43:30 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar30.114330.989@cathy.ijs.si>
Source record: 190194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2n0oh0$sbk@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>stays at the 800 x 480 I set it to, but the system font uses the small
>8 x 8 size, and all my window gadgets are small! I happen to like this a LOT
>and am wondering, does the commercial and Hard versions keep this "feature"?

Yes, this feature is documented in the manual to the commercial version.
I have a Hard II, BTW.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5889. Re: I want an CPX or ACC which can dispaly ASCII scan codes

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 11:46:41 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CnH7Du.KL9@barclays.co.uk>
Source record: 190195

There is a cpx called ascii.cpx which displays the ascii codes in various bases.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

5890. Re: Good perl for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 11:48:35 UTC
From: hesche@blasuarr.cs.tu-berlin.de
Message-ID: <2nble5$c30@news.cs.tu-berlin.de>
Source record: 190196

In article <2n3v6t$i8l@chico.staf.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

> I'm looking for a good perl for the ST. The only one I've found so far is
> mperl.ttp on a.a.u.e, which is a perl for MiNT.
> First of all: I don't use MiNT, although I suppose the MiNT compatibility of
> mperl won't hurt. But according to the accompanying docs there should also be
> a tperl (t = tos)... which I can't find. Any pointers?

ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de),
pub/atari/Programming/Perl:

```
total 1646
-rw-rw-r-- 1 ftpadm 509 Jan 26 1993 00INDEX
-rw-rw-r-- 1 ftpadm 141244 Jan 23 1993 mperl.zoo
-rw-rw-r-- 1 ftpadm 107504 Jan 8 1991 perlBook.zoo
-rw-rw-r-- 1 ftpadm 78888 May 13 1992 perlmann.zoo
-rw-rw-r-- 1 ftpadm 127084 Jul 31 1992 perlmanp.zoo
-rw-rw-r-- 1 ftpadm 165059 Jan 23 1993 slperl.zoo
-rw-rw-r-- 1 ftpadm 155105 Jan 23 1993 tperl.zoo
```

Ciao
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to /dev/null

5891. Re: New Atari Newsgroup (announce?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 12:10:16 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CnH8H4.LuA@barclays.co.uk>
Source record: 190197

Sounds good to me.

```
--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

5892. HELP! Directory deleted ! *&^$

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 12:58:00 UTC
From: hjv@phil.ruu.nl
Message-ID: <2nbt0p$l4i@chico.staf.phil.ruu.nl>
Source record: 190198

Yeah, well, the subjectline sez it all in fact...
I had been working on a programming project for 2 weeks, when suddenly
a nameless file appeared (just a bunch of blanks as filename). Upon
inspection this appeared to be a copy of one of my sourcefiles, so I
thought I might as well delete it.
Dragged the thing to the trashcan -- and the machine starts deleting
the COMPLETE directory !!! *&$^^#
Problems:
1. Two weeks of work is gone (no, I didn't have a backup -- flame me)
2. Both FAT's are not identical
3. The files weren't contiguous

Solution:
Ask you guys out there what I should do...
Is there a good undelete-program -- preferably one that is able to track down
non-contiguous deleted files, and one that lets you save the undeleted file
on _another_ partition (just for safety)? Preferably PD/shareware/freeware.
Any suggestions, hints, tips and tricks?
I'm really desperate so *any* reaction or suggestion is more than welcome.

Email and follow-up are both ok with me...

Geesh, there are days when I simply *hate* those machines...

P.S. does anybody have any idea as to what *caused* the problem in the first
place? I've never seen anything like this...

Thanks in advance for any and all help.

Hendrik Jan

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

5893. Re: ICONS for the desctop

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 13:14:57 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Mar30131457@hal.cerfacs.fr>
Source record: 190083

I couldn't find it! Neither of those names matched with anything in
the incoming directory, and it was not in utils yet.

--Ralph

P.S. Tried replying by -email but host unknown...
--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

5894. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 13:15:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1692@usdtsg.DaytonOH.NCR.COM>
Source record: 190199

In article <2na6th$cqt@vixen.cso.uiuc.edu> a-aulick@ux4.cso.uiuc.edu (Schizoid) writes:
[STuff deleted]
>
>Huh? What's this about not distributing binaries? I've been waiting until
>I had some time to go fetch the MiNT binaries and install them on my machine,
>but I don't even have a C compiler! (and somehow I doubt that MiNT was written
>in GFA BASIC)

The binaries to MiNT 0.95 (and 0.96?) are available from various
FTP sites. As for the binaries that are *not* distributable...

>Is this no-binary thing just because the version is new, or have I mis-
>understood something, or what?

Versions of MiNT 1.00 or newer (basically, any of them developed
after Atari bought the rights to it) can only be distributed in
source code form only. I think the basic premise is that since
they are released in source code only, you are undertaking the
"risk" to compile and use what is essentially beta-version software,
and it does kinda make sense that Atari shouldn't be "supporting"
(via help line or whatever) versions of software that are not
commercially released as of yet.

The fact that Atari is even allowing the source code to be distributed
is a commendable thing, however - I can't see Microsoft releasing
Windows code or Apple releasing System software code. It helps
Atari in that almost anyone with the source could always help as
far as bug reports, etc. And, well it gives me something to
do with GCC :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5895. QUES: FontGDOS and also about Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 13:59:05 UTC
From: bobhays@spss.com
Message-ID: <bobhays-300394075905@haysmac.spss.com>
Source record: 190200

Two questions (one with subs):

1) Has anyone gotten the fsmprint.acc accessory from fontgdos to work? I'm using it with a BJ10 driver and I cannot get the accessory to provide a menu entry. I've pulled the zoo file (or was it lzh) from a umich mirror.

2) Does SpeedoGDOS come with AtariWorks? Does it have a BJ10 or 10E driver included? I have TOS 1.0 (yea, an old machine:-) - other than black page, any problems I should worry about? Any tools from the net I should grab to use AtariWorks?

Thanks and have fun! - Bob

P.S. Email is fine by me - I think lots of these questions have been asked before here, but unfortunately at the time I didn't need answers:-). And, I don't know where to find a current FAQ for this group. - RLH

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

5896. editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 14:08:29 UTC
From: mvera@inf.utfsm.cl
Message-ID: <CnHDzr.EM6@inf.utfsm.cl>
Source record: 190051

Can anyone tell me where I can get a good editor (shareware please) to
my computer.
My configuration is as follow :
atari 1040St, 1 DS/DD disk drive, no Hard Disk, Monocrome monitor with
hi-res (sm 124).
Thank you for your help.
Marcos Vera Yanez
mvera@inf.utfsm.cl

5897. TGIF

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 14:11:29 UTC
From: bruls@prl.philips.nl
Message-ID: <1994Mar30.141129.25136@prl.philips.nl>
Source record: 190052
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st

does anybody know whether for TGIF (written by William Chia-Wei
Cheng) versions exist which run under MSDOS or on the Atari ST.
TGIF is a program voor making drawings and is popular on unix workstations
and has a postscript output.

Fons Bruls
Philips Research
The Netherlands

5898. Problems posting AEO

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 14:29:29 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2nc2c9$5al@vishnu.jussieu.fr>
Source record: 190053

I don't manage to post big files. The AEO 3.05 didn't appear in comp.binaries.atari.st where I sent it several days ago. Does somebody know why ?

MB.

5899. Re: FAQ: GDOS drivers 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 14:37:09 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2nc2ql$5al@vishnu.jussieu.fr>
Source record: 190054

Great ! I haven't read it yet, but it sounds very good. Thanks a lot.

MB.

5900. Re: Falcon/Ste price drops?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 14:38:57 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2nc2u1$i2l@nz12.rz.uni-karlsruhe.de>
Source record: 190055

Jeff Diamond (jeff@jupiter.Arizona.EDU) wrote:

: with a 386sx (And the 386 instruction set still wasn't quite up to the
: complexity of the 68000's)

I don't think this is true, if I remember well the 386 has
built in MMU instructions... besides the x86 family has some
instructions like string copy, wich the 68000 doesn't have.
Not that I prefer the x86 assembler (:-P), though.

Hermann Samso

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->ukra@rzstud1.rz.uni-karlsruhe.de . / . * |
+-----------------------------------------`----------+
```

5901. Re: editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 14:43:33 UTC
From: warrl@hebron.connected.com
Message-ID: <2nc36l$q82@hebron.connected.com>
Source record: 190056

Marcos Vera (mvera@inf.utfsm.cl) wrote:
: Can anyone tell me where I can get a good editor (shareware please) to
: my computer.
: My configuration is as follow :
: atari 1040St, 1 DS/DD disk drive, no Hard Disk, Monocrome monitor with
: hi-res (sm 124).
: Thank you for your help.
: Marcos Vera Yanez
: mvera@inf.utfsm.cl

ftp to atari.archive.umich.edu, cd to atari/Telecomm, and mget st*

There are as I recall four files: storm100, the 1.01 upgrade for everything
except zmodem, the 1.01 upgrade for zmodem, and the 1.02 upgrade.
You need all four, apply the patches in order.

5902. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 15:07:34 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar30.150734.22312@unix.brighton.ac.uk>
Source record: 190057

I have heard definate confimation of the 486 board. It going very well apparently.

Cannot remember the company though...sorry.

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

5903. Re: Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 15:11:15 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar30.151115.22406@unix.brighton.ac.uk>
Source record: 190058

Unless you are looking for a separate keyboard as part of the upgrade, you might consider those rubber 'things' you can get to put under the keys.

I read in ST Format that they were on sale again and gave them high praise.

They are about 15.00 UK Pounds I seem to recall from System Solutions.

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

5904. For Ed Krimen

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 15:24:26 UTC
From: dunham@mpd.tandem.com
Message-ID: <1994Mar30.152426.18511@integrity.uucp>
Source record: 190059

Ed, mail to you bounces. Please reply to this posting. Thanks.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
Any sufficiently advanced technology is indistinguishable from a rigged demo.

5905. Re: QUES: FontGDOS and also about Atari Works

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 15:32:27 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2nc62b$5al@vishnu.jussieu.fr>
Source record: 190060

Yes, Speedo comes with a BJ10 driver.

MB.

5906. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 15:46:17 UTC
From: sanders@sci.kun.nl
Message-ID: <CnHIH6.AJt@sci.kun.nl>
Source record: 190061

In <bobhays-290394081705@haysmac.spss.com> bobhays@spss.com (Robert L. Hays) writes:

>Now, I need printable materials to get going (bash docs, gem++ docs, a man
>page reader). And, can anyone point me to the specific archives I need
>from a umich mirror to set up (yech) TeX at home on my ST?
^^^^
huh? That should read *wow*, hmm?

Sander STOks
sanders@sci.kun.nl

5907. ELAN available on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 16:16:23 UTC
From: zappe@gaea.sietec.de
Message-ID: <2nc8kn$ko8@d243f1036.sietec.de>
Source record: 190062

Hi, folks,

has anybody heard about an implementation of the prog-language ELAN on Atari?
My little brother (15 y.o.) has to study it soon at his informatic course at
school. Would be nice to hear (read :-)) 'bout some cheap sources...

Andreas Podubrin
watched by me (see below)

--
>~~~

5908. Re: Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 16:25:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnHKA0.7uz@cix.compulink.co.uk>
Source record: 190063

In message <2nbbq9$hco@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>
>If you need a Real Keyboard get a PC one, the Mega keyboard is just like
>a stiffed up ST one, its better than a ST but no were as good as a PC
>keyboard or clone...

The MegaST keybd is totally different from the ST ones - just open one and
you will see. IMO it is better than most PC keyboards.

Ofir ogal@cix.compulink.co.uk

5909. Re: Wall Street Journal writes about Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 16:37:46 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2nc9sq$9eu@charm.magnus.acs.ohio-state.edu>
Source record: 190064

From my conversations with people in the know I don't believe the computers are over and done with, but Atari needs continued financial support and good press. The way they are getting people to take them seriously is by saying that the computers are gone. That's what the analysts want to hear, so Atari says that and gets good press. What would have happened to their stock if that article had read "Atari continues to lose money do to poor computer sales in Europe and hopes to prop the line up with profits from the Jaguar". I believe you could kiss them goodbye if anything like that was said.

They haven't quit making the Falcon and as far as advertising them, they are doing just as well as they have for years...

IMHO

Dan Ackerman

5910. Syquest HD question

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 16:51:11 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2ncalv$jah@usenet.INS.CWRU.Edu>
Source record: 190065

Does anyone know if a Syquest 44mb removable for the ST (DMA) can be fitted to a SCSI device on a K2000s sampler?

5911. Re: Falcon/Ste price drops?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 16:57:04 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2ncb10$9mc@acme.gatech.edu>
Source record: 190066

In article <2n3dsg$fo@kelly.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>to change the MSRP on those products. And considering you can buy a
>basic TT030 for less than a Falcon030 4/80, the TT030's already at a
>pretty low price (though Atari SHOULD be revising the Falcon030 list

What? Last time I looked, the "basic" TT was $100US more than the MSRP of the Falcon. Note that this TT does not include a hard drive and has only 2 Mb of ST (slower) RAM. Plus just to get the mounting
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

5912. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 17:21:49 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2nccfd$mrm@acme.gatech.edu>
Source record: 190067

In article <CnCMn1.12y@sdf.lonestar.org> ekl@sdf.lonestar.org (Evan K. Langlois) writes:

<much stuff deleted>
>MultiTOS a slow dog? Well, its an emerging OS. Geneva fast? No, it just
>doesn't multitask and doesn't poll during program execution.

The problem with your argument is that most of it is based upon a currently vaporware version of MultiTOS. Whether MultiTOS is an emerging OS will depend upon 1) whether Atari starts selling more computers, 2) whether Atari decides to remain in the computer business, 3) if Atari shuts down their computer operations they let their current developers (eg. Eric Smith) continue to develop TOS/MultiTOS independently, and 4) if they allow 3), these developers feel there is a market worthwhile to put the effort into it.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

5913. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 17:49:39 UTC
From: davidb@sterbbs.nl
Message-ID: <14835JFMBKUKIPPKOAJ@sterbbs.nl>
Source record: 190068

az>>-Anyone heard about a 8MB RAM-board for the Falcon?

az>- dont see why not, so long as you have drivers. after all, it IS
az>SCSI

My worry is about the pc-compatibility of the connection between
pc-emulator and the scsi-bus. But the point about drivers is taken.
Does anyone have any experience with this (the combination
falcon+pc-emulator+cdrom-drive+pc-cdrom-discs)?

az>- what about the Falcon memory board from Toad? I put 16mb in
az>mine, but see no reason why you just cant put two 4mb SIMMs

There is a technical reason why the falcon works only with 1, 4 or 16
MB. All 3rd-party ram-boards known to me only support these. If the
toadboard works with 8MB, this would be unique.
Actually, I would like to ask if you could try this.
Thanx in advance.

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5914. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 18:02:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6267@PB2.maus.de>
Source record: 190069

On 26.03.94, cherborth@semprini.waterloo-rdp.on.ca wrote (A55353@AC2):

CH>Now, if I can find a PowerPC system that can run NeXTstep...

Not bad...

But how about an OpenTOS on PowerPC.

From what I've heard there is a group of Taiwanese hardware manufacturers who are planning to build _cheap_ motherboards based on the different kinds of PPC's.

[DREAM SEQUENCE START]

IMHO this would be *THE* platform for a Power-Mint. How about that folks?

[RUDE AWAKENING]

Naa, I don't think that'll ever happen.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

5915. Re: Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 18:35:30 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CnHqB6.ExB@cix.compulink.co.uk>
Source record: 190070

>Have you heard of a DEKA - it's short for Detatchable Extended Keyboard
>Adaptor With it you can attach any standard dos box keyboard. I have 2 of

Can you advise where to get details from?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

5916. Re: ICD Filling Orders???

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 18:46:23 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2nchdv$j86@m.ehd.hwc.ca>
Source record: 190071

Oh, happy, happy, joy, joy!! After 12 days in the mail (& going through customs,) I picked up my package from ICD today. Soon, very soon, I too will have a hard drive and my floppies can be semi-retired! Happy! Happy! Joy! Joy!

--

Blair Dean | bdean@hpb.hwc.ca | ||| 4-meg 1040 STe
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ Soon 80M HD
My opinion has been held over from a previous life
and is not the responsibility of Health Canada

5917. Re: ICD BBS MODEM

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 18:50:12 UTC
From: zap@eskimo.com
Message-ID: <CnHqzq.Ly0@eskimo.com>
Source record: 190072

I agree that it would be most useful if it was available at an ftp site. I am logging in from eskimo.com which has access to the net only. I could really use the latest stuff from ICD. I think they are tops!

--
internet: zap@eskimo.com
ZAPPERDUDE uucp: zap@eskimo.celestial.com

5918. Re: Money in envelope, illegal?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 18:54:04 UTC
From: mrathwel@uoguelph.ca
Message-ID: <2nchsc$k0m@nermal.cs.uoguelph.ca>
Source record: 190073

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
: On 25.03.94, rickard.troedsson@secom.ct.se wrote (A53505@AC2):

: RT>1) It's illegal to send money in envelopes

: Can you explain, please?

: *Hendrik*

Not illigal ... just very unwise. If someone at the post office
decides to see what's inside, your money may never get to where it's heading.

>> Mark <<

5919. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 18:56:03 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CnHr9G.1JJK@austin.ibm.com>
Source record: 190074

In article <CnGCJA.GF1@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>Compiling MiNT is something which I'd rather not do either, but there doesn't
>seem to be a choice.

That is why we need to have a well written set of instructions for compiling MiNT. Or, better yet, distribute a package that includes enough files and compiler resources to compile MiNT. The package would need a program that invokes the compiler and compile the correct objects.

>I've been compiling MiNT with GCC 2.3.3 with PL3X libraries. I don't think
>this gives a particularly small binary, but it seems to work very well.

Has anyone except Eric used any other compiler to create MiNT?
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

5920. 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 19:33:46 UTC
From: rzoellne@sadis01.kelly.af.mil
Message-ID: <CnHt0C.AsC@sadis01.kelly.af.mil>
Source record: 190075

1040 STe with 4 mb memory
85 meg toadfile drive with icd controller
Spectre GCR with 128 k roms
Cordless mouse
deka pc keyboard attachment (hook a pc keyboard to the ste)
Omnix multisync monitor attachement (hook a multisync to the st and get
all st resolutions on one monitor)
Also includes neodesk, and other assorted software.

$400 plus shipping

E-mail if interested

5921. Re: editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 19:44:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnHtIr.Iot@cix.compulink.co.uk>
Source record: 190076

In message <2nc36l$q82@hebron.connected.com>, warrl@hebron.connected.com said:
>
>Marcos Vera (mvera@inf.utfsm.cl) wrote:
>: Can anyone tell me where I can get a good editor (shareware please) to
>: my computer.
>: My configuration is as follow :
>: atari 1040St, 1 DS/DD disk drive, no Hard Disk, Monocrome monitor with
>: hi-res (sm 124).
>: Thank you for your help.
>: Marcos Vera Yanez
>: mvera@inf.utfsm.cl
>
>ftp to atari.archive.umich.edu, cd to atari/Telecomm, and mget st*
>
>There are as I recall four files: storm100, the 1.01 upgrade for everything
>except zmodem, the 1.01 upgrade for zmodem, and the 1.02 upgrade.
>You need all four, apply the patches in order.

STorm is a terminal, the poster is looking for an editor. In this case you
could try Everest which is relatively small and very good IMO. V3.0 in
English is available from ftp.tu-clausthal.de.

Ofir ogal@cix.compulink.co.uk

5922. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 19:44:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnHtIu.IpH@cix.compulink.co.uk>
Source record: 190077

In message <2nccfd$mrm@acme.gatech.edu>, gt1448b@prism.gatech.edu said:
>
>The problem with your argument is that most of it is based upon a
>currently vaporware version of MultiTOS. Whether MultiTOS is an
>emerging OS will depend upon 1) whether Atari starts selling more
>computers, 2) whether Atari decides to remain in the computer
>business, 3) if Atari shuts down their computer operations they let
>their current developers (eg. Eric Smith) continue to develop
>TOS/MultiTOS independently, and 4) if they allow 3), these developers
>feel there is a market worthwhile to put the effort into it.

It is NOT a vaporware version. It exists and works. It's available to all
registered developers.

Ofir ogal@cix.compulink.co.uk

5923. Re: Ledpanel

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 19:45:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A64532@SL.maus.de>
Source record: 190078

In article Hendrik Mylius @ PB2 (Hendrik Mylius) writes:

HM>I'm not shure about hi-color, though.
LedPanel 2.5 works on all (Screenblaster II) resolutions - except Atari 'True Color' modes

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

5924. Re: 68000

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 19:50:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ncl5u$lg7@golem.wcc.govt.nz>
Source record: 190079

```
] >(Plus, I can use all the info' I can get, I've so far taught myself,
] >GFA-Basic, STOS, Pascal, a bit of C (I'm waiting for C++) but you can
] >never have too much knowledge :)
]
] Yes you can. Assembler gives you varicose veins in your nose from having
] it pressed against the cold metal for so long.

What cold metal?
```

5925. Re: SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 20:18:56 UTC
From: woodford@esca.com
Message-ID: <1994Mar30.201856.1371@esca.com>
Source record: 190080
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Oh come on.....I am too interested in this topic, and don't understand any
>French at all..... Please repost the reply...this time in English.

>In article <2n21d5$pv6@imladris.frmug.fr.net> regnauld@imladris.frmug.fr.net (Philippe
Regnauld) writes:
>>acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>>
>>>Hi,
>>>Can someone tell me the difference beetween ICD's "The LINK" and
>>>GE SOFT's "TOPLINK" ?
>>
>>>If I buy a TOPLINK adapter, can I use ICD Pro utilities ?
>>
>> It says 'FR.' in the newsgroup name.
>>
>> On parle francais ici.
Not all of us, so I'll attempt to translate...

>>
>> Donc: pour ta question: le GE Soft est assez nul, je l'ai teste,
>> c'est lent.
Ok, your question: The GE Soft is pretty worthless, I have tested it
and found it to be slow.

>>
>> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
>> (chip d'ID sur la carte)
Also, the ICD software only works with ICD cards (DMA->SCSI boards)
(ID chip on the card)

>> (Quoique... mais ca fait longtemps que je n'ai pas vu de version
>> 'debridee' :-)
(It's been a while since I saw a 'hacked' version :-)

This is just a translation, and in no way reflects my opinions on
the matter...

Cheers, Steve

5926. Re: ATARI FLOPPIES: READA

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 20:41:16 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16F89B270S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 190081

Having followed this thread for about a week, I have done some experimentation, and have found the following to be true:
(BTW, I own a Mega STe w/4MB RAM, 50BM HD, 1.44 MB internal floppy, 750K external floppy - the Mac at work I use a Mac IIci w/20MB RAM, 160 MB HD, and 1.44MB floppy.):
1. The Mac will NOT read Atari formatted disks with Apple File Exchange version 7.0. Apple File Exchange can format floppy disks to PC format. Disks formatted this way CAN be read by the Atari. I can copy ASCII text files from the Atari onto the PC formatted disks, and the Mac can convert them using Apple File Exchange - although all formatting is lost and some wierd characters appear which need to be deleted.
2. Atari can emulate a Mac using Spectre GCR. It can operate most Mac software, and can read and write Mac disks. WARNING - I find Spectre GCR to be very buggy on my system. While there are many satisfied users, there are also MANY people who have problems with it. Be forwarned that there is absolutely NO customer support by its manufacturer, Gadgets by Small.
3. Atari can read and write PC formatted disks - no problemo. PC's can read Atari text files saved in ASCII format.

5927. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 20:43:36 UTC
From: rkildal@outb.wimsey.bc.ca
Message-ID: <rkildal.15qw@outb.wimsey.bc.ca>
Source record: 190082

it is a fairly solid rumor that Compo is doing a 486 upgrade for their board
and also a company called Wizztronics has announved a 486sx emulator card.

5928. Re: ATARI FLOPPIES: READA

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 21:27:09 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16F89BD32S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 190084

BTW, I forgot to mention one other way to transfer files from a Mac to Atari: something called MacSee. This will convert text from Atari to Mac, and vice versa. VERY buggy, and sometimes the text files are unusable.

5929. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 21:46:23 UTC
From: sourada@iastate.edu
Message-ID: <sourada.765063983@las1.iastate.edu>
Source record: 190085

In <CnHr9G.1JJK@austin.ibm.com> mlehmann@austin.ibm.com (Mark Lehmann) writes:

>In article <CnGCJA.GF1@cix.compulink.co.uk>,
>Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>>Compiling MiNT is something which I'd rather not do either, but there doesn't
>>seem to be a choice.

>That is why we need to have a well written set of instructions for compiling
>MiNT. Or, better yet, distribute a package that includes enough files and
>compiler resources to compile MiNT. The package would need a program that
>invokes the compiler and compile the correct objects.

That violates the spirit (although not the letter) of the license agreement.
But in any case, it's not really hard to do. Just set up the compiler and
'make'. I pretty much agree that if you can't do that, you needn't worry about
using MiNT by itself anyway. Get MultiTOS or one of it's competitors...

Later,
Steven
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

5930. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 22:50:20 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.lFUypUbKayo@yonder.equinox.gen.nz>
Source record: 190086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2n8qa4$a8k@golem.wcc.govt.nz>, Roger Sheppard writes:
>In article <H.eg.UP7BMO91XJ6@yonder.equinox.gen.nz>,
craig@yonder.equinox.gen.nz (Craig Shore) writes:

>>No Roger, it's only $2.73 Standard, or $1.89 Economy through Telecom,
>> or $2.71 Standard, $1.88 Economy through Clear Communicatins.
>>
>>Craig.
>
>Wrong again Craig, you can't call them during Economy Times, as there office is
>only open from 10AM, I have been there done all that, also I don't like
>getting up at 6am just to here a recorded message.

No, I'm not "Wrong again"

10am in IL,USA is 4am NZST , 4am is economy.
(Note:I think they switch into DST at 1am this Sunday, so that will
make 10am there 5am here)

Ecomony is 10pm to 8am, so if you called just before 8am, it would be
just before 2pm there (3pm next week).

When you called at 6am, it would have been 12pm there... maybe they
all went off to lunch and left an answering machine on??? Try ringing
a bit earlier or later.
Oh, and don't bother calling on a Monday, it's Sunday there.

>By the way you prices don't include GST, gee were did you go to school..???

I went to school here in Christchurch, New Zealand.... I guess they
taught you differently in the uk? Assuming that's where you're from?

I'll Quote from the Clear Residential rates book.... "International
rates are quoted in dollars per minute (GST inclusive).

And in the Telecom rates book, it's got 2 columns , one says GST Incl, the
other GST Excl, I quoted the rates from the GST Incl column.

>Plus there is no Clear here on the Gold Coast....

So you're paying 1 or 2 cents a minute more through Telecom... no great loss.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

5931. Re: Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 22:57:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nd041$m4o@mailer.fsu.edu>
Source record: 190087

Scott E. Parker WA7VYJ (sparker@Coquina.cass.usu.edu) wrote:
> 'Scuze my ignorance but....
> I am looking for a way to replace the keyboard on my 1040ST with
> something better.
> I saw the note in the FAQ about attaching a mega keyboard. Looks like a
> simple enough
> solution. The problem is, I have never seen nor handled a Mega keyboard.
> My main
> concern is havng a keyboard that feels and responds better than the sorry
> thing that's
> packaged into the ST. I realize that I am inquiring into a matter that
> is to a good
> degree a matter of personal taste and that what I really should do is
> take a Mega keyboard
> for a test drive, but I don't know of anyone who owns one around here and
> there's no
> Atari dealer that I know of for miles around either. So, I'm resorting
> to USENET with
> the following questions:

> 1. Is the Mega keyboard a "decent" keyboard (solid key contact, good
> tactile feedback)?

No. It is better than the 1040 keyboards (my opinion), but the keycaps
are too big at the top (i.e. there is less taper to the keycaps when viewed
from the side). This means that there is very little space between the keys,
which contributes to more typos. The feel of the keys are OK, but the poor
keycap design is quite irritating.

> 2. What should I expect to pay for one?

> 3. Where's the best place to get one?

> Your opinions, please....

IMHO, the best Atari keyboard is the MegaSTE/TT unit. It has joystick/mouse
ports on the side (not under, like the Mega), modern tapered keycaps, and
real function keys. It uses the round rubber thingies underneath the keys,
so the feel is a bit mushy, but other than that it is great. I have been
told that it is completely interchangeable with the Mega keyboard, so your
mod should still work.

However, there is likely an even better solution for you. Try to find a
DEKA keyboard unit. It is a hardware interface that allows you to hook up
any PC compatible keyboard to the ST (I know it works for Mega's, and I'm
pretty sure there is a way to use it with 1040's). You can then get a nice

microswitch PC keyboard and wail away. It is totally hardware based, so you should not have any weird compatibility problems (I have seen units that require a software driver, which will obviously not work with bootable games).

As for sources, I have seen a couple for sale on the net recently. Also, try D&P Computer Supply (1-800-535-4290) and Toad (1-800-448-TOAD). The unit was less than $100.

Hope that helps.

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5932. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 22:57:30 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2nd04q$nkd@acme.gatech.edu>
Source record: 190088

In article <CnHtIu.IpH@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>>The problem with your argument is that most of it is based upon a
>>currently vaporware version of MultiTOS.
>
>It is NOT a vaporware version. It exists and works. It's available to all
>registered developers.

I _knew_ there would be a follow-up of this nature. When/if Atari decides to release this version publically (i.e. _anyone_ can go out and buy it, not just registered developers), then it will _not_ be vaporware. Atari has developed products in the past that were never publically released and historically they have been classified as vaporware in this newsgroup.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

5933. Re: What's illegal ;-?

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 23:01:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nd0bi$m4o@mailer.fsu.edu>
Source record: 190089

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

> In article <A6247@PB2.maus.de>, Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
> > On 26.03.94, ogal@cix.compulink.co.uk wrote (A53950@AC2):
> >
> > OG>It's also illegal to smoke dope and park on a yellow line :-)
> >
> > Only if you _inhale_ ;-)==========} Peace brother!!!
> >
> > Perhaps we should send this to good ole` Bill. What's his e-mail address
> > again?

> president@whitehouse.gov

Nah, send it to Hillary. Her address is root@whitehouse.gov :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5934. Re: Connect Questione

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 23:08:18 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nd0p2$m4o@mailer.fsu.edu>
Source record: 190090

Mike Hill (tekmar@oar.net) wrote:
> Everyone,

> Im just starting to look at Connect (Latest version) and I really like
> it. One thing I can't figure out though is how to get it to do a batch
> ZMODEM UPLOAD. I have tried passing it "*.*" through the file selector,
> but it only sends one file.
>
> Any ideas what Im doing wrong? I can get batch downloads to work fine.

If you use the Selectric item selector, you can pass more than more file
back to Connect (it is some new extended specification). Other than that,
I don't think you can do it with Connect's internal Zmodem. Selectric
(English version) is available from atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5935. Re: Tempest

Newsgroup: comp.sys.atari.st
Date: 1994-03-30 23:33:35 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CnI440.85L@cix.compulink.co.uk>
Source record: 190091

>Does anyone out there in Australia know if there is anywhere in Perth
>that sells Jaguars+cartridges as nowhere in this country does, and
>I'm likely to be near Perth-central (Around the area of the 'Power
>Museum')

A friend of mine told me that he's seen (and played with) some non-PAL
versions of the Jag in Paradon (Paradox? Paragon? Parasomething, anyway)
Computing - probably the only Atari supplier in WA.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

5936. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 00:22:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnI6DG.A48@cix.compulink.co.uk>
Source record: 190092

>Has anyone except Eric used any other compiler to create MiNT?

Apparenty Lattice C 5.5X/5.6X works - but I've had no luck using it for this purpose.

Roland.

@CiX

5937. Problems with PATCH

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 00:22:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnI6DI.A4t@cix.compulink.co.uk>
Source record: 190093

I am trying to patch a copy of the MiNT 1.10 sources with the MiNT-NET patches but am getting nowhere fast.

I'm using MiNT 1.08 and the KSH shell. I also haven't figured out UNIXMODE yet. Do I need it - and if so what *should* it be set too? I've tried:

export UNIXMODE=._

but this doesn't help :-(

Patch seems to have problems backing up files and therefore starts using tmp. Unfortunatly it always uses the *same* name in tmp for any one session! Also the problem files dissapear after patch has been at them.

:-(

Roland

@CiX

```
[110 /dev/d/user/work/mnt110.mnt] patch -l < mint110.dif
Hmm... Looks like a new-style context diff to me...
The text leading up to this was:
--------------------------
|*** file.h.orig Tue Feb 22 19:30:10 1994
|--- file.h Mon Mar 7 21:43:10 1994
--------------------------
Patching file file.h using Plan A...
Hunk #1 succeeded at 243.
Can't backup file.h, output is in d:/usr/tmp/patcho1010: file not found
Hmm... The next patch looks like a new-style context diff to me...
The text leading up to this was:
--------------------------
|*** main.c.orig Fri Feb 11 19:37:16 1994
|--- main.c Tue Feb 22 19:32:52 1994
--------------------------
Patching file main.c using Plan A...
Hunk #1 succeeded at 193.
Can't backup main.c, output is in d:/usr/tmp/patcho1010: file not found
Hmm... The next patch looks like a new-style context diff to me...
The text leading up to this was:
--------------------------
|*** proc.h.orig Tue Feb 22 17:35:32 1994
|--- proc.h Tue Feb 22 17:36:04 1994
--------------------------
Patching file proc.h using Plan A...
Hunk #1 succeeded at 67.
```

```
Can't backup proc.h, output is in d:/usr/tmp/patcho1010: file not found
Hmm... The next patch looks like a new-style context diff to me...
The text leading up to this was:
--------------------------
|*** proto.h.orig Tue Feb 22 19:34:14 1994
|--- proto.h Mon Mar 7 21:42:12 1994
--------------------------
Patching file proto.h using Plan A...
Hunk #1 succeeded at 274.
Can't backup proto.h, output is in d:/usr/tmp/patcho1010: file not found
Hmm... The next patch looks like a new-style context diff to me...
The text leading up to this was:
--------------------------
|*** timeout.c.orig Sat Feb 19 15:57:00 1994
|--- timeout.c Sat Mar 19 18:30:34 1994
--------------------------
Patching file timeout.c using Plan A...
Hunk #1 succeeded at 19.
Hunk #2 succeeded at 84.
Hunk #3 succeeded at 95.
Hunk #4 succeeded at 175.
Hunk #5 succeeded at 185.
Hunk #6 succeeded at 215.
Hunk #7 succeeded at 274.
Hunk #8 succeeded at 285.
Can't backup timeout.c, output is in d:/usr/tmp/patcho1010: file not found
done
```

<end of post>

5938. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 00:51:26 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2nd6qe$fua@vixen.cso.uiuc.edu>
Source record: 190094

mlehmann@austin.ibm.com (Mark Lehmann) writes:

>That is why we need to have a well written set of instructions for compiling
>MiNT. Or, better yet, distribute a package that includes enough files and
>compiler resources to compile MiNT. The package would need a program that
>invokes the compiler and compile the correct objects.

If somebody did that and put it up for ftp, I for one would be extremely
pleased. If you need some motivation, I will personally send a fan letter
out....
--

" It is unwise to do unto others as you would that they do unto you.
Their tastes may not be the same. " -- George Bernard Shaw
Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick/home.html

5939. MEGA ST UPGRADE

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 02:04:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ndb38$nvu@golem.wcc.govt.nz>
Source record: 190095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well at last I have a upgraded Mega ST 2...

I brought the Mega just befor Xmas as I wanted a machine
with Overscan and a Built in Hard Drive, Falcons/Mega ST
and TT are far to dear here...

I had all ready ordered the ADspeed and Micro Host adapters
made by ICD from a friend, he was send a flyer stating
that these were on sale, $39us for the Micro Host and
$99 for the ST ADspeed..

They took a bit of time to get here, but then I did not have
my Mega yet..

Well I did not fully test the Mega, it looked OK and when I run it..

Well as soon as I recieved the these upgraded bit I fitted them
all to the Mega, the Overscan was the only problem, were to fit it,
well I found a place just above the CPU, also the ADspedd cut trace link
that was mentioned for the blitter patch was not needed, the 68000 CPU
had the IC leg lifted out from the PCB...

I did a small mod, to the PSU as the 5 volts was low, no adjustment on this
version, its set by 2 fixed resitors, so I just shunted one to bring it
up to 5 volts...

Well after it was all together it seem to run for 8 hours them crash on me,
the Neodesk could not find its resource file,?? I would copy a new one and all
would run again till I rebooted..??

Well it finally gave up, so out came the ADspeed and the Hard Drive, patched
out the Overscan mod also the New TOS 1.04 Roms that I had fitted, still no
joy.

Well out came my trusted 1740A HP scope, and found a short in one of the Ram
chips, as I could not get Nmos Rams any more I replaced it with a Cmos one,
this was then tested for a day with the Supra memory test program, all was
ok..!

Replaced the ADspeed, but that would fail after 8 mins, this was finally
returned to ICD, a replacement came back after a 2 months delay..

Every thing was reassembled, and has now been working for some 4 days now,
the only other problem is the ADSPEED.PRG, it looks like it has some Bugs,
this has been mentioned by ICD, TEMPUS II will crash after 20 seconds..

The ADspeed is very nice and well made product and so is the Micro Host adapter, its a pitty that they are no longer made, but I think they still have stock left..

So why not give that old Mega a new lease on life and fit these upgrades, well worth it..

If any one needs any help about these upgrades Please E-Mail me....

PS. The ST_FORMAT free copy of Arabesque Pro does not like Overscan, but that was version 2.14 and I know there is a later version 2.15....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5940. GEnie Text Uploads

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 02:08:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ndbag$nvu@golem.wcc.govt.nz>
Source record: 190096

Hi does any one know how to upload a Text file to GEnie,
with out using Allading, (would take me weeks to work out how to use it),
with out loosing the Format of the letter..

It drops blank lines, how does one get around that..??

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5941. Storm...lzh files, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 02:18:39 UTC
From: andelain@xmission.com
Message-ID: <2ndbtv$n41@xmission.xmission.com>
Source record: 190097

Hi.

First off...
I have a 520ST, expanded to 1040...a couple of floppies and a 20 meg hd.
I am using storm for telecomm, and am getting _very_ frustrated at the
terminal emulation.

Ok..to the point...
I understand there are/is a patch which is supposed to make the vt100
emulator act a bit more like a vt100. Is that patch the storm02.lzh (approx)
file on wuarchive? Also, there was a posting a while ago which said to
"apply the patches in order..." or something to that effect..

So, all this leads me to the following questions:
1. How do I 'uncompress'? the lzh files and make them 'usable'?
2. How do I 'apply' patches?
3. Is there such a thing as a Jpeg/Gif viewer available?
4. Is there a 'computer idiot' PPP/SLIP program available?

That should take care of todays questions...Thanks in advance to whomever
takes the time to help me out. I'm obviously not a programmer, so I could
use "do this, then, push that button" type instructions. :)

So long!

--
Will Thompson
andelain@xmission.com
"You knew the job was dangerous when you took it, Fred"

5942. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 02:38:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnICop.F9u@cix.compulink.co.uk>
Source record: 190098

In message <2nd04q$nkd@acme.gatech.edu>, gt1448b@prism.gatech.edu said:
>>It is NOT a vaporware version. It exists and works. It's available to all
>>registered developers.
>
>I _knew_ there would be a follow-up of this nature. When/if Atari
>decides to release this version publically (i.e. _anyone_ can go out
>and buy it, not just registered developers), then it will _not_ be
>vaporware. Atari has developed products in the past that were never
>publically released and historically they have been classified as
>vaporware in this newsgroup.

Fair enough, I just thought the term vaporware meant that it didn't even exist. Mag!x does exist and manages to provide pre-emptive multi-tasking without the speed penalty. In fact some functions are faster than TOS.

Ofir ogal@cix.compulink.co.uk

5943. Opus Spreadsheet compatibility with SpeedoGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 03:25:27 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2ndfr7$c1j@charm.magnus.acs.ohio-state.edu>
Source record: 190099

IS anybody using this combination successfully? The Assigner program doesn't like the idea that there aren't any fonts in the Assign.sys, but the Fontwid program finds all of the fonts that I have selected, I have had the font tables on/off, but I can't get it to accept graphics wth the spacing option in the graph... Which then won't allow me to print...

Any suggestions? I am not using ANY of the Bitmap fonts, just what the Extend.sys contains...

Michael Steve jr.
The Sequel

5944. Re: offline newsreader

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 03:26:46 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.z15bpP4LdWc@harvee.billerica.ma.us>
Source record: 190100

In <CnFp7E.IpB@uqac.uquebec.ca>, Joseph Hogan writes:

>The offline reader will be for a UUCP node. I would like to
>know where one can get a hold of these pieces of software. If you
>can post the address where they could be found, that would be great!!
>

you can get hermes 1.10 from a varity of FTP sites in europe or if you don't
have FTP, you can grab it by mail from my server here at harvee. send the
message:

dir
help

to server@harvee.billerica.ma.us and you will get instructions on how to
grab hermes 1.10 and a tiny tar program to unbundle it.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

5945. Looking for old ST game demo (StarRunner??)

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 03:44:43 UTC
From: bhutten@fox.nstn.ns.ca
Message-ID: <bhutten-300394234211@halifax-ts2-6.nstn.ns.ca>
Source record: 190001

Hi: in a fit of sentimentality i hauled out the old 1040 st yesterday, and now remember a demo of a game i had for it 6-7 years ago, and am wondering if anyone remembers it.

the game was a scrolling landscape game like xevious, it would only scroll up and down. the backgrounds were extremely well drawn, in particular there was one level (colored shades of green, if i remember) that had skulls and other death insignia...there was a somewhat playable demo version of the game floating around.

i seem to remember that the game was called star runner, or something like that. it would have been 6-7 years ago. can anyone help me with this?

thanx

- bill

--
-- Bill Hutten, Progrx Custom Applications
-- Halifax, NS. 902 453 2482, bhutten@fox.nstn.ns.ca

5946. Re: Hmmm...

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 03:50:23 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2ndh9v$pkj@agate.berkeley.edu>
Source record: 190002

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> 1991 CIA World Factbook
> A Christmas Carol, by Charles Dickens
> A Discourse on Method, by Rene Descartes
> A Princess of Mars, by Edgar Rice Burroughs
> About The Iroquois Constitution
>
> (*Items skipped*)
>
> Is Project Gutenberg some sort of registered commercial group, because
> otherwise this kind of non-authorised (Is it?) reproduction of texts
> is an infringement of copyright is it not?

In the U.S.A., copyrights cannot be held for longer than something like
75 years. Dickens and Descartes have both been dead at least that long.
Dickens's works are available from multiple publishers, and any copyright
notice you may find in a recent printing covers only whatever exists other
than the text of the novel---the cover artwork, maybe. Whatever implicit
copyright the Iroquois Constitution might have had must have expired by now,
too. I assume a similar reality holds for other nations' copyright laws.

(Can't speak for the CIA Factbook or Princess of Mars story.)

B: ``Three Strikes is cool.'' B: ``Jail! Jail! Heh; heh heh; heh....''
John Hauser---jhauser@cs.berkeley.edu

5947. tar files

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 04:01:25 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CnIGIE.DJG@uqac.uquebec.ca>
Source record: 190003

Hello(again),

I would like to thank everyone for the names of the offline newsreaders
and I have found one of them, HERMES, but it is an older
beta version that I found on umich. I am going to try to
look at it, but have found a major stumbling block, it is is a
1.5 meg *.tar file. What the heck do I do with that??

Also, if anyone knows where version 1.10 is, or where UUCP point
is located(as well as the current version), that would be great.

I do have the address of someones machine where HERMES v1.10 is
located, but I have yet to figure out how to 'mail order' something
from his machine, even with instructions, and I did not write down
his address. So, if you are out there, please send me a
simple and easy explication of how to get the file.

Thanks,

joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

5948. Re: Storm...lzh files, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 04:02:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnIGKA.Hnw@cix.compulink.co.uk>
Source record: 190004

In message <2ndbtv$n41@xmission.xmission.com>, andelain@xmission.com said:
>
>So, all this leads me to the following questions:
>1. How do I 'uncompress'? the lzh files and make them 'usable'?

You need a program called lharc or similar. v2.99 is available which is
quite simple to use and is found on most BBSs and ftp sites.

>3. Is there such a thing as a Jpeg/Gif viewer available?

There are several. GEMView is one. You will need to browse around for
others. For GIF you might like to give Speed of Light a try.

Ofir ogal@cix.compulink.co.uk

5949. Re: editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 04:02:58 UTC
From: warrl@hebron.connected.com
Message-ID: <2ndi1i$ci1@hebron.connected.com>
Source record: 190005

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

: STorm is a terminal, the poster is looking for an editor. In this case you
: could try Everest which is relatively small and very good IMO. V3.0 in
: English is available from ftp.tu-clausthal.de.

Storm, while primarily a terminal program, is also my text editor and
word processor of choice.

Acknowledged, I haven't tried Everest. But I had a half dozen or so
text editors, and after I'd had Storm a week I got rid of *all* of them.
Whereas I still have two telecomm programs other than Storm.

5950. WANTED: Syquest 44MB removable, dead or alive.

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 04:30:13 UTC
From: <>
Message-ID: <2ndjkl$8t4@quartz.ucs.ualberta.ca>
Source record: 190006

Greetings,

My girlfriend killed my Syquest when she put the disk in sideways
and jammed the lever closed...broke the shutter opener (I fixed that) and
bent the heck out of the read head (haven't had any luck with that).
So, I would like to know if anyone has a drive they want to sell, alive
or dead, as long as there is some certainty that the heads are intact...

e-mail, or post here with followups.

~~~~~~
| Robert Morrison morrison@nyquist.ee.ualberta.ca |
| Edmonton, Alberta, Canada |
| IBM Canada Ltd. Ph: (403) 461-9716 |
~~~~~~

5951. Re: Looking for old ST game demo (StarRunner??)

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 05:00:57 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2ndle9$c8a@charm.magnus.acs.ohio-state.edu>
Source record: 190007

In article <bhutten-300394234211@halifax-ts2-6.nstn.ns.ca>,
Bill Hutten <bhutten@fox.nstn.ns.ca> wrote:
>
>Hi: in a fit of sentimentality i hauled out the old 1040 st yesterday, and
>now remember a demo of a game i had for it 6-7 years ago, and am wondering
>if anyone remembers it.
>
>the game was a scrolling landscape game like xevious, it would only scroll
>up and down. the backgrounds were extremely well drawn, in particular there
>was one level (colored shades of green, if i remember) that had skulls and
>other death insignia...there was a somewhat playable demo version of the
>game floating around.
>
>i seem to remember that the game was called star runner, or something like
>that. it would have been 6-7 years ago. can anyone help me with this?
>
>
>thanx
>
>- bill
>
The game I remember was called Gold Runner. The versions that
floated around was the cracked version from the Amiga systems.

It was crack by Dr. Frankenstein, from the old Dark Star BBS.

I use to have it but it wouldn't play on my new machine.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD
>
>--
>-- Bill Hutten, Progrx Custom Applications
>-- Halifax, NS. 902 453 2482, bhutten@fox.nstn.ns.ca

5952. *.IMG -> UNIX

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 06:44:36 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CnIo2C.LME@mach1.wlu.ca>
Source record: 190008

I'm looking for a program that will allow me to print *.IMG files (saved from notator) on my schools laser printers. I figure there should be somthing small that could read and print this, how about a IMG -> Postscript, does this exist?

Keith

--
Mahler/Floyd/Jaguar/Hoff/Trudel/SCV/Molson/Yamaha/Lindberg/CSO/Wagner/Jazz/WLU
Solti/NYP/Mc Ewans/Unix/Dutch Boy/Notator/Rush/Bernstein/Trombone/Shostakovich
California/OSM/Atari/Tolkien/Ozzy/Rickarts Red/Sibelius/Laruier/Internet/Bach
_/_/_/_/_/_/_/_/_/_/_/_/_/ Keith Bilinsky _______________

5953. Re: editor needed

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 07:00:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnIot6.Myx@cix.compulink.co.uk>
Source record: 190009

In message <2ndi1i$ci1@hebron.connected.com>, warrl@hebron.connected.com said:
>
>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>
>: STorm is a terminal, the poster is looking for an editor. In this case you
>: could try Everest which is relatively small and very good IMO. V3.0 in
>: English is available from ftp.tu-clausthal.de.
>
>Storm, while primarily a terminal program, is also my text editor and
>word processor of choice.
>
>Acknowledged, I haven't tried Everest. But I had a half dozen or so
>text editors, and after I'd had Storm a week I got rid of *all* of them.
>Whereas I still have two telecomm programs other than Storm.

OK, I didn't realise you could use STorm for text editing.

Ofir ogal@cix.compulink.co.uk

5954. Re: MEGA ST UPGRADE

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 07:00:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnIot8.Mzn@cix.compulink.co.uk>
Source record: 190010
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2ndb38$nvu@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>Well at last I have a upgraded Mega ST 2...

[...stuff deleted...]

Roger, you will find that many older programs do not work with Overscan r
ADspeed. Many programs assume a fixed screen size and others (Tempus) rely
on the CPU timing for some operation (some blitting in Tempus, but I'm not
sure). These are all bad practices, but were common to optimise speed.

You can change the ADSpeed frequency by poking the registers:

```
-------+-----+-----------------------------------------------------+----------
###############ADSPEED Configuration registers ###########
-------+-----+-----------------------------------------------------+----------
$F00000|byte |Switch to 16 Mhz |W
$F10000|byte |Switch to 8 Mhz |W
$F20000|byte |Turn on high speed ROM option in 16 Mhz |W
$F30000|byte |Turn off high speed ROM option |W
$F40000|byte |Unknown |W
$F50000|byte |Turn off cache while in 16 Mhz |W
| | >> Write 0 to an address to set it. << |
```

This was taken from a document produced by: Dan Hollis.

Ofir ogal@cix.compulink.co.uk

5955. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 07:23:35 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2ndtpn$s94@bronze.coil.com>
Source record: 190011

[About Multi-TOS...]
>It is NOT a vaporware version. It exists and works. It's available to all
>registered developers.

I hate to step into a conversation about something I know very little,
but isn't the above description by Ofir of MTOS _also_ an accurate
description of ASV (Atari System V [Unix?]) shortly before it became
permanently unreleased?

On a (semi-)related note, would you, Ofir (or anyone who cares to give an
opinion! :-), say that MultiTOS is the best choice for someone like myself
wh owould like to be able to multi-task, but whose main computer use is
application running, very (_very_) occasion programming for fun only, as
well as the occasional round of NetHack (and a few other games)?

Thanks for the input ahead of time!

-Matt

P.S. What, and why is Minix?

P.P.S. What has Minix to do with the speed of MultiTOS (or anything else,
I guess)?

5956. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 07:49:55 UTC
From: bjb@praxis.co.uk
Message-ID: <1994Mar31.074955.28182@praxis.co.uk>
Source record: 190012

a-aulick@ux4.cso.uiuc.edu (Schizoid) writes:

>>Could someone put the MiNT 1.10 source archive on umich.edu (or tell me where
>>it is if its there somewhere).
>>I know that MiNT binaries may not be distributed, but can patched
>>binaries (eg the mint-net patched binary) be distributed? I'm not
>>looking forward to haveing to recompile and apply patches etc.

>Huh? What's this about not distributing binaries? I've been waiting until
>I had some time to go fetch the MiNT binaries and install them on my machine,
>but I don't even have a C compiler! (and somehow I doubt that MiNT was written
>in GFA BASIC)

>Is this no-binary thing just because the version is new, or have I mis-
>understood something, or what?
>--

Any MiNT version above 0.95 (or possibly 0.96) is distributed as C
source code, and binaries are not allowed to be exchanged. I used MiNT
0.95 for a long time though and it seems pretty stable. I've now used
Lattice to compile MiNT 1.08, and I'm about to apply patches to take
it to 1.09, which brings me to another question: Is there any (real)
support for Lattice yet? (ie MiNTlib binaries, Lattice specific source
etc.)

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

5957. Re: Falcon/Ste price drops?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 08:01:28 UTC
From: sanders@sci.kun.nl
Message-ID: <CnIrMG.M0F@sci.kun.nl>
Source record: 190013

In <gaps14.764954184@cent.gla.ac.uk> gaps14@udcf.gla.ac.uk (Michael James) writes:

>In <2n3dsg$fo@kelly.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>>In article <26MAR94.19065299@meena.cc.uregina.ca>,
>> <selbyr@meena.cc.uregina.ca> wrote:
>>>Have there been essentially no retail price drops on the STe, TT
>>>and Falcon in the last while?

>Well, 499.99 pounds sterling for a 4 meg Falcon! (Computer Depot, Glasgow,
>Scotland) If that's not a price drop, what is!

That's *inclusive* of a harddisk? Over here in the Netherlands,
Falcons 4/84 are being sold for DFl 1999,-, approx. $1150,-, or &575,-

Still, with a decent monitor, BlowUP and NVDI you'd still be about
$1715 lighter...

Sander SToks
sanders@sci.kun.nl

5958. Re: ELAN available on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 08:13:52 UTC
From: sanders@sci.kun.nl
Message-ID: <CnIs75.MAt@sci.kun.nl>
Source record: 190014

In <2nc8kn$ko8@d243f1036.sietec.de> zappe@gaea.sietec.de (Harald Zappe) writes:

>Hi, folks,

>has anybody heard about an implementation of the prog-language ELAN on Atari?
>My little brother (15 y.o.) has to study it soon at his informatic course at
>school. Would be nice to hear (read :-)) 'bout some cheap sources...

I'm sure it's ftp-able at sol.cs.ruu.nl (I think they like it more if
you use ftp.cs.ruu.nl) and maybe at a.a.u.e. too.

It's available for MS-DOS and UNIX too.

Sander STOks
sanders@sci.kun.nl

P.S. I study `programming' from the author, Koster, himself!

5959. Re: Problems with PATCH

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 08:49:10 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar31104910@issan.informatik.uni-dortmund.de>
Source record: 190015

In article <CnI6DI.A4t@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:

|> I'm using MiNT 1.08 and the KSH shell. I also haven't figured out UNIXMODE
|> yet. Do I need it - and if so what *should* it be set too? I've tried:

|> export UNIXMODE=._

|> but this doesn't help :-(

You should either leave it unset or set it to "/rU", where "/" means
"translate / to \" and "rU" means "use drive U: as root drive".
Another switch that may be interresting is "s", meaning "emulate
interpretable scripts", i.e. files having something like #!/bin/sh in
the first line. Unknown switches like ".X", which is only meaningfull
with bammi's GCClib, will be ignored by the MiNTlibs.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

5960. Re: Syquest HD question

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 09:07:51 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ne3t7$iom@vishnu.jussieu.fr>
Source record: 190016

In article jah@usenet.INS.CWRU.Edu, sxp17@po.CWRU.Edu (Sanjay Parker) writes:
}
}Does anyone know if a Syquest 44mb removable for the ST (DMA) can be fitted
}to a SCSI device on a K2000s sampler?
}
}

Yes. I did it to use a ST-Syquest on my Falcon. You'll have to buy an
internal SCSI cable from the Syquest itself to the outside of the box (make a hole in it).

MB.

5961. Re: Money in envelope, illegal?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 09:36:00 UTC
From: piet@cs.ruu.nl
Message-ID: <Cnlw01.ltn@cs.ruu.nl>
Source record: 190017

MR> Not illigal ... just very unwise. If someone at the post office
MR> decides to see what's inside, your money may never get to where it's
MR> heading.

So what? If you have to send money internationally through the banking
system you get ripped of for sure. If you stuff it in an envelope and cover
it decently, the chances are that you end up with more money in your pocket.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
X-400: G=Piet;S=van.Oostrum;OU=cs;O=ruu;PRMD=surf;ADMD=400net;C=nl;

5962. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 10:03:09 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ne74t$q7l@golem.wcc.govt.nz>
Source record: 190018
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnEKJL.51I@uqac.uquebec.ca>, jhogan@uqac.uquebec.ca (Joseph Hogan) writes:
>In article <2n44km$jf@aggedor.rmit.EDU.AU> roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
>>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>>: In article <2ms5mm$55a@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
>>: >Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>>And I dont have a Genie account...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I DID NOT WRITE THIS...!!!!!!

>That is an easy problem to correct. Just mail to icdinc@genie.geis.com

PLEASE READ MY SIG, I do have a GEnie acc...!!!!

>Joseph

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5963. Re: EXTERNAL 1.44 FLOPPY??

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 10:10:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ne7ih$q7l@golem.wcc.govt.nz>
Source record: 190019

In article <2d988fa4@master.ct.se>, stefan.andreasson@master.ct.se (Stefan Andreasson) writes:
>In a letter dated 27 Mar 94, stevedc writes to All :
>
> s> I have a question I had to ask as I'm new to a 1.44 mech. Since
>
>I have put an AJAX chip into my MSTE and run a external 1.44 with no problem
>beside the bug with two drives. I.E. that the MSTE does not reconise
>mediachange on the B drive...
>
>Regards Stefan

How did you connect Pin 2 from the Drive, this is the media detect line for 720k/1.4 disks..??

Also there is a PAL change on early Megas, plus a wiring mod....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5964. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 10:20:11 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ne84r$q7l@golem.wcc.govt.nz>
Source record: 190020

In article <CnCMn1.12y@sdf.lonestar.org>, ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>================================== quote ============================
>
>MultiTOS a slow dog? Well, its an emerging OS. Geneva fast? No, it just
>doesn't multitask and doesn't poll during program execution. The polling
>during program execution will be gone from MultiTOS soon, and then you will
>likely owe the net an apology because I'm getting SICK of Gribnif!

No I think I am getting fed up with People like you, take pill before you get
a heart attack..!!!

There is a old saying, the prove of the pudding is in its eating, so Please
remember that....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5965. HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 10:59:49 UTC
From: thaanpaa@abo.fi
Message-ID: <1994Mar31.105949.26363@abo.fi>
Source record: 190021

I really, really need information about Atari ST or Falcon hard disk optimizers (organizers?)! Anything is helpful. I'm becoming desperate.. Is there really no such thing!? :-(
--

5966. Re: HiSoft email address

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 11:26:03 UTC
From: steve-j@teleport.com
Message-ID: <2nec0b$50r@kelly.teleport.com>
Source record: 190022

In article <1994Mar29.083753.285@praxis.co.uk>,
Ben Bell <bjb@praxis.co.uk> wrote:
>Can anyone give me HiSoft's email address (if they have one). Thanks

hisoft@genie.geis.com should work

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5967. Re: Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 11:45:11 UTC
From: steve-j@teleport.com
Message-ID: <2ned47$572@kelly.teleport.com>
Source record: 190023

In article <2nb7da$8du@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>
>Maybe the people at Commodore learned their marketing skills from Jack?
>Seems everything the Tramiels touch turns to shit, doesn't it?

On the contrary! Maybe the Tramiels's weasely penny-pinching is why
Atari Corp. is still around and Commodore is going down the tubes???
After Tramiel left Commodore, Commodore spent A LOT of money on A LOT
of things (the $15 million Amiga TV ad campaign that failed, for one!).
Perhaps the Tramiels being tightwads IS a good thing??? <grin>

Personally, and from what I've heard people in the industry say, I
Commodore's more likely to go into liquidation than be restructured.
It's a shame, though, because (all advocacy aside) the Amiga is a
great little machine -- maybe in the liquidation, the Amiga design
will be sold off to someone who will continue developing and supporting
it???

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5968. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 11:55:51 UTC
From: lonsdale@acri.fr
Message-ID: <1994Mar31.115551.11915@acri.fr>
Source record: 190024

Could anyone tell me when Calligrapher was on the cover of
ST Review. And what's this about Calamus?

I have moved to France and can't get any British mags, so
if anyone could tell me what the freebies have been since last
August I would be grateful. I could order some back issues
through a friend of mine.

Thanks
Andrew

5969. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 12:02:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1693@usdtsg.DaytonOH.NCR.COM>
Source record: 190025

In article <CnHtIu.IpH@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2nccfd$mrm@acme.gatech.edu>, gt1448b@prism.gatech.edu said:
>>
>>The problem with your argument is that most of it is based upon a
>>currently vaporware version of MultiTOS...
[STuff deleted]
>
>It is NOT a vaporware version. It exists and works. It's available to all
>registered developers.

I guess he meant "virtually vaporware." That is, until the actual buying public can purchase it, it's vaporware for all intensive purposes. As an example, the old Atari 1450XLD - it was developed but was never sold as a product (there may be a few floating around out there, but they were essentially "vaporized").

Personally, I hope Atari continues work on MultiTOS - it's a reasonable start into the world of multitasking. (has anyone here ever played with an old version of Windows? I'm talking 1.0 or even 2.0. They were still light years away from the current version as far as power, capability, etc).

Assuming Atari (and Eric!) continues development on MTOS, they could do some really nice things with it...

Rob

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

5970. Re: Problems with PATCH

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 12:14:14 UTC
From: ts@austria.uni-paderborn.de
Message-ID: <2neeqm$4o8@news.uni-paderborn.de>
Source record: 190026

It seems you are using a patch which insists on long filenames,
for example a minix filesystem. Quick hack: Use the ram.xfs as
your /tmp.

Cheers, Thomas.
--
ts@uni-paderborn.de

5971. Re: HiSoft email address

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 12:16:27 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CnJ3FG.HDp@barclays.co.uk>
Source record: 190027

```
In article <2nec0b$50r@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> In article <1994Mar29.083753.285@praxis.co.uk>,
|> Ben Bell <bjb@praxis.co.uk> wrote:
|> >Can anyone give me HiSoft's email address (if they have one). Thanks
|>
|>
|> hisoft@genie.geis.com should work
Or hisoft@cix.compulink.co.uk

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

5972. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 12:17:16 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CnJ3Gt.HH3@barclays.co.uk>
Source record: 190028

```
In article <1994Mar31.115551.11915@acri.fr>, lonsdale@acri.fr (Andrew Lonsdale) writes:
|> Could anyone tell me when Calligrapher was on the cover of
|> ST Review. And what's this about Calamus?
|>
|> I have moved to France and can't get any British mags, so
|> if anyone could tell me what the freebies have been since last
|> August I would be grateful. I could order some back issues
|> through a friend of mine.
Ask them c/o midihelp@cix.compulink.co.uk.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

5973. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 13:00:18 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <2nehh2$17g@hpsystem1.informatik.tu-muenchen.de>
Source record: 190029

In article <1994Mar28.104044.11035@jet.uk>, djs@jet.uk (David Stevenson) writes:
|>
|> Are software updates available freely anywhere?
Ok, you can get a new version via email from us. Just send me your Name and email-adress, and your serial number (important!) and I will send you the newest software (Version 1.7) via uuencoded email. This is not documented in the manual...

mfg Michael Eberl
eberl@informatik.tu-muenchen.de

5974. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 13:47:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnJ7My.FqF@cix.compulink.co.uk>
Source record: 190030

>That violates the spirit (although not the letter) of the license agreement.
>But in any case, it's not really hard to do. Just set up the compiler and
>'make'. I pretty much agree that if you can't do that, you needn't worry abou
>t
>using MiNT by itself anyway. Get MultiTOS or one of it's competitors...

If Atari would update MTOS we wouldn't have a problem - but as the current
release version is over a year old - more and more people are finding the
need to brew their own MiNT/MTOS kernels.

ALthough I have the facilities to recompile MiNT (*), many people don't have
the equipment. Its a pity they are restricted from using later versions
of MiNT though.

(*) And own a copy of MTOS.

Roland.

@CiX

5975. Re: Connect Questione

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 13:48:10 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EC6OCBWM@jimmy.sta.sub.org>
Source record: 189864

In <2navhj$7v6@dialup.oar.net> Mike Hill wrote :

>Im just starting to look at Connect (Latest version) and I really like
>it. One thing I can't figure out though is how to get it to do a batch
>ZMODEM UPLOAD. I have tried passing it "*.*" through the file selector,
>but it only sends one file.

There are two ways:

Write a batch, which will manage this or use the german fileselector SELECTRIC.

--
bye, Jimmy

5976. Re: New Atari Newsgroup (announce?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 14:09:31 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2nelir$bdg@aiscube.AIS-Dortmund.DE>
Source record: 190031

y.siu@lexicor.com (Lexicor@world.std.com) wrote:
: Hi,

: not too long ago there was some discussion about splitting up the group
: possibly to 68030 and 68000 or to make new TOS newsgroup alternatives.
: However I am wondering if anyone of you are interested in creating a

: comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce

: Watch'a all think?

good idea !

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

5977. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 14:12:34 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2neloi$63o@aggedor.rmit.EDU.AU>
Source record: 190032

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: >>> Lookout for TeddyTerm v2.12 (lastest version) which should be available
: >>> on most NeST bbs... (TTERM212.LZH)
: >>
: >>I think I saw it on atari.archive.umich.edu.. a NeST BBS is an extremely
: >>expensive international toll call away.. ;-(
: >
: >What to Australia?

: Where's a NeST BBS down here!? ;^)

Well Karl, if MACE were running something a little more flexible than MichTron
It would probably be a member of NeST, (Or fido for that matter).

Else you can phone ACE in Sydney, TWiNGe (or sim) in Adelaide, The CrySTal
in Darwin, (Thats me and I dont have the file so dont call) and one in Perth
whos name escapes me...

ACE is (02) 898-0873 and is the NeST host in Australia so call him.

--

Rob. (roba@nutmeg.ntu.edu.au)

5978. Re: Tempest

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 14:15:07 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2neltb$63o@aggedor.rmit.EDU.AU>
Source record: 190033

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
: >Does anyone out there in Australia know if there is anywhere in Perth
: >that sells Jaguars+cartridges as nowhere in this country does, and
: >I'm likely to be near Perth-central (Around the area of the 'Power
: >Museum')

: A friend of mine told me that he's seen (and played with) some non-PAL
: versions of the Jag in Paradon (Paradox? Paragon? Parasomething, anyway)
^^^^^^^
thats it..

: Computing - probably the only Atari supplier in WA.

: --
: sabbath@cix.compulink.co.uk (Graeme Rutt)
: --

--

Rob. (roba@nutmeg.ntu.edu.au)

5979. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 14:22:43 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.765123763@cent.gla.ac.uk>
Source record: 190034

In <Cn7yz8.A81@cix.compulink.co.uk> sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

>Can anyone help me out with some Falcon sound code? I need to be able to
>play all four stereo tracks at the same time. [...]

BAD NEWS! Although the Falcon has 4 stereo channels to play around with, only
ONE channel can currently connect with the output at any time!!! So, if you
want to get more than one channel, then you'll have to mix the samples in
software. (Yet another use for the DSP again!) Shame, really.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _

5980. DMA Chip req'd : UK

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 14:24:39 UTC
From: cf580@city.ac.uk
Message-ID: <1994Mar31.142439.5420@city.ac.uk>
Source record: 190035

Evening all. Sorry for the wide distribution of this post, but
setting distribution to UK only seems to stop it getting anywhere.

Basically, I need a new DMA chip for a vanilla ST. Does anyone
know a dealer I could buy one from? Power computing and most
of the other ST stalwarts don't appear to be dealing with the
ST anymore.

TIA.
--
Tim Wright - T.J.Wright@city.ac.uk

5981. Mega2 to Mega4?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 14:32:41 UTC
From: selick@bu.edu
Message-ID: <2nemu9$hl3@news.bu.edu>
Source record: 190036

I believe that a Mega2 to Mega4 ram upgrade should be pretty simple, no? I figure you can just get 16 more 128k ram chips (where, how much $?) and change a few resistors around. Is there a standard diy fix for this?
-Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

5982. Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 15:15:10 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199403281411.p16325@a2w.maus.de>
Source record: 190037

Recently I started digging around in my old disk collection to find=
another
few KB of backup space, when I discovered a super program called *Empire*=
by
Interstel. This is a version 1.0 dated 1987, but both I and my eight=
year
think it is great. Somewhere I heard about a version 2.0 - does it=
exist, is
it worth getting, if so where etc etc?

Ian_Taylor@a2w.maus.sub.org Atarians do it with=
hard disks.

5983. Re: GEnie Text Uploads

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 15:54:03 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1696@usdtsg.DaytonOH.NCR.COM>
Source record: 190038

In article <2ndbag$nvu@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger W. Sheppard) writes:
>Hi does any one know how to upload a Text file to GEnie,
>with out using Aladdin, (would take me weeks to work out how to use it),
>with out loosing the Format of the letter..

Do you mean as if it were entered by hand? (like say, "uploading" a text file in a RTC, as a message in the BB section, etc?). The basic way is to use (assuming the term supports it) "ASCII UPLOAD." Most terms (like CoNnect ;-) have this option...

Or you could use something like EDHAK, which has an "upload" feature to upload a block of text (or the whole buffer) to the serial port. I use Edhak in just this way when there's an "official" RTC going on. I type my question into Edhak ahead of time, mark the text (if I have multiple questions), and when it's my turn to ask, I simply upload the chosen text.

The Edhak "demo" version (available FTP, etc) limits you to a 2k buffer, but for messages, etc this should not pose a problem. Besides, Edhak is worth the registration IMHO...

This should work as well for the BB message areas (since Genie is kinda slow, it may look a little funky while entering the message editor on GEnie, but should be ok - you might try a test message there to see how it handles it)...

Hope this helps...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

5984. Re: DMA Chip req'd : UK

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 16:04:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CnJDzK.IDC@barclays.co.uk>
Source record: 190039

Try System Solutions or Silica Shop.

--

```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

5985. Re: Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 16:39:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d9b007e@p2.stacken.ct.se>
Source record: 190040

On 30 Mar 94, Michael Olin spat out:

> Maybe the people at Commodore learned their marketing skills from
> Jack? Seems everything the Tramiels touch turns to shit, doesn't it?

This crap really belongs in .advocacy or such but I'll say this much: Who was it that created Commodore Business Machines and made it a strong contender in the computer market? Who took over and rescued the illfated Atari from Warner? Who has been running Atari now for a full decade and managed to survive in a very competitive market? Who developed the Jaguar? I guess the Tramiels must be a bunch of totally incompetent idiots, right? I don't say we should all lick their boots and praise everything they do but I think they deserve some credit, don't you agree? Enough said!

___ _ _ _/ _ o /_
/ (0)__ /_)(_\ / / / /\ FALCON 4/60
/,,,,|--\ / patrik.sanfridsson@p2.stacken.ct.se

5986. Shareware registrations (Was: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 16:56:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d9b0277@p2.stacken.ct.se>
Source record: 190041

On 30 Mar 94, Rickard Troedsson wrote:

> and that's why SW authors should ask for $50 instead of $5 ....
> registering a $5 program is like giving money to the banks ...

One possibility to waste less money on the bank is to make a joint contribution
from several people in your country at once. This way, you pay less overhead
and also make it easiser for the receiver to cash the money. I've done this
myself on several occasions with good result.

___ _ _ _/ _ o /_
/ (0)__ /_)(_\ / / / /\ FALCON 4/60
/,,,,|--\ / patrik.sanfridsson@p2.stacken.ct.se

5987. Re: KOPIER MAL WIEDER

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 17:05:15 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94Mar31100515@hpbbrn.bbn.hp.com>
Source record: 190042

> huh?

It's a book review. The book in question is a PD collection sold by
Zweitausendeins in Germany (the second of its kind). Nice for people without
net access, if they speak German.

Bye,
Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+---
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

5988. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 17:05:28 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-310394170528@ngalm099.gal.nt.com>
Source record: 190043

In article <1994Mar31.105949.26363@abo.fi>, thaanpaa@abo.fi (Timo Haanp{{
UPR) wrote:

> I really, really need information about Atari ST or Falcon hard disk
> optimizers (organizers?)! Anything is helpful. I'm becoming desperate..
> Is there really no such thing!? :-(
> --

Try a.a.u.e for the latest version of ST_TOOLS, haven't tried it
myself, but I will (as soon as I backup my disk).

You should be able to find Atari Corp's CHKDISK program there also.

Then there is the commercial program Diamond Edge (I think that's what it's
called.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5989. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 17:18:39 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2nf0lf$3ie@acme.gatech.edu>
Source record: 190044

In article <A6267@PB2.maus.de> Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:

>But how about an OpenTOS on PowerPC.

From what I understand, IBM's Workplace OS (or is it Workspace?) is being written to run on the PPC and will have the ability to load in various modules for emulation of various OSs (DOS, Windows, OS/2, AIX, and MacOS). Perhaps Atari will write a TOS module to work under WOS.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

5990. Upgrades avail for MEGA-2?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 17:26:18 UTC
From: bartok@bnr.ca
Message-ID: <2nf13q$hui@crchha60.bnr.ca>
Source record: 190045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been experimenting with Mint on my stock MEGA-2 ST (not STe) and
have come to the conclusion that I need more memory and speed, so I need
answers to the following. BTW - I am using TOS 1.04

1. What is the easiest and safest DIY (Do It Yourself) method of upgrading
to 4 meg of RAM? Could someone please send me the specifics including
a source for the chips?

2. What options do I have for increasing processor speed? I am running at
8 MHz with a 68000 CPU. Compatability with older programs like Flash
and WordPerfect is important as well as MIDI programs (I use SmpteTrack
which is suppossed recognize faster clocks, but other progs might not.)
Something that has a physical switch for the clocks would be ideal.

If you have any information that might help me, please send email to:

vcross@genie.geis.com
(the bnr.ca address will bounce, so don't mail me there)

Thanks,
Vince
--
****
* #include std.disclaimer /// No email to above address - it will bounce *
* Instead post replies in USENET. Ain't this a boring sig? zzzzzzzzzz *
****

5991. Re: Mega2 to Mega4?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 17:41:03 UTC
From: lancer@fledgling.WPI.EDU
Message-ID: <LANCER.94Mar31124103@fledgling.WPI.EDU>
Source record: 190046

```
0{{ "Steven" == Steven Selick <selick@bu.edu> writes:
Steven> I believe that a Mega2 to Mega4 ram upgrade should be pretty
Steven> simple, no? I figure you can just get 16 more 128k ram chips
Steven> (where, how much $?) and change a few resistors around. Is
Steven> there a standard diy fix for this? -Steve selick@acs.bu.edu

It SHOULD be a simple matter of adding 16 1M_BIT_ DRAMs (not 128kBYTE)

that's all I know...

.s.

--
- lancer@wpi.wpi.edu - -
-There was an old man from Madrid/Who thought before all that he did-
- He figured it out/And worried in doubt -
- And became an old man while he hid -
```

5992. Re: Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 17:54:13 UTC
From: lancer@fledgling.WPI.EDU
Message-ID: <LANCER.94Mar31125413@fledgling.WPI.EDU>
Source record: 190047

0{{ "Steve" == Steve Johnson <steve-j@teleport.com> writes:
Steve> Personally, and from what I've heard people in the industry
Steve> say, I Commodore's more likely to go into liquidation than be
Steve> restructured. It's a shame, though, because (all advocacy
Steve> aside) the Amiga is a great little machine -- maybe in the
Steve> liquidation, the Amiga design will be sold off to someone who
Steve> will continue developing and supporting it???

I have to agree... Though the Amiga is the only platform I DON'T
have, and being an ST user I'm supposed to hate Amigas, it would
really be a shame to see them go away...

I don't think it'll happen, though. C=, IMHO, will stay in the
business of making Amigas. And if they don't, as you pointed out,
SOMEone will take over the Amiga. Maybe ICD? *grin*

As for Atari leaving computers behind, I'll believe it when I see it.
Despite user gripes, Atari DOES seem committed to the computer line...
And if they DO leave them behind, we'll still have the clones, the
Codeheads, Gribnif, etc... Atari is in no way a dead end!

.s.
--
- lancer@wpi.wpi.edu - -
-There was an old man from Madrid/Who thought before all that he did-
- He figured it out/And worried in doubt -
- And became an old man while he hid -

5993. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 18:20:55 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CnJ157.Ft1@ryn.mro.dec.com>
Source record: 190048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnFIqD.M5F@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes...

>Where can I get logo?

Logo came with the first ST's on the language disk. It never became very popular unfortunately, so it was never upgraded. Digital Research, who wrote the language did some weird things with the file selector, and that is where things went wrong when I installed TOS 1.4. I didn't have any time yet to check for a possible fix.

Erlend.

5994. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 19:08:47 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CnJ3E2.HLD@ryn.mro.dec.com>
Source record: 190049

In article <1994Mar28.133516.17512@praxis.co.uk>, bjb@praxis.co.uk (Ben Bell) writes...

>Has someone out there done comparisons of the MiNT binaries compiled
>by different comilers for speed/size etc? Surely there's a binary
>which runs faster than others or one which is smaller etc. due to
>different compilation algorithms? Just tell me that Sozobon doesn't
>come out on top and I'll be happier!

I don't think anyone has ever compiled MiNT using Sozobon C. I do remember
Scott Bigham was considering compiling MiNT with Heat 'n Serve C, but a lot of
work is needed because the assembler (jas) that comes with Sozobon does not
offer all the necessary features.

(BTW, Sozobon C/Heat 'n Serve C produce some quite good code, provided that you
run the optimizer)

Erlend.

5995. Atari ST vector tables

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 19:13:12 UTC
From: sang@tss.com
Message-ID: <2nf7c8$u1@newsflash.tss.com>
Source record: 190050

Hi all,

Anyone out there has documentation of the Atari ST's
(520 and so on) vector table? I believe that there
are 256 vectors. These vectors include trap vectors.
But the Atari ST computerS do not use all of them.
If you post a list of this vectors and which ones
being used by ST computers, that would be greatly
appreciated.

Many thanks.

Sang.

5996. Re: Looking for old ST game demo (StarRunner??)

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 19:49:23 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCnJoEC.DsL@netcom.com>
Source record: 189851

In article <bhutten-300394234211@halifax-ts2-6.nstn.ns.ca> bhutten@fox.nstn.ns.ca (Bill Hutten) writes:
>
>the game was a scrolling landscape game like xevious, it would only scroll
>up and down. the backgrounds were extremely well drawn, in particular there
>was one level (colored shades of green, if i remember) that had skulls and
>other death insignia...there was a somewhat playable demo version of the
>game floating around.
>
>i seem to remember that the game was called star runner, or something like
>that. it would have been 6-7 years ago. can anyone help me with this?

It's called GoldRunner. There have been two versions as I recall.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

5997. Games For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 19:58:24 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CnJotD.B8u@bart.stars.reston.paramax.com>
Source record: 189852

```
ST/STE Games For Sale
---------------------

* RoboCop 3 - Ocean
* RoboCop 2 - Ocean
* Secret of Monkey Island - Lucasfilm Games
* Elvira: Mistress of the Dark - Accolade
* Elvira II : Jaws of Cerberus - Accolade
* Wonderland - Virgin Mastertronic
* Dragon's Lair - ReadySoft
* Wrath of the Demon - ReadySoft
* EPIC - Ocean
* Utopia: The Creation of a Nation - Gremlin
* Leasure Suit Larry 3x (Triple Pack) - Sierra
* F-15 Strike Eagle II - Microprose
* Toobin' - Domark
* R-Type - The Hit Squad
* Continental Circus - 16 Blitz
* Artura - Arcadia
* Zany Golf - Electronic Arts
* VIZ - Virgin Games
* The Killing Game Show - Psygnosis
* Mega-Lo-Mania - Sensible Software
* The Killing Cloud - Mirrorsoft
* Blood Money - Psygnosis
* Chuck Rock - Core Design

All software items include docs, boxes and original disks.
Make a reasonable offer which includes shipping.

Bob Malay
--
**************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
**************************************************
```

5998. Re: New Atari Newsgroup (announce?)

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 20:40:11 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94090.154011STIRRE31@MAINE.MAINE.EDU>
Source record: 189853

I also would like to see this. Many times people are asking
questions about new products and the e-mail addresses of the
companies producing them. It'd be great if there was a section
for that. After all, almost every Atari developer in the States
is on GEnie and, therefore, has internet access.
-scott tirrell

5999. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 20:47:20 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94090.154720STIRRE31@MAINE.MAINE.EDU>
Source record: 189854

I talked to the people at Compo (makers of Falcon Speed) and they
told me that the board supports all of the ports on the Falcon
except for the MIDI ports. So I believe that using a CD-ROM
drive would be very possible.
-scott tirrell

6000. Emulating an ST or TT on a mac

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 20:59:16 UTC
From: anbrown@husc9.harvard.edu
Message-ID: <2nfdj4$4c@scunix2.harvard.edu>
Source record: 189855

I am probably on the wrong news group, but since no one on the mac news groups would respond, I am asking here.

Does anyone know if there is an Atari ST or TT(it has been a while since I have dabbled in the atari field) emulator for the macintosh? Because of work, school, etc, I got a mac and I would like to emulate an ST on it. If it is possible email me or post to this newsgroup. I will check it out. Any help would be appreciated.

Thanx
Anthony

--
****
The fortune of the day is:

Never tell a lie unless it is absolutely convenient.

****
* *
* Anthony Brown, Harvard University *
* *
* "You say you want me to protect you..... but sometimes my love can *
* go too far..." Gene Simmons, 1978 *
* *
* The Dolphins will win the superbowl in '95!!! *
* *
****

6001. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:01:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nfdo3$aka@darkstar.UCSC.EDU>
Source record: 189856

In <gigxr01-310394170528@ngalm099.gal.nt.com> gigxr01@nt.com (Gerry O'Rourke) writes:

>Try a.a.u.e for the latest version of ST_TOOLS, haven't tried it
>myself, but I will (as soon as I backup my disk).

>You should be able to find Atari Corp's CHKDISK program there also.

>Then there is the commercial program Diamond Edge (I think that's what it's
>called.

Yes, there are several commercial optimizers, of which Diamond Edge is the
most popular. It deserves to be so, it is a great program!

~Chris
>--
>Gerry O'Rourke
>Northern Telecom (IRL) Ltd
>E-mail gigxr01@nt.com

6002. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:10:26 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.16fj@outb.wimsey.bc.ca>
Source record: 189857

Have you heard about Diamond Edge - it's commercial, but it's great. You could get it from almost any Atari software dealer worth his salt. I think you're from Finland - Diamond Edge is from America, but I bet some English dealers would probably have it. Ciao

3 stages of sex: tri-weekly, try weekly & try weakly

6003. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:12:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnJs9D.DH3@cix.compulink.co.uk>
Source record: 189858

In message <2ndtpn$s94@bronze.coil.com>, mbmccabe@bronze.coil.com said:
>
>[About Multi-TOS...]
>>It is NOT a vaporware version. It exists and works. It's available to all
>>registered developers.
>
>I hate to step into a conversation about something I know very little,
>but isn't the above description by Ofir of MTOS _also_ an accurate
>description of ASV (Atari System V [Unix?]) shortly before it became
>permanently unreleased?

I hope Atari will release a new version of MTOS. It may be similar to ASV
but the difference is that MTOS is a released product that many people
bought - the distribution is handled by 3rd parties anyway - all Atari
need do is give them the go ahead.

>On a (semi-)related note, would you, Ofir (or anyone who cares to give an
>opinion! :-), say that MultiTOS is the best choice for someone like myself
>wh owould like to be able to multi-task, but whose main computer use is
>application running, very (_very_) occasion programming for fun only, as
>well as the occasional round of NetHack (and a few other games)?
>
>Thanks for the input ahead of time!

This is a difficult one, but I suggest you take a close look at Mag!x
before making any decisions.

Ofir ogal@cix.compulink.co.uk

6004. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:12:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnJs9F.DHt@cix.compulink.co.uk>
Source record: 189859

In message <1994Mar31.105949.26363@abo.fi>, thaanpaa@abo.fi said:
>I really, really need information about Atari ST or Falcon hard disk
>optimizers (organizers?)! Anything is helpful. I'm becoming desperate..
>Is there really no such thing!? :-(

Diamond Edge (commercial), available from HiSoft in the UK, Oregon
Research in the US.

Ofir ogal@cix.compulink.co.uk

6005. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:12:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnJs9H.DIF@cix.compulink.co.uk>
Source record: 189860

In message <1994Mar31.115551.11915@acri.fr>, lonsdale@acri.fr said:
>
>Could anyone tell me when Calligrapher was on the cover of
>ST Review. And what's this about Calamus?
>
>I have moved to France and can't get any British mags, so
>if anyone could tell me what the freebies have been since last
>August I would be grateful. I could order some back issues
>through a friend of mine.

December - Easy Base
January - Replay Stereo
February - KResource, Kandinsky
March - Calligrapher

Ofir ogal@cix.compulink.co.uk

6006. formatting in Teradesk?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:21:21 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2nfesh$8j0@turing.fwi.uva.nl>
Source record: 189861

Hi,

tonight I wanted to format a floppy disk. I am using TERADESK and tonight
I discovered that you cannot format disks with this desktop-replacement!
Am I missing something or did the author miss something?

--
Martijn Dekker | Mail: mdekker@fwi.uva.nl
University of Amsterdam | dekker@kali.cc.ruu.nl
department of Mathematics | 2:280/706.14@fidonet.org
Proud owner of Atari ST/Apple Mac/C64 | 90:500/104.14@nest.ftn

6007. Re: KOPIER MAL WIEDER

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:22:30 UTC
From: erichall@ionews.io.org
Message-ID: <2nfeum$8o7@ionews.io.org>
Source record: 189862
Body handling: HTML body converted to readable text

In article <83.45489@cl-hh.comlink.de>,
peter glaser wrote:
> Atari lebt!
>
> Aktuell bei "Zweitausendeins" erschienen
> der Nachfolger von KOPIER MICH!:
>
> --
> KOPIER MAL WIEDER
> --
> Eine Shareware- und Public Domain-Sammlung f�r
> Atari-ST/STE/TT und Falcon
>
> * Buch mit �ber 500 Seiten
> * 10 Disketten randvoll mit selbstentpackenden Programmen
>
>
> Inhalt:
>
>
>1 TEXT
>
> - "Das gl�serne Blatt"
> Vom Schreiben auf Papier und Bildschirm
>
> - XEDIT von Alexander Gr�pl
> Ein wirklich exzellenter Editor
>

Not that I understood much of this, although I'm assumming it's an ad for a collection of shareware, BUT the word XEDIT sure caught my eye. Would the author of this note or the product like to share (in English, if possible) some further info as to whether this editor is by chance a work-a-like to the XEDIT we all know and love from the VM mainframe world?

6008. MegaSTE GST Shifter markings (help)

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:47:11 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nfgcv$p6@mailer.fsu.edu>
Source record: 189863

In a previous post, I asked for folks to send me the markings on their GST Shifter chip (in MegaSTE's). I have received plenty of responses from folks who have the DMA sound problem like me (the replacement of the chip fixes this bug), but I have received only one response from someone who does _not_ have this problem. I really need to get a few more "good" chip markings, as the only place I have found that has them cannot distinguish the revisions of the chips (only revision D or later fixes the bug). Thus, I need to be able to say "OK, sell me a chip that has any of these markings: . . . ". At this point, all I can say is "Don't sell me any that have these markings: . . .", but this is not as good :-).

Thus, if you have a MegaSTE and you don't have the crackling DMA sound problem (there is an easy test listed below), _please_ send me the markings on your GST chip. You do not have to disassemble anything major to see it, just the plastic hard disk cover on the right-top of the machine (one screw). The original post with full instructions is below. I'll be posting a summary of all this chip stuff, so your efforts will benifit many (certainly the dozen or so that have emailed me with bad chip markings :-). I'll also include it in the MegaSTE FAQ that I am putting together.

Thanks in advance.

Original post follows:

> Subject: MegaSTE GST Shifter upgrade (help!)
> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
> Organization: Florida State University Department of Mathematics
> Reply-To: boyd@math.fsu.edu
> Summary:
> Keywords:
>
> Ok, early MegaSTEs had a problem with their GST Shifter chips, that would
> cause crackling on DMA sound and a mono screen wrap problem. The fix is to
> install a GST Shifter chip later than rev D. I have such a MegaSTE, and
> am trying to perform this upgrade.
>
> I called Best Electronics, and was a bit disappointed with the answer.
> Basically, they have some GST shifters, but they don't know when they were
> made (or what revision). They suggested that I write down all the markings
> on mine and call back with a description. Basically, I am hoping that I can
> precisely identify what chip I want, so I can call back and ask if they have
> any. So, I basically want to know what the markings are on the "good"
> chips.
>
> Thus, I have two questions:

>
> 1. Would someone (or several someones) who own MegaSTEs be so kind as to
> tell me what the markings on your GST Shifter chips say? My markings, and
> a description of how to find it are below (you can see it by simply lifting
> the hard disk cover section, complete disassembly is not necessary).
>
> 2. Does anyone have an alternate source for Atari chips? From other posts,
> I get the impression that some European countries have more responsive
> Atari branches than the one in the US (which currently seems to be totally
> engrossed with the Jaguar).
>
> Ok, when viewed from the front of the machine, the GST Shifter is the largest
> PLCC chip you will be able to see with just the hard disk cover removed. It
> is right next to the upper left hand corner of the SIMM slots. The writting
> will be upside-down. PLCC's are the square ones with the loop-like pins on
> the sides, in sockets.
>
> --------------------+-------------------------+
> | |
> | |
> | |
> | |
> | |
> | |
> | |
> | +---+ |
> | |GST| |
> | +---+ +----------+ |
> | | | |
> | | SIMMs | |
> | | | |
> | | | |
> | +----------+ |
> | |
> | |
> --------------------+-------------------------+
> Front of Machine
>
>
> Here is what is written on mine (rightside up):
>
> 9101 AMB
> C301712-001
> c Atari 1990
> -31160608-01

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****
* Mickey Boyd *
* Systems Administrator *

* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6009. new graphic demos

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:48:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nfgfk$p6@mailer.fsu.edu>
Source record: 189865

I just stuck the Flipo and Calimero demos on atari.archive.umich.edu. They are available now in /Newitems. These are quite good, and work fine on my MegaSTE. I believe they also work on stock STs.

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****
* Mickey Boyd *
* Systems Administrator *
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* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6010. Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 21:53:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nfgo2$p6@mailer.fsu.edu>
Source record: 189866

It occurs to me that I have just about every Bitmap Brother's game there is. They are all excellent. The only one I can remember that I don't have is The Chaos Engine. Is it work getting? My guess would be yes, but it never hurts to check :-).

Here are the others that I know about:

Speedball (1 & 2) - awesome overhead football games, best for two players
Xenon (1 & 2) - vertical scroller third person shoot'em ups
Gods - sideview "jump and shoot things" game

Have I missed any? Any recommendations/good cheats?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6011. Re: AEO : Do I post them ?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 22:16:38 UTC
From: walra@moacs11
Message-ID: <7e4ejmxzhpo@moacs11>
Source record: 189867

In <H.eg.CP02MRCT2U_@yonder.equinox.gen.nz>, Craig Shore wrote:

> In <nwoupffqiwy@moacs11>, Waldi Ravens writes:
> >There is a seperate newsgroup for posting AEO, alt.znet.aeo.
>
> I thought that newsgroup was killed ages ago???

No, it wasn't, alt groups hardly ever die ;-). But last week the moderator
of alt.znet.aeo did announce in news.admin.misc that he was going to send
a rmgroup, unless there were objections.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

6012. Re: Languages, again?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 22:26:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6297@PB2.maus.de>
Source record: 189868

In article <A57298@AC2>, ogal@cix.compulink.co.uk ("Ofir Gal") typed:

OG>OK, I'm getting real : All the German programmers I speak to on the
OG>phone, at shows or via email speak English. So, those who can't are
OG>pretty rare.

So, where's the prob? If you have talked to _all_ of 'em you should've
gotten English versions of your favorite programs.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

BTW, happy Easter!! I like them bunnies ;-)

6013. Re: Atari customer service (was MiNT stuff)

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 22:26:34 UTC
From: walra@moacs11
Message-ID: <xrmw&z0vmk2@moacs11>
Source record: 189869

In <2nag06$t8n@vixen.cso.uiuc.edu>, Schizoid wrote:

> Yuck. Has anyone here, ever, gotten any useful response from Atari about
> anything? When I got my MegaSTe, it had a bad host adapter, which basically
> produced strange problems I didn't understand. I searched high and low for
> a user help number or address, but couldn't find anything but some computer-
> operated help line concerned mostly with video games, which had no operator
> available.

The situation here is different. Atari Benelux have a customer support
line, and I have gotten useful response from them. Maybe you should change
continents :-).

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

6014. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 22:53:08 UTC
From: walra@moacs11
Message-ID: <_iaxr2q5&b_@moacs11>
Source record: 189870

In <2ndtpn$s94@bronze.coil.com>, Matt McCabe wrote:

> [About Multi-TOS...]
> >It is NOT a vaporware version. It exists and works. It's available to all
> >registered developers.
>
> I hate to step into a conversation about something I know very little,
> but isn't the above description by Ofir of MTOS _also_ an accurate
> description of ASV (Atari System V [Unix?]) shortly before it became
> permanently unreleased?

Nope, ASV has been sold (and AFAIK still is), AES 4.1 has not.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

6015. Re: PC-Ditto and hard drive access

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 23:08:00 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EDBKDFUQ@asharak.apana.org.au>
Source record: 189817

In <2n4ea3$jj7@usenet.INS.CWRU.Edu> Fred Horvat wrote :

> I just got a Stacy recently. I decided to dig out my old
...
>hard drive I get "Divide Overflow" message. Basically I can't
>access the hard drive at all. I tried using the supplied device
...
>Here is my systems stats.
>
>STacy 4
>4 Megs of Ram
>50 Meg HD partioned as C:=17meg D:=17meg E:=17meg
^^ ^^ ^^
>SCSI address : SCSI=0, LUN=0
>
> Basically nothing that I can tell from PC-Ditto docs is out
>of the norm. Any help would be appreciated. Please respond to
>me E-mail address because I normally don't get to scan this
>section often.

There's your problem - your partitions probably have to be <16M for it
to work (ie you probably have 1K clusters there)

> Fred Horvat

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

6016. Re: Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 23:40:27 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CnJz3G.JLu@arc.ab.ca>
Source record: 189871

In article <199403281411.p16325@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
>Recently I started digging around in my old disk collection to find=
> another
>few KB of backup space, when I discovered a super program called *Empire*=
> by
>Interstel. This is a version 1.0 dated 1987, but both I and my eight=
> year
>think it is great. Somewhere I heard about a version 2.0 - does it=
> exist, is
>it worth getting, if so where etc etc?
>

There is definetely a 2.0c as I used to have this. I have no idea how it would differ from your version.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

6017. Re: Problems with PATCH

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 23:55:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnJzs3.LLC@cix.compulink.co.uk>
Source record: 189872

>|> I'm using MiNT 1.08 and the KSH shell. I also haven't figured out UNIXMODE
>
>You should either leave it unset or set it to "/rU", where "/" means
>"translate / to \" and "rU" means "use drive U: as root drive".
>Another switch that may be interresting is "s", meaning "emulate
>interpretable scripts", i.e. files having something like #!/bin/sh in
>the first line. Unknown switches like ".X", which is only meaningfull
>with bammi's GCClib, will be ignored by the MiNTlibs.

Thanks - I've solved the problem now. I chnaged my 'patch.ttp' for another
and it patched first time! :-)

I've now managed to patch MiNT 1.10 so that MiNT-NET boots. Anybody else
figured out much beyond this? I can set up 'inetd' etc, but 'tftp' doesn't
seem to want to talk to my 'ka9q' setup on my other ST.

Thanks

Roland.

@CiX

6018. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-03-31 23:55:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnJzs5.LM0@cix.compulink.co.uk>
Source record: 189873

>I hope Atari will release a new version of MTOS. It may be similar to ASV
>but the difference is that MTOS is a released product that many people
>bought - the distribution is handled by 3rd parties anyway - all Atari
>need do is give them the go ahead.

Two other points to note:

1) AFAIK Atari doesn't actually own the (c) to the AES. For everyone that is sold they pay a royalty to Digital Research. This seems to be the reason they don't distribute it in the same way as MiNT.

2) AES 4.1 is much easier to *pirate* than ASV! If Atari don't release it - it will only be a matter of time before those poeple who want it will have aquired it.

Note: I have *no* wish to pirate anything, but once a company stops updating a product - the remaining users seem to take it into their own hands, legally or otherwise.

Roland.

@CiX